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FOREWORD

The book you hold in your hands is NOT the next edition of the *DUNGEONS & DRAGONS® Roleplaying Game*. It's a snapshot of a game still in the throes of development and extensive public playtesting (over 140,000 playtesters as of this writing). It's also a self-contained gaming experience—something you can pick up and play with your friends immediately. All you need are some dice.

The book is titled *Ghosts of Dragonspear Castle™*. Why? Because “D&D® Next Gen Con Hotness” isn't particularly evocative. Also, this product is an adventure first and foremost—or rather, four adventures that string together to form a thrilling mini-campaign. If you're curious about what a D&D Next campaign might feel like, then this product should satisfy your curiosity. Lots of dungeon exploration, roleplaying opportunities, and awesome surprises await! By the way, if you're a player, **DON'T READ THE ADVENTURES!** Trust me when I say this: they're a lot less fun if you know what happens.

I will say this much: The adventures take place in a relatively small corner of the *FORGOTTEN REALMS®* campaign world called the Sword Coast, which, it turns out, is just a fun place to explore. Here, the characters' decisions and actions can have far-reaching consequences. It's also a great place to show players and DMs how much fun it can be to discover what made the *FORGOTTEN REALMS* setting so popular in the first place: the unabashed love of *detail*.

As you're probably aware, the *FORGOTTEN REALMS* has been with us for a long time, and over the years we've seen a lot of big events wreak untold havoc on the world, from the Time of Troubles to the Spellplague. The latest über-event is called the Sundering, which, ironically, is as much about restoration as it is about pulling things apart. Like other world-spanning events in the setting's history, the Sundering is what happens when gods try to set things right (or wrong, depending on their disposition) and, even better, when gods decide to use mortals as their agents of change.

Speaking of change, by the time this book is released, the D&D Next rules will have changed slightly based on the latest playtest feedback. If you're a playtester, you might discover some inconsistencies between what's written in these pages and what appears in the latest playtest documents on the D&D website. Such is the nature of print publishing! From the time this book goes to the printer to the time it arrives at the Gale Force Nine booth at Gen Con, four months will have passed. You wouldn't believe how much playtest feedback we receive and process in four months; it's truly awesome and terrifying. Whatever the differences might be, we don't expect them to have

a profound effect on the adventures in this book or the overall quality of your play experience.

As you flip through the pages, you'll notice that we're having a bit of fun with the visual presentation. By no means is this design indicative of what D&D books will look like in the future. We're experimenting with some ideas, but we're still a long way from setting the look and feel of our books going forward. All I can say is that we're trying to learn from our past successes and failures.

The art appearing in this book comes from all past editions of the D&D game, and we mixed in some D&D Next concept art just to keep things fresh. It's really a chance for us to say, “Look where D&D has gone before!” and “Let's see where we can go from here!” On pages 280–281 is one of my favorite works of art: the winning entry from our recent D&D Next Character Sheet Contest, as voted by the fans and a select panel of judges. Anyone who thinks character sheet design isn't an art form clearly hasn't tried to create one! Props to Brian Morgen for taking top prize.

Let me conclude by saying: A lot of wood elves died to bring you this product. (A lot of treants, too.) We hope you put it to good use and have a rollicking good time stomping around the Sword Coast. Give Isteval my regards!

Christopher Perkins
D&D Senior Producer
May 2013



CHAPTER 1: DAGGERFORD CAMPAIGN

Daggerford is a small but important Sword Coast town where fledgling adventurers can make names for themselves. It's a great starting point for a campaign because there's so much territory around Daggerford to explore, and the town is within reasonable traveling distance of three very important cities: Neverwinter and Waterdeep to the north, and Baldur's Gate to the south. In short, the Sword Coast is where the action is.

Players can choose from the pregenerated characters starting on page 267 or create their own using the D&D Next rules. Some of the player characters might be lifelong residents of Daggerford or hail from farms or estates within the surrounding Delimbiyr Vale (also known as the Shining Valley). You can use the material in the "Town of Daggerford" section (page 134) to help players flesh out interesting backgrounds for their local characters and forge ties with NPCs who can serve as mentors and trainers. Other characters might be travelers passing through town, on their way to some other destination when they are drawn to Daggerford by the promise of adventure.

Daggerford is, in many ways, the quintessential rural town, complete with monster-infested hills, spooky forests, ruined castles and mansions, and forlorn swamps. What makes Daggerford stand out are the colorful NPCs and the memorable dungeons that the player characters get to explore. To get a feel for what this mini-campaign has to offer, here are the parts you should review first:

- ◆ The "Running the Campaign" section below.
- ◆ The "Personalities of Daggerford" section (page 135), which introduces several NPCs that could have interesting ties to fledgling adventurers.
- ◆ The map of Delimbiyr Vale on page 141.

RUNNING THE CAMPAIGN

Daggerford contains all the trappings of a typical medieval settlement built on the shore of a river that flows out to the sea. It's an excellent kick-off point for a D&D® campaign because of its proximity to thrilling adventure locations such as the Lizard Marsh, the High Moor, the dwarven dungeons under Mount Illefarn, and the ruins of Dragonspear Castle. Daggerford is situated along a well-traveled trade road that connects two of the Sword Coast's greatest cities:

Waterdeep and Baldur's Gate. A lot of caravans and gossip pass through town, creating even more opportunities for adventure and intrigue.

At the end of this long chapter, you'll find a complete description of Daggerford and its inhabitants, including colorful nonplayer characters (NPCs) that can serve as trainers and mentors for fledgling clerics, fighters, rogues, and mages. As the DM, you are free to develop these NPCs or substitute them as you see fit. The end of this chapter also includes information on other areas of interest near Daggerford, along with random encounter tables you can use in case the players want to explore other locations and pick up some extra experience points (XP) or loot!

The bulk of this chapter is devoted to adventures. The four adventures in this book are designed to take characters from 1st level to 10th level. Each adventure requires at least 8 hours to play, and ideally you'll have a reliable group of players with whom you can run the adventures in sequence, creating a short but memorable D&D Next campaign.

Everything you need to run the adventures is included in this book, including the basic game rules and character creation rules. You'll find magic item descriptions at the end of chapter 5 and monster statistics in chapter 6.

While each adventure has its own story to tell, there are some overarching plot elements that connect them. These are described in the next section ("What the Players Don't Know"). When you're ready to begin the campaign, go to the "Where to Begin . . ." section.

WHAT THE PLAYERS DON'T KNOW

Somewhere along the Sword Coast, far from their homeland, the Red Wizards of Thay are building a secret fortress. The fortress includes an academy built atop magical portals connected to four elemental nodes—vaults of immense elemental power. The Red Wizards intend to harness this energy and use it to threaten and subjugate the cities of the Sword Coast.

The elemental portals were built many years ago by a secret society of bored, wealthy, unscrupulous Netherese nobles who founded a cult dedicated to the Elemental Princes of Evil. When the cult's activities began attracting unwanted attention, its leaders sealed the portals with four elemental keys, dismantled the cult and its temple, and fled. The keys were hidden in scry-proof altars dedicated to the Elemental Princes of Air, Earth, Fire, and Water and buried underground.

The Red Wizards researched the dead elemental cult, spoke to the spirits of former members, and tracked the four elemental keys to the Sword Coast, where the leaders of the elemental cult had retired long ago. The Red Wizards dispatched operatives to

retrieve the four keys and return them to their secret stronghold.

The Red Wizards have already obtained the Air Key, and they're close to retrieving the other three. However, they've suffered a major setback: The authorities in Daggerford have captured Arvik Zaltos, the Red Wizards' main operative in the area. His loss puts the entire operation in jeopardy. Worse, due to a fault in the Red Wizards' communication network, Arvik's superiors aren't even aware he's been arrested, tried, convicted, and sentenced to hang.

The Red Wizards aren't the only threat to Daggerford. A rakshasa named Nadir has arrived in town to exact revenge on his old nemesis, Sir Isteval (see page 135). The paladin, along with several companions, slew the rakshasa years ago in Cormyr. The rakshasa's disembodied spirit languished in the Nine Hells for years before reincarnating, and Nadir has spent the past several months tracking down Isteval. Nadir knows his old foe is working with the Daggerford authorities to eradicate the Red Wizard threat, and the rakshasa has decided to aid the Red Wizards without their knowledge while also plotting Isteval's ruin.

THE ELEMENTAL KEYS AND PRINCES OF ELEMENTAL EVIL

The Red Wizards of Thay are after four elemental keys scattered in various locations around Daggerford. The adventures in this book are structured in a way that makes it difficult for the characters to obtain the four elemental keys. Even if the players do everything right, most or all of the keys are likely to end up in the Red Wizards' hands, and that's fine.

The elemental keys play pivotal roles in the early 2014 seasons of the D&D ENCOUNTERS™ in-store play program. It's okay if players think it's important to keep the elemental keys out of the Red Wizards' clutches. Even if they fail to do so, they will have accomplished many other things of great importance, such as earning Isteval's trust and defeating the evil rakshasa Nadir.

The Princes of Elemental Evil are not widely known or worshiped in Faerûn. The Red Wizards know of them through extensive research, but few other possess such knowledge.

Although they attract their fair share of demented cultists, the princes are more like powerful monsters than gods. The four main elemental princes are Imix (the Prince of Evil Elemental Fire), Ogrémoch (the Prince of Evil Elemental Earth), Olhydra (the Princess of Evil Elemental Water), and Yan-C-Bin (the Prince of Evil Elemental Air).

WHERE TO BEGIN . . .

You can begin the campaign by reading the following text aloud to the players:

Every year around midsummer, the population of Daggerford swells as people come from up and down the Sword Coast to partake in the town's annual festival of games. While merchants hawk their wares along crowded boulevards, crowds gather to witness all manner of contests, from archery and tug-o-wars to wrestling and pie eating.

But alas, ill weather has dampened this year's festivities. Torrential rain falls from thick black clouds as wild coastal winds howl through the darkened streets. Guests pack the local inns and taverns, hoping for some reprieve while keeping their spirits high with drinking games and music, but the storm has been relentless, and there's no end in sight.

Not surprisingly, the storm has given rise to lots of gossip about recent events in town, namely the capture of a tattooed man believed to be a Red Wizard of Thay. What would a Red Wizard be doing so far from home, you ask? Well, according to the local gossip mongers, he was magically disguised and working for Lord Floschin as a gardener, of all things! That's right, the same Lord Floschin whose estate was attacked and looted by orcs and half-orcs a fortnight ago. They say the Red Wizard was behind it, and that's why he's doomed to hang after the festival.

It's a good thing Lord Floschin wasn't home during the attack. He could've been captured and taken away by the orcs. That's what happened to his servants, gods protect them! One can only imagine their horrible fate.

If the players haven't already done so, now would be a good time to have them introduce their characters. A player character might be a longtime resident of Daggerford or a visitor who has come for the summer festival. It would be nice, however, if one or more party members have strong ties to the town.

At the end of this chapter, you'll find descriptions of Daggerford and several important NPCs who might have ties to the player characters. Feel free to describe these NPCs to your players if they're having trouble fleshing out their characters' backgrounds. Many of these NPCs make excellent mentors for 1st-level adventurers.

The Red Wizard

A Red Wizard named Arvik Zaltos hired the Clotskull tribe of orcs and half-orcs to attack the Floschin (pronounced *flow-shin*) estate, creating a distraction so that Arvik could raid the Floschin family crypts. Within one sealed crypt, Arvik found a stained-glass altar

dedicated to Yan-C-Bin, the Prince of Evil Elemental Air (see “The Elemental Keys and Princes of Elemental Evil” sidebar). Arvik smashed the altar, retrieved the Air Key hidden within, and gave it to an apprentice in Daggerford. Meanwhile, the Clotskulls took several of Lord Flosin’s servants back to their lair in the hills north of Daggerford, to be used as breeding stock to replenish their dwindling numbers. Unfortunately for Arvik, one of Lord Flosin’s maids managed to escape her captors and flee back to town, whereupon she told local authorities that Arvik and the orcs were in cahoots. Armed with a detailed description of Arvik (albeit a magical disguise to hide his true appearance), the authorities had no trouble finding him.

News about the attack on Lord Flosin’s estate and the captured Red Wizard set the stage for the first adventure. Most locals have no additional information to share, since details have been kept under wraps. Characters who ask around and succeed at a DC 15 Charisma check to gather information unearth the following tidbits:

- ◆ Sightings of orcs in the hills north of town are more common nowadays. The duke has vowed to “bolster” patrols of the northern countryside.
- ◆ A local paladin of Amaunator named Sir Isteval is friends with Lord Flosin and has taken an interest in the Red Wizard matter.



- ◆ The tattooed man was captured in Daggerford a couple days after the attack on the Flosin estate. Before his arrest, he was seen in the company of other shady characters whose identities are unknown.
- ◆ The tattooed man’s name is Arvik Zaltos—at least, that’s what he was called when he worked (albeit briefly) for Lord Flosin.

ADVENTURE 1: FANE OF THE SUN SWALLOWER

By Christopher Perkins, Robert J. Schwalb, and James Wyatt

This adventure is designed for four to six 1st-level characters, and the adventuring party should reach at least 4th level by its conclusion. If the characters don’t have enough XP to advance to 4th level, consider adding a few random encounters (see page 12) between this adventure and the next one, or consider allowing the characters to train with their mentors in Daggerford and advance to the appropriate level.

“Fane of the Sun Swallower” begins in Daggerford, during the public hanging of a Red Wizard, and ends in the Lizard Marsh, with the characters storming the underground lair of a black dragon that thinks it’s the Chosen of Talona (goddess of rot and corruption). Along the way, they match wits with a devious rakshasa, contend with a vile lizard queen and her cursed lizardfolk thralls, and cross swords with an inbred family of swamp-dwelling half-orc bandits who are also meddling in the black dragon’s business.

SETTING THE STAGE

Like most black dragons, Thoss Fyurnen is thoroughly wicked and rapacious. However, he has too many problems in his reptilian life to concern himself with conquering the Lizard Marsh (or Daggerford, for that matter). For one thing, he’s on the “outs” with his black dragon mate, Cheleen. Thoss Fyurnen has taken custody of their unborn brood—four dragon eggs in all—while Cheleen tends to some important business of her own. Should anything happen to the eggs, Thoss Fyurnen would find himself the target of his mate’s unbridled wrath.

Unfortunately, one of the eggs disappeared while “daddy” was out hunting. In his anger, Thoss Fyurnen devoured several of the lizardfolk who worship him as the Chosen of Talona. Eventually, their vile queen persuaded the dragon to consider other possibilities. The

dragon had, after all, turned down an alliance with a tattooed man calling himself a Red Wizard of Thay. Eventually, the lizard queen convinced Thoss Fyurnen, the dreaded Sun Swallower, that he was the victim of Red Wizard treachery.

The Red Wizard, Arvik Zaltos, had tried to bribe the dragon into stealing an altar from Cromm's Hold, a fortified estate on the edge of the Lizard Marsh. When Thoss Fyurnen declined, Arvik sent a team of stealthy half-orc raiders into the dragon's lair to snatch one of Thoss Fyurnen's precious eggs. Arvik planned to extort the dragon into stealing the altar. However, not long after the egg was stolen, Arvik was arrested in Daggerford.

After Arvik is hanged in Daggerford's town square, news arrives that a black dragon has attacked Cromm's Hold. The characters are among those sent to provide aid and reinforcement to the beleaguered keep. When they arrive, they find a few dead soldiers and several dead lizardfolk, but no signs of the dragon.

The Party's Goal

The Duke of Daggerford sends soldiers and clerics to fortify Cromm's Hold, and Sir Isteval makes sure the characters are invited along. Although her keep withstood the lizardfolk attack, Baroness Wynne Cromm wants the dragon hunted down and destroyed. However, Sir Isteval urges restraint and is secretly more concerned about the stolen altar. (He suspects there's a connection between it and the smashed altar at the Floshin estate.) Keeping his suspicions to himself, he asks the characters to locate the dragon's lair, but warns them to steer clear of the vile wyrm.

While searching the dragon's lair, the characters stumble upon the encampment of the half-orc bandits who stole Thoss Fyurnen's egg (see also "Nadir's Role" below). The stolen egg is their first real clue as to the dragon's motive for attacking Cromm's Hold. Returning the egg to Thoss Fyurnen might go a long way toward making peace with the dragon. However, complications arise when the egg hatches prematurely and the newborn wyrmling bonds with the party.

The Water Key

Cromm's Hold, situated on a bluff overlooking the Lizard Marsh, is important to Daggerford's defense. Baroness Wynne, the noble who commands the fortified estate, is a descendant of one of the nobles who hid the four elemental keys (see page 5) in the Shining Valley. The Water Key was locked inside an altar dedicated to Olhydra, Princess of Evil Elemental Water, and was until recently sealed in the dungeon of Cromm's Hold.

When Thoss Fyurnen touched down in Cromm's Hold and demanded the altar, Baroness Wynne had no choice but to surrender it. Unfortunately, the black

dragon's promise to leave Cromm's Hold in peace was a lie; as the dragon took flight with the altar in its clutches, lizardfolk attacked the stronghold, creating enough of a distraction that no attempt to follow the dragon could be made.

The Water Key is still contained within the altar, which is hidden deep inside a temple called Sar-Thoss Fyurnen ("Fane of the Sun Swallower"), specifically in the dragon's lair.

Nadir's Role

After witnessing the Red Wizard's public hanging and hearing the news about the attack on Cromm's Hold, Nadir the rakshasa assumes the guise of a soldier named Maechen Givens and joins the company sent from Daggerford. Having read Arvik's mind, Nadir knows where the dragon lives and where the dragon's egg is hidden. His plan is simple: obtain the Water Key, or trade for it if necessary. The disguised rakshasa claims to know the Lizard Marsh like the palm of its hand and offers to accompany the party, following them if they decline the offer. If the characters question their companion's motives, "Maechen" admits to having a crush on Isteval and wants to do right by him.

Nadir knows, beyond a shadow of a doubt, that the characters are no match for him or the dragon, so he has no fears about accompanying them into the swamp. After seeing how much faith Isteval places in them, Nadir hopes to use them in the future and doesn't want them killed (at least, not yet). Knowing that the adventurers stand a better chance of survival if they have the dragon's egg with them, he "guides" the characters to the stolen egg's location before nudging them toward the dragon's lair.

PART 1: THE HANGING OF ARVIK ZALTOS

With their midsummer festival ruined by foul weather, residents of Daggerford take cold comfort in the hanging of Arvik Zaltos, the Red Wizard convicted of organizing a savage attack on Lord Floshin's estate, the theft of treasures from the Floshin family crypts, and the abduction of several of Lord Floshin's servants. Arvik refused to divulge the names of accomplices during interrogation, and so the duke was quick to pronounce a sentence of death.

The hanging takes place on a rainy morning. The characters might wish to attend the hanging, in case the unexpected happens. The following read-aloud text assumes they do.

The foul weather just won't let up. Wet banners flap in the cool morning wind as a grim, rain-drenched crowd gathers around the wooden gallows in the town square. Town guards in dark cloaks scan the periphery.

A masked hangman ascends the scaffold and waits. He nods to a slender, rain-soaked knight in bright armor, who limps into the heart of the crowd, a greatsword slung over his back. He stands like a beacon of light in the gloom and keeps a watchful eye on the proceedings. A few paces behind him stands a dour elf of noble bearing clad in a handsome gray cloak.

The malaise of the crowd turns to anger as the prisoner is hauled toward the gallows by a pair of cloaked guards. The bald wizard wears nothing but a loincloth, and most of his thin frame is covered with serpentine tattoos. His wrists and ankles are bound with rope, and his eyes and mouth have been sewn shut—a sight that doesn't sit too well with the armored knight.

The rolling thunder of the storm cannot drown the roar of the crowd. Shouts of "Kill the wizard!" abound. One old woman cries out, "Filth for the maggots!"

A heavily guarded horse-drawn carriage comes to a stop at the edge of the crowd. Through the carriage's rain-streaked window, you see the pale visage of Duke Maldwyn Daggerford, who watches the proceedings closely.

As the noose tightens around the wizard's neck, the tattoos covering his body begin to writhe. The crowd gasps in horror at the sight, and the armored knight draws his greatsword. Moments later, the captain of the guard signals the hangman to pull the trapdoor lever. A short drop spells the wizard's demise. Lightning flashes, and you half expect the wizard to be gone, but there his body hangs, the serpentine tattoos no longer writhing.

"To the Hells with him!" a peasant shouts.

The knight relaxes as the crowd begins to disperse. Suddenly, a rider on a black horse gallops into the square, surprising everyone. He seems drawn to the armored knight.

"My lord! My lord! Terrible news! Cromm's Hold has been attacked by a black dragon!"

The armored knight standing amid the crowd is Sir Isteval (see page 135). He attends the execution to make sure no attempt is made to free the Red Wizard. The elf traveling with Isteval is Lord Darfin Flosin, whose estate Arvik Zaltos ransacked.

Arvik's eyes and mouth were stitched shut in accordance with an old law having to do with the practice of hanging spellcasters—precautions to

ensure that the wizard can't bewitch anyone with a glance or magic word.

Nadir the rakshasa lurks in the crowd (disguised as the shouting peasant) but does nothing to stop the hanging or draw undue attention.

The messenger's news is enough to make Duke Maldwyn step out of his carriage into the rain and make his way toward Sir Isteval and Lord Flosin. (Four footmen hold a canopy above the duke to keep him dry.) Baroness Wynne, the lady of Cromm's Hold, dispatched the messenger moments after the dragon arrived, so he has very little information other than the dragon was huge and had black scales. Wynne told the messenger to bring reinforcements from town.

PART 2: CROMM'S HOLD

News of the attack on Cromm's Hold causes panic in the town square. While people scurry for shelter (from the rain, if nothing else), Duke Maldwyn tries to calm the crowd with assurances of their safety. Meanwhile, Isteval instructs members of the town militia to marshal soldiers and clerics for a march to Cromm's Hold. With Nadir the rakshasa in earshot, Isteval then turns to the adventurers.

There's another flash of lightning as the armored knight, Sir Isteval, turns toward you. "Cromm's Hold is well defended, but a dragon might be too great a threat even for Baroness Wynne. If you have no other business to tend to, we could use some additional reinforcement."

Duke Maldwyn casts a wary gaze upon the stormy sky then turns to Isteval. "The bulk of our militia will remain here, in case the dragon attacks."

"Of course, your Grace," the knight replies. "That would be wise. Thirty stalwart men and horses should suffice."

Duke Maldwyn has no concerns about allowing Isteval to lead reinforcements to Cromm's Hold. He is happy to place the matter in the knight's capable hands while he retires to the safety of his keep. The duke asks Lord Flosin to join him, and the elf humbly accepts.

As the Daggerford militia rallies a force to march on Cromm's Hold, horses are brought forth for Isteval and the characters. Because of his injured leg, Isteval must be helped onto his horse.

Isteval is wise and trusts his instincts. He sees in the characters a flicker of something he had in his youth, which is why he calls on them for aid. He leads them and thirty soldiers on horseback to Cromm's Hold, through the rain with all due haste.



Arrival

As the characters approach Cromm's Hold, read:

You ride south past farmhouses and cottages. Under stormy skies, Cromm's Hold is a stark castle, little more than a squat keep surrounded by an outer wall. It looks like it has seen many repairs over the years. Galloping across an open field leading to the hold, you do not see or hear signs of battle. Thunder rolls across the sky as you approach, the rain turns to mist, and a cool coastal wind washes over you.

The gates of Cromm's Hold open as you approach. Behind the outer wall is a bailey with a well, a stable, a small pasture, and a training yard. The keep itself is a simple manor house that looks relatively new. You see a row of six human corpses in the yard. You also see six guards standing watch along the west wall.

An armored woman in her mid-thirties emerges from the manor, accompanied by an armored man with a bandaged shoulder wound. As they approach, the woman removes one gauntlet and extends a hand to Sir Isteval. "Welcome to Cromm's Hold."

"Baroness Wynne," the knight replies. "Don't tell me you've slain and buried the dragon already."

"I'm afraid not," she says dryly. "I'm not as young as I used to be. But enough of that. My sergeant is stricken by a poisoned wound."

Isteval introduces the characters to Baroness Wynne, the lady of Cromm's Hold, who in turn introduces her second-in-command, Captain Falke.

Sixteen soldiers and a sergeant named Durenn serve under Falke's command. The guards patrolled the outer walls in two shifts, with Falke on duty during the day and Durenn on duty at night. Six soldiers died in the attack, and a poisoned dart has left Sergeant Durenn gravely wounded and feverish. Durenn is resting in the manor house; any amount of magical healing will stabilize him. There are also a few other injured soldiers who could benefit from a healing spell or two.

Wynne chronicles the following recent events:

- ◆ A huge black dragon flew in from the Lizard Marsh and landed in the bailey. It called itself Thoss Fyurnen, the Sun Swallow, Chosen of Talona. While she knows the Lizard Marsh is a favorite haunt for black dragons, Wynne has never heard of a black dragon so bold or with so many aggrandizing titles.
- ◆ After dispatching a servant to Daggerford, Wynne parleyed with the "reptile." It demanded tribute, which Wynne provided on the condition that the dragon leave in peace. The dragon agreed.
- ◆ The dragon misled Wynne, for shortly after it departed, a large force of diseased lizardfolk attacked the keep from the west. The lizardfolk tried to scale the outer wall, but Wynne's soldiers prevented the creatures from getting inside.

Once Durenn is back on his feet, Wynne orders him to take some men, drag the disease-ridden corpses of

BARONESS WYNNE CROMM

The lady of Cromm's Hold is an imposing woman respected throughout Daggerford and the Shining Valley; however, that respect is tinged with fear. The baroness (who is lawful evil) enforces a strict set of rules and laws over her household, and violating her dictates brings severe punishment. Her methods are tolerated only because she has the unenviable task of watching over the Lizard Marsh for signs of lizardfolk aggression—a duty she takes very seriously.

Baroness Wynne arrived in Daggerford around twenty years ago and spent five years rebuilding her family's ancestral estate, which had long since fallen to ruin and been abandoned. Nowadays, she keeps up her martial skills so that she can lead her soldiers into battle against threats from the Lizard Marsh. She does not view herself as evil, believing she is "firm but fair." She feels that Duke Maldwyn could learn from her example and bring his barons under tighter control.

their enemies to the edge of the swamp, decapitate the lizardfolk corpses, and mount the severed heads on spears as a ghastly warning.

Isteval doesn't immediately press Wynne on the "tribute" she paid to the dragon, but if the characters think to ask, she replies:

"An altar. A half-forgotten relic left behind by my ancestors. It was made of blue coral, with sides that looked like crashing waves. It's been locked away in the dungeons of this castle for years. I'm not sure how the dragon knew of it. It seemed a fair price to pay for my soldiers' lives."

Based on Wynne's description, characters might think the stolen altar is a relic of the evil sea goddess Umberlee, whose holy symbol is a pair of crashing waves. However, any such assumption is erroneous.

Characters looking out over the western wall see the corpses of 25 dead lizardfolk and, farther away, the grassy bluff overlooking of the Lizard Marsh. Close inspection of the lizardfolk corpses reveals that they're all infected with a foul rotting disease. (Fortunately, none of Wynne's surviving soldiers contracted it.)

The characters can attend the perfunctory funerals of the deceased soldiers, who are buried in a field east of Cromm's Hold amid some older graves. Baroness Wynne then provides her guests with food, drink, a warm fire, and simple cots to sleep in.

Isteval's Request

After a good night's rest, Isteval asks the characters for a favor:

"While a black dragon is no small threat, I think the danger to Cromm's Hold is minimal. We'll bolster its defenses and remain a few days longer. In the meantime, we could use your help.

"Not long ago, orcs and half-orcs pillaged a noble estate north of Daggerford. Once of the items they destroyed was a stained-glass altar hidden in a family crypt. I can't help but think these two events are connected.

"I'd like you to find the dragon's lair. I assume it's hidden somewhere in the marsh. You might encounter hostile lizardfolk in your travels, but you should avoid a confrontation with the dragon at all costs. Black dragons are vicious, cruel, and notoriously difficult to reason with, and this specimen is big enough to lay waste to an entire village."

If the characters seem interested in learning more about the attack on Lord Floslin's estate, Isteval can provide the following additional information.

- ◆ The stained-glass altar was adorned with cloudlike patterns and lightning bolts.
- ◆ The altar was entombed with one of Lord Floslin's noble ancestors.
- ◆ In addition to smashing the altar and setting fire to the Floslin estate, the orcs and half-orcs kidnapped eight of Lord Floslin's servants.
- ◆ One kidnapped servant—a maid—escaped from the orcs. During her capture, she learned that the orcs were working for Arvik Zaltos.

If the party agrees to locate the dragon's lair, Isteval provides each character with a *potion of healing* and a week's supply of rations.

Maechen's Request

As word gets around that the characters are headed into the marsh, a soldier named Maechen Givens (actually Nadir the rakshasa in disguise) approaches them with a generous offer:

An armored woman in her twenties approaches you. You recognize her as Maechen, one of the soldiers who accompanied you from Daggerford. You notice that she's missing her left ear—an old war wound, perhaps.

"So you're the ones Isteval is sending? I spoke to some of the other guards, and we thought you might need a little help. I've been on several patrols in and around the Lizard Marsh. I know it like the palm of my hand. If you want a guide who's good with a sword, I'm your man, so to speak."

If the characters seem hesitant to bring Maechen on their quest, read:

Maechen gives you an exasperated look. "I don't think you know how lucky you are. Isteval is a legend, a hero among heroes, whose accomplishments are known far and wide. Some of us would kill for a sliver of the attention he's lavished on you. Look, I'll carry your gear and stand watch at night, if that's what it takes."

Maechen won't take no for an answer. If the characters are adamant about exploring the Lizard Marsh without her, she follows them from a safe distance and helps them whenever opportunity allows.

If the characters suspect Maechen is deceiving them, let the players make a Wisdom check to sense motive. The character with the highest result senses that Maechen is sincerely interested in helping the party, but that her interest in Isteval is even greater. (If pressed, she admits to having a crush on the paladin.)

THE VILLAIN REVEALED

Characters who suspect that Maechen isn't what she seems can make a DC 14 Intelligence or Wisdom check to verify their suspicions. Any character who succeeds on the check realizes that Maechen is using an illusion to conceal her true form, which cannot otherwise be discerned.

If confronted with the deception, "Maechen" assumes the form of Lord Darfin Flosin, the elf noble, last seen with Duke Maldwyn in Daggerford. Lord Flosin claims the duke sent him to keep an eye on Sir Isteval and the adventurers. He also thinks there's a connection between the attack on Cromm's Hold and the attack on his own estate. ("Clearly someone has a grudge with the Daggerford nobility, and I intend to find out who!")

If the characters suspect Lord Flosin isn't what he seems, they can make another Intelligence and Wisdom check at a -5 penalty. Any character that succeeds on the check notices that "Lord Flosin" is merely another disguise. When confronted with this fact, the rakshasa gives up trying to fool the party, turns invisible, and slinks away. Instead of accompanying the party on its travels, the rakshasa infiltrates the dragon's lair and steals the Water Key. This plan has two major drawbacks as far as the rakshasa is concerned: It can't help the adventurers survive the perils of the Lizard Marsh, and more importantly, it can't probe their thoughts and learn more about their backgrounds and abilities.

While Isteval isn't acquainted with Maechen, a few of the other soldiers know the real Maechen well enough to vouch for her. Their endorsement should alleviate any suspicions or doubts.

If asked about her missing ear, Maechen claims she lost it in a skirmish with orcs. Again, characters can find at least one other soldier to corroborate her story. Still, suspicious characters can attempt to see through the rakshasa's illusory disguise (see "The Villain Revealed" sidebar).

Creatures: See the rakshasa entry (page 255) for Nadir's statistics. When attacking with a battleaxe, "Maechen" is +7 to hit and deals 1d8 + 6 slashing damage on a successful melee attack.

PART 3: THE LIZARD MARSH

Instead of flowing freely into the Sea of Swords, the Delimbiyr River (also called the Shining River) dissolves into a morass of waterways threading around and beneath trees festooned with moss, forming a vast swamp. The Lizard Marsh is known for two things: bloodthirsty insects and dangerous monsters.

Overland Travel: The Lizard Marsh is ill suited for horses, and characters traveling on foot move at half speed as they wade through muck and waist-deep water. They can travel half a mile every hour. Here and there, small islands of spongy earth rise above the mire, providing semisolid ground on which to stand or make camp.

Exploration Turns: Adventurers must scour the Lizard Marsh to find the dragon's lair. It's best if you use exploration turns. An exploration turn is 1 hour long, and during each exploration turn, check to see if a random encounter occurs (see "Wilderness Encounters" below). If you want to check for random encounters less frequently, you can make each exploration turn 3 or 4 hours long instead.





Visibility: The weather is poor throughout the adventure. When it's not raining heavily, thick fog covers the swamp. During the day, visibility is reduced to about 100 feet in all directions.

Running the Rakshasa: If the rakshasa is with the adventurers in the guise of Maechen, it tries to lead them toward the lair of the half-orc bandits that have Thoss Fyurnen's stolen egg in their clutches, without telling the characters where they're headed. Maechen claims to be following an obscure trail, but characters skilled in tracking can tell their "guide" isn't following a trail, but rather making one. Nevertheless, Maechen insists that she knows where she's going.

If the rakshasa can't convince the characters to head toward the bandits, it instead leads (or follows) them toward the dragon's lair, in which case you can skip the "Bandit Hideout" encounter (page 14) for now and get ready to run the "Fane of the Sun Swallower" encounters (page 16).

Wilderness Encounters

During each 1-hour exploration turn, roll a d20. On a result of 17-20, the characters have a random encounter. To determine the specific encounter, roll a d12 and a d8, add the results together, and consult the table above. If you wish to keep the encounter easy, roll 2d6 instead. You may also select the encounter instead of rolling randomly.

Some of the monsters that appear on the Lizard Marsh Encounter Table are very dangerous for a group of low-level characters, so make sure they can spot major threats from a safe distance and avoid those

LIZARD MARSH ENCOUNTER TABLE

d12 + d8	Encounter
2	Sinkhole*
3	1d4 giant frogs
4	1d4 giant lizards
5	1d6 giant lizards
6	2d6 stirges
7	1 giant constrictor snake
8	2d6 bullywugs
9	1d6 benign lizardfolk*
10	1d6 malevolent lizardfolk*
11	Ancient gazebo*
12	The Sea Robber*
13	Bandit hideout*
14	1d4 harpies
15	2d4 giant lizards
16	2d6 benign lizardfolk*
17	1d4 green hags
18	1d4 trolls
19	1d4 will-o'-wisps
20	1 hydra

creatures if they want to. A few encounters on the table aren't monsters at all, but rather locations and landmarks that adventurers can explore.

Wilderness encounters marked with an asterisk (*) are special and described below.

Sinkhole: A sinkhole opens up under one randomly determined character. That character must make a DC 15 Dexterity saving throw (with advantage if he or she was keeping watch or searching during the exploration turn in which this encounter occurs). On a failed save, the character falls 40 feet, taking 2d6 bludgeoning damage from the fall (damaged is reduced because of the mud and water at the bottom). The fallen character lands in a 20-foot-diameter grotto with no other exits. If the save succeeds, the character manages to avoid the fall.

If the falling character is tied to other characters by rope or vines, all characters who are tied together must make the saving throw. If at least one character succeeds, no one hits the bottom of the sinkhole; however, if all the characters fail the save, they all fall into the sinkhole. A creature that succeeds at a DC 12 Strength check can climb out of the sinkhole by grabbing hold of tree roots.

Lizardfolk: There are two kinds of lizardfolk the characters encounter in the Lizard Marsh.

Benign Lizardfolk: These lizardfolk attack only in self-defense, and they tend to use weapons and shields. They know that an evil lizard queen named Vethka has turned many of their kin to the worship of Talona, goddess of disease and plague. They can point adventurers in the direction of the black dragon's lair, where Vethka dwells. However, they refuse to accompany the characters to such a dangerous place, for fear they will be corrupted and transformed by the "curse of

Talona.” They also report that they have seen strange mud-covered men (see “Bandit Hideout” on the next page) lurking near an old ruin, and they can point characters in that direction as well.

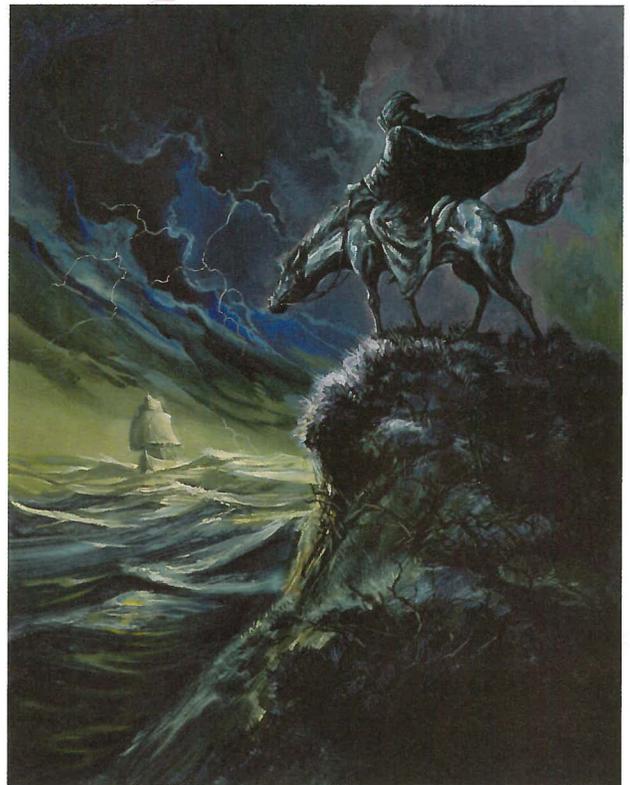
Malevolent Lizardfolk: These lizardfolk are evil worshippers of Talona and servants of Vethka the lizard queen. They attack the adventurers on sight and prefer to use their teeth and claws. They have received Talona’s horrid “blessing”—a rotting disease that can be passed on to other creatures through physical contact. When a diseased creature hits with a natural attack (such as a bite attack or a claw attack), roll a d6. On a result of 5 or 6, the target contracts the rotting disease. While so afflicted, the target cannot regain hit points through rest, although magical healing works normally. If the disease is not cured within 1d6 months, the target dies. Malevolent lizardfolk would rather die than betray their queen, but a charmed one can be goaded to reveal the way to the black dragon’s lair.

Ancient Gazebo: This encounter can occur only once; if you reroll this result, there is no random encounter. The characters stumble upon a crumbling stone gazebo covered in vines and draped with moss. The structure is a relic of the fallen elf kingdom of Illefarn (not to be confused with the mountain of the same name), and it provides adequate shelter from the rain. In the middle of the gazebo stands a moss-covered, white marble statue of a robed female elf pointing north (toward Waterdeep, which is where the capital of Illefarn used to be). Neither the statue nor the ruin is magical, yet for whatever reason, reptiles and insects shun the place, making it an ideal location for camping.

The Sea Robber: This encounter can occur only once; if you reroll this result, there is no random encounter. The characters find some shattered barrels sunk in the mire and spot a dark mound in the distance. The “mound” turns out to be the overturned hull of a galleon called the *Sea Robber*. A great wave recently carried the ship inland and dropped it upside-down in the marsh. Its shattered masts and keel are nowhere to be found. Characters can crawl through the overturned wreck and find a handful of dead pirates dangling from ropes (they had tied themselves to the deck to keep from being swept overboard). Characters might also find some odd bits of treasure, at your discretion.

The wreck attracts curious and hungry monsters. If the characters choose to explore the wreck, feel free to roll again on the random encounter table and either place the monsters in the wreck or have time arrive shortly after the party.

Bandit Hideout: This encounter can occur only once; if you reroll this result, there is no random encounter. The characters stumble upon the hideout of the half-orc bandits who stole Thoss Fyurnen’s egg; see below for more information.



What caused the tidal wave that washed the ship ashore? Dunno. Maybe an irate storm giant or umberlee the Bitch Queen.

Bandit Hideout

The map for this encounter appears on page 18.

When Arvik Zaltos needed someone to steal a dragon's egg from the lair of the Sun Swallower, he turned to a clan of half-orcs from Illefarn. These orc-dwarf crossbreeds are members of the Clotskull orc tribe. A few years ago, the Clotskulls were on the verge of extinction. Forced to hide in the dungeons under Illefarn, the inbred orcs mated with their dwarven captives and gave birth to a generation of very ugly half-orcs.

The half-orc bandits have settled in the ruins of Krandon Manor, an old stone house built when Dagerford thought to expand its influence by draining a large part of the swamp and establishing a new barony. Efforts to civilize the land met with stiff resistance, and eventually the plan—and the house—was abandoned.

If the disguised rakshasa is with the party, it leads the characters straight to the ruined manor, believing that they stand a better chance of survival with the stolen dragon egg in their possession. Otherwise, the characters stumble upon the ruins while searching for the black dragon's lair.

The bandits have instructions to "lie low" until Arvik Zaltos returns with new orders. They have no clue what the Red Wizard intended to do with the dragon's egg, or that Arvik Zaltos is dead.

This encounter represents the party's first encounter with the Clotskull tribe; gods willing, it won't be the last.

Through the fog, you see a crumbled ruin rising from the mire. Through gaps in the moss-covered walls, you see the flicker of small campfires.

The roof of the building has caved in. However, someone has draped an enormous net over the ruin. Made of vines, leaves, and reeds, the net forms a protective canopy.

Surrounding the ruin are several trees with ropey vines and small ponds covered in bright green algae. Behind the ruin, a sluggish stream erodes the foundation and gathers in a pool.

Have the characters make a DC 20 Wisdom check to spot a camouflaged bandit hiding within the ruin (see "Creatures" below). Any character that gets a result of 25 or higher also spots a crocodile hidden in the mire outside the ruin. If no character spots the bandit but the disguised rakshasa is with the party, it claims to see movement within the ruin. It also suggests that the ruin's inhabitants (whoever they are) might not be hostile.

The old manor has sunk into the swamp, and most of the interior and exterior walls have collapsed. Fearing a reprisal from the black dragon, the bandits stretched a canopy over the ruin to make their campsite less visible from the air.

Beneath a thick layer of mud and rotting leaves, the flagstone floor of the manor is mostly intact, although roots have dislodged some of the stones and cracked others. The damage to the floor is more severe at the north end of the manor where the ground has become difficult terrain.

Creatures: When the characters first arrive, there are four half-orcs born from orc and dwarf parents (see page 242 for statistics) lurking in the ruin. Two relax by a campfire and two peer through tiny holes in the walls, keeping a lookout. Also beneath the canopy is an elderly orc shaman (see page 254 for statistics) named Booga, who is the bandits' mother and leader. She rests near the second campfire.

Four more half-orcs and three crocodiles (see page 247 for statistics) hide in the surrounding swamp, ready to strike should the campsite come under attack.

Mama Booga and her eight half-orc sons are splattered with mud (to ward off insects) and draped in camouflage nets, making them look rather like shambling mounds. See "The Clotskulls" below for more information on Mama Booga and her "boys."

If battle erupts, the disguised rakshasa draws its long sword and fights alongside the characters. The bandits' weapons can't hurt it, but it puts on a good show.

Black Dragon Egg: Hidden in a corner of the old ruin, resting upright on a bed of rotting foliage, is a speckled black dragon egg roughly 4 feet high and 3 feet in diameter. The egg trembles and cracks the first time a player character touches it. One round later, a black dragon wyrmling emerges and quickly bonds with the nearest player character. See "Black Dragon Wyrmling" below for more information.

Treasure: Mama Booga carries four pouches of treasure given to her by Arvik Zaltos. Pouches #1 and #2 contain 150 cp each. Pouch #3 contains 100 ep. Pouch #4 contains seven ornamental gemstones worth 10 gp each. Mama Booga also carries a *potion of healing*, which she drinks if grievously wounded.

The Clotskulls

Mama Booga's sons are as cunning as crocodiles—and only slightly more articulate. They have learned how to move through the swamp unseen. They know enough Common, Dwarvish, and Orc to carry on a limited conversation, and they speak in gruff drawls. Many of them have hideous deformities (thankfully obscured under mud and camouflage nets). The "boys" have a natural affinity for reptiles and have learned how to goad crocodiles into doing what they want. The half-orcs discovered that by smearing black mud all over their armor, they become less appetizing to their reptilian companions.

The Clotskulls have no beef with the adventurers, but they won't give up the dragon's egg or their treasure. If the party harms Mama Booga, her boys fight to the

death. Similarly, if the characters kill one or more of her boys, Mama Booga retaliates with deadly force.

A bandit who is charmed or interrogated can be persuaded to point the way to Thoss Fyurnen's lair. However, the Clotskulls aren't foolish enough to approach the dragon's lair without magic to protect them. A character that succeeds at a DC 15 Charisma check to intimidate learns one additional piece of information, pulled from the following list:

- ◆ The dragon lives in a flooded cave.
- ◆ There's an abandoned temple in the middle of a lake. The temple is infested with lizardfolk and fire beetles. A moldy staircase in the back of the temple leads down the dragon's lair.
- ◆ The temple smells like rotten eggs.

The swamp isn't good for Mama Booga's health, so she's anxious for Arvik Zaltos to return and conclude his business with Thoss Fyurnen so that she and her darling brood can return to Illefarn, where the rest of the Clotskull tribe lives alongside the dwarves who fathered her children. If told that Arvik is dead, Mama Booga sees no reason to stick around. If the characters

kill Booga, her "boys" stubbornly refuse to believe that Arvik is dead. ("You cain't kill a wizard, jjit.")

Mama Booga's boys (from eldest to youngest) are named Lunk, Thunk, Donk, Nonk, Menk, Venk, Gork, and Zork.

The Black Dragon Wyrmling

The egg begins to hatch as soon as one of the player characters touches it. Left to its own devices, the black dragon wyrmling (see page 229 for statistics) takes three rounds to emerge from the cracked shell. Once it does, it bonds with the closest adventurer. It hisses and sneers at the bandits—probably because they look and smell like walking mounds of filth.

The wyrmling stays with the party until it is killed or until it sees another black dragon. The wyrmling cannot speak but is intelligent enough to understand simple commands. It drools acid constantly.

If it is with the party, the disguised rakshasa urges the characters to bring the wyrmling with them as they search for Thoss Fyurnen's lair. Should the characters run into the Sun Swallower, they might be able to trade the wyrmling for their lives.



PART 4: FANE OF THE SUN SWALLOWER

This abandoned temple, built by worshipers of Amator (the sun god) long ago, lies deep in the Lizard Marsh. When Vethka the lizard queen rose to power, she turned the old temple into her palace. In its depths, she discovered a flooded cavern inhabited by a black dragon named Sjachmalsvir. She dubbed the dragon “Thoss Fyurnen,” which means “Sun Swallower” in the lizardfolk tongue. The dragon liked the name, adopted it, and allowed the lizardfolk to remain. Not long after settling in the fane, Vethka and her tribe became afflicted with a horrible rotting disease. The lizard queen claimed it was a gift from Talona (goddess of disease and plague) and bestowed upon Thoss Fyurnen another flattering title: the Chosen of Talona. Whether the disease is indeed a blessing from Talona or a curse placed on the temple by its original builders is unknown. While Thoss Fyurnen enjoys his new title, he’s not entirely sure what being “the Chosen of Talona” means. (The dragon is not, in fact, a Chosen.)

Several months ago, Thoss Fyurnen felt a primal urge to take a mate and sought out Cheleen, a black dragon living in the High Moor. The lizard queen interpreted this draconic union as yet another sign of Talona’s favor. She believes Thoss Fyurnen’s offspring will serve Talona as harbingers of war and destruction. Ravaged by disease, Vethka is preparing her scaly underlings for all-out war against the civilized world. Killing the lizard queen is the only way to protect Daggerford from her madness.

Isteval warned the characters to stay clear of the dragon, but if the disguised rakshasa is with the party, it urges them to explore the temple and unearth its secrets. If the characters hesitate, Maechen/Lord Floshin plays to their egos, claiming that Isteval would not have sent them on such a dangerous quest and expect them to turn back now.

When the characters approach the fane, read:

Through the torrential downpour you trudge. Finally, the twisted trees give way to a dark lake with bright yellow flowers growing along its shore. Mist hangs like a gossamer shroud above the lake’s surface. Through rain and gloom, you spot an island rising from the lake’s center. Reeds and cattails sprout from the water in patches around the island.

A rectangular building capped with a shattered dome stands atop the island. A wide opening on the building’s northern face leads into a shadowy interior. Faint orange light shines from within.

To reach the temple, the characters must first cross the mist-shrouded lake to the island. The lizardfolk swim across the lake, but characters squeamish about entering the water can build a crude raft to carry

them across. There’s roughly 100 feet of water to cross between the lake shore and the island, and the water in between varies in depth from 5 to 20 feet.

Brightflowers: Growing along the lake shore are hardy plants with bright yellow flowers. When the flowers are crushed and smeared on the skin, they repel leeches, mosquitoes, and other blood-drinking vermin. A character knowledgeable about nature can make a DC 12 Intelligence check to determine the flowers’ properties.

Leeches: The waters around the island are sick with leeches. Roll a d6 for each living character moving through the waters. On a roll of 6, several leeches manage to latch onto the swimming character’s skin. When the character reaches the shore, he or she must make a DC 10 Constitution saving throw against disease. On a failed save, the character contracts a disease carried by the parasites; for the next 1d4 hours, the affected character has disadvantage on Strength checks and Strength saving throws.

Roof Dome: A dome of stained-glass panels set into a copper framework once adorned the rooftop. Sunlight shining through the dome would bathe the Entrance Hall in myriad colors. The dome was destroyed long ago, and only part of the green copper framework and a few shards of colored glass remain. Characters who scale the outer walls, cross the rooftop, and peer down through the smashed dome can see the pillared temple below (and perhaps catch its inhabitants by surprise). It’s a 20-foot drop from the domed roof to the floor of area 1.



Wall Frescoes: Characters standing on the island can see carved frescoes on the walls flanking the entrance. The frescoes are divided into four 10-foot-square panels (two per side) that depict the seasons. The sun is prominent in every scene:

- ◆ The winter fresco (far left of the entrance) depicts the sun shining brightly over snow-covered mountains held up by dwarves.
- ◆ The spring fresco (immediately left of the entrance) depicts the sun shining through a forest canopy onto flowers, around which elves dance.
- ◆ The summer fresco (immediately right of the entrance) depicts humans in a boat, basking in the rays of the sun.
- ◆ The autumn fresco (far right of the entrance) shows the sun setting behind a towering field of wheat while halflings march toward their hillside homes carrying large cornucopias above their heads.

More carvings of the sun adorn the other exterior walls, but they are not depicted in scenes like those that flank the temple entrance.

Allies & Enemies

If the characters approach the temple entrance making a lot of noise or carrying light sources, the lizardfolk in the temple detect them. See area 1 for details.

Nadir: If the rakshasa is with the party in the guise of Maechen or Lord Flosin, it lets the adventurers lead the way and does nothing to make them question its allegiance.

Wyrmling: The player whose character has the strongest bond with the black dragon wyrmling can control its actions. The wyrmling acts on the character's turn and obeys simple commands, including "Attack!" The more the wyrmling engages in violence, the more evil it becomes. If it reduces a living creature to 0 hit points, it uses its next turn to feast on the remains.

Swamp Gas

The fane has a way of trapping natural gases from the surrounding swamp. These swamp gases carry the odor of rotten eggs and are highly combustible. As a result, the lizardfolk that dwell in the fane use fire beetles to illuminate their stronghold, as open flames tend to ignite the swamp gases and cause explosions.

The rotten odor is the only clue to the presence of combustible swamp gas. Characters that enter certain areas of the fane with torches and lanterns, or cast fire spells in those locations, trigger an explosion as described in those areas.

A character who is suspicious of the rotten stench can make a DC 20 Intelligence check to ascertain its source and the dangerous nature of the gas.



Talona's Blessing

All lizardfolk encountered in the fane have contracted a horrid rotting disease that can be passed on to other creatures through physical contact. Vethka the lizard queen calls it "Talona's blessing." When a diseased creature hits with a natural attack (such as a bite attack or claw attack), roll a d6. On a result of 5 or 6, the target also contracts the rotting disease. While so afflicted, the target cannot regain hit points through rest, although magical healing works normally. If the disease is not cured within 1d12 months, the target dies.

Now with 100% more gas.

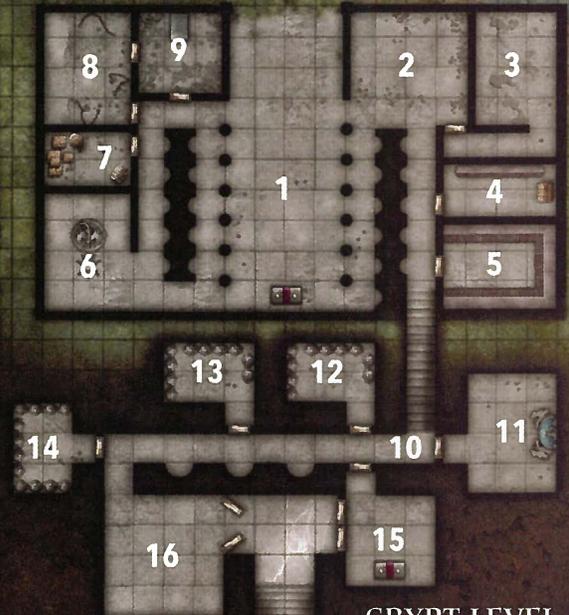
BANDIT LAIR

One square = 5 feet



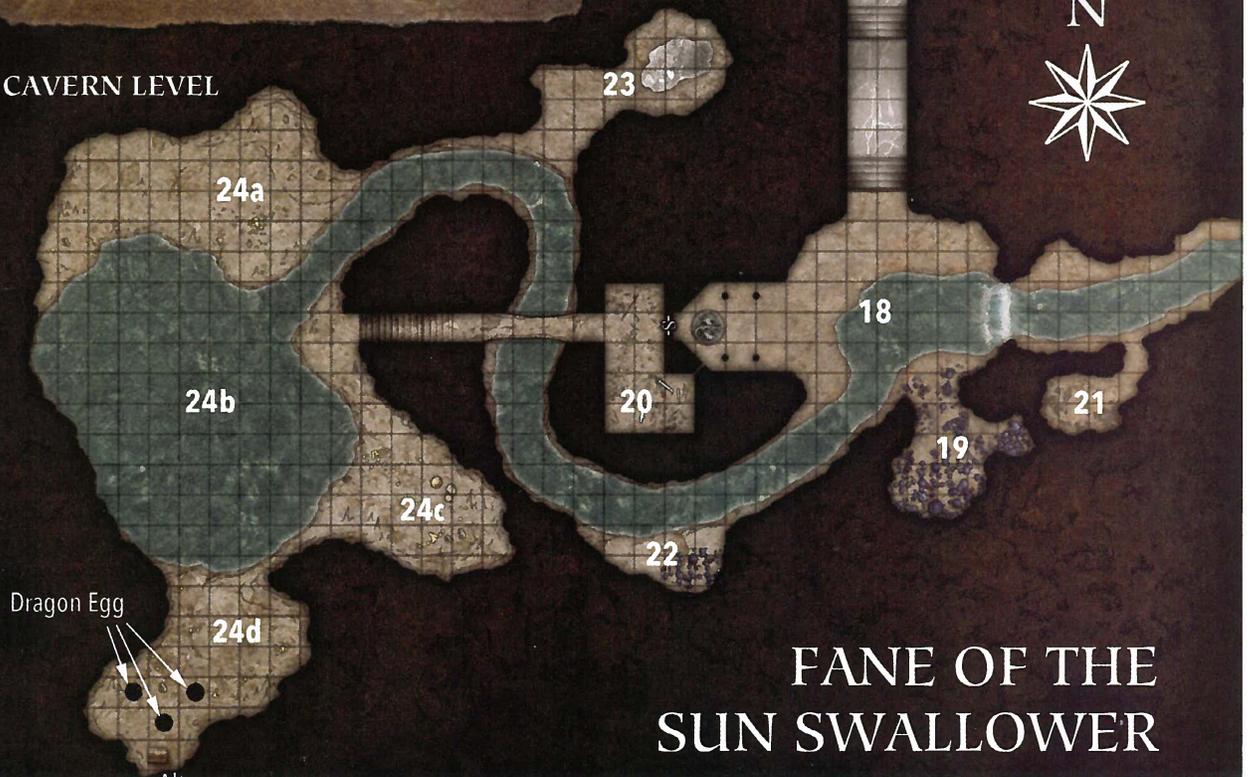
Dragon Egg

UPPER LEVEL



CRYPT LEVEL

CAVERN LEVEL



Dragon Egg

Altar

FANE OF THE SUN SWALLOWER

One square = 5 feet

UPPER LEVEL (AREAS 1-9)

Neglect and exposure have taken their toll on the upper level. While the structure is intact, cracks in the stone roof allow rain to pour inside. Mold and mildew grow everywhere, and the faint stench of rotten eggs pervades the temple. In certain areas, the foul odor is much stronger (see “Swamp Gas” above).

Ceilings: The ceiling is 20 feet high throughout.

Doors: Doors are made of wood, closed, and stuck, but not locked. A character can force open a stuck door with a DC 7 Strength check. A door can also be broken down.

Wooden Door: AC 5; hp 15; resistant to piercing; immune to poison, psychic, and all conditions.

1. Temple

Characters can enter the temple through a 20-foot-wide stone archway in the north wall, or through a 20-foot-diameter hole in the middle of the ceiling once covered by a copper and glass dome.

Large gilded doors used to bar the north entrance, but they were stolen long ago by thieves working for the Ambergul noble family; characters might encounter the temple doors in the next adventure (see page 57). The only clue to the doors’ presence are some holes in the walls where the hinges were mounted.

The rain, fog, and pealing thunder make it easier for characters to approach the temple unnoticed. However, if the characters are carrying light sources, the lizardfolk in the temple notice the approaching light and hide.

This pillared hall is exposed to the elements. Rain pours in through a 20-foot-diameter circular hole in the ceiling, the circumference of which bears a few telltale signs of a copper and stained glass dome long since destroyed. The floor is covered with puddles of filthy water, and the pillars are encrusted with mold. Behind the pillars, set into the walls, are rows of shadowy alcoves.

Painted on the south wall is the faded image of the sun, its golden rays fanning out in all directions. Beneath this image rests a stone altar half-buried in bones and offal. Crawling over this noisome mound are beetles as big as treasure chests, their bodies lit up like lanterns.

If the characters gain surprise, add the following:

Four lizardfolk skulk about, their scaly hides riddled with a leprous contagion.

This hall was the primary place of worship for the sun-worshippers who built the fane. The altar against the back wall is part of the original structure, although it’s been poorly maintained. The mound of offal piled on top and in front of the altar not only provides nourishment to the fire beetles but also serves as tribute to the evil goddess Talona, whom the lizardfolk worship.

Creatures: Four diseased lizardfolk (see page 248 for statistics) guard the temple while four fire beetles feast on the mound of offal.

If they see strange lights outside, the lizardfolk hide in the alcoves behind the pillars and wait for intruders to move into the hall before springing into action. The beetles are too busy gorging themselves and only attack only in self-defense or if someone approaches within 5 feet of the offal mound.

The round after combat breaks out, the diseased lizardfolk in areas 2 and 6 (four lizardfolk in all) join the fray.

Alcoves: The shadowy alcoves are full of mildew and filth, but contain nothing of value.

Altar: Characters who take the time to clear the offal from around the altar see that it’s an elegantly carved block of crystal-veined alabaster resting atop a granite slab. Carved into the top of the altar is a shallow, circular, sun-shaped indentation about 5 inches in diameter. If one of the statuettes in area 10 is placed in the indentation, it speaks (see area 10 for details).

2. Beetle Cages

Rain pours in through thin cracks in the ceiling of this 20-foot-square chamber, which is strewn with splintered wood fragments, rubble, and beetle carcasses. Four crude wooden cages rest in the middle of the room. Each cage is 3 feet on a side and contains a trapped fire beetle. Leaning against the western wall is a pair of wooden spears.

The wooden splinters are all that remain of ancient pews destroyed long ago. The rubble is easily identified as fragments of ceiling masonry.

The lizardfolk use fire beetle glands to illuminate certain areas of the temple. When they need glands, they trap beetles in cages, stab them to death with spears, rip out the glands with their claws, and carry them around like lanterns. Unlatching and opening a cage door requires an action.

Creatures: Two diseased lizardfolk (see page 248 for statistics) stand guard here, but they move into area 1 as soon as battle erupts there. The four fire beetles (see page 219 for statistics) are harmless while trapped in their cages. However, they are hungry and attack indiscriminately if released.

3. Lizard Queen's Throne

This dank, mold-encrusted room is illuminated by fire beetle glands stuffed in small niches along the walls. Situated in the middle of the room is a throne made of lizard skin stretched over wood and bone, all lashed together with vines. Bird and fish carcasses festoon the throne, creating something hideously morbid. A heap of treasure is piled around the throne's base.

From the shadows behind the throne come two monstrous reptiles.

Vethka the lizard queen is not present, and the loot piled around the base the throne is described under "Treasure" below.

Creatures: The "monstrous reptiles" are two giant lizards that Vethka keeps as pets (see page 247 for statistics). They attack intruders on sight. The lizard queen's advisor—a venerable, half-blind lizardfolk (see page 248 for statistics) named Wrecan—cowers behind the throne.

The giant lizards like nothing better than a warm meal and fight until slain.

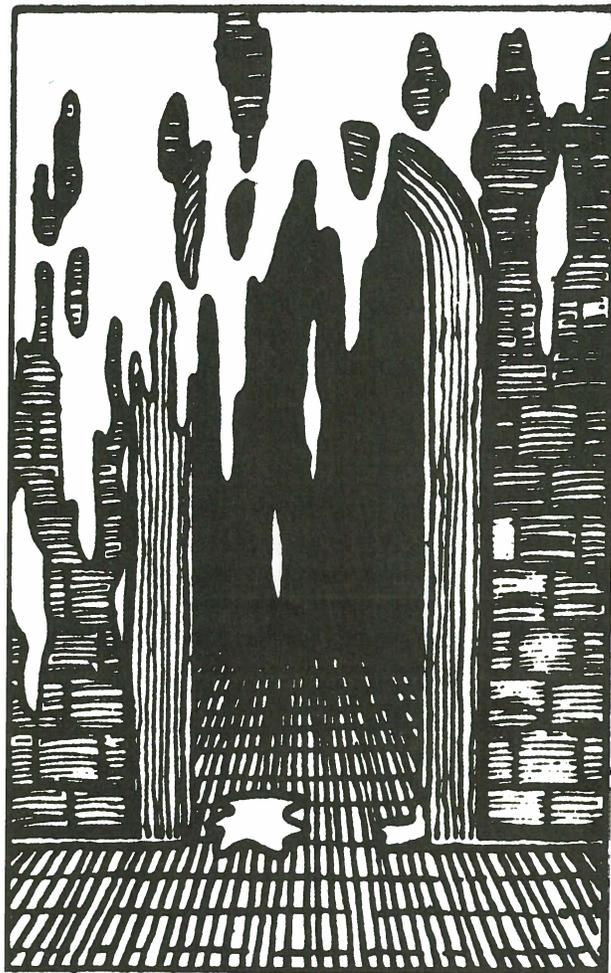
Wrecan's fighting days are behind him, and he has no effective attacks. Fluent in Common, he has negotiated treaties on behalf of his people in the past. He claims he was pressed into serving Vethka as her advisor on pain of death. He is terrified of her, believing she has demonic blood in her veins.

The rotting disease ravaging Vethka's tribe has not afflicted Wrecan. He believes that the temple curses those who defile it, and he has wisely avoided doing so. Before the adventurers showed up, he was counting on the disease claiming Vethka's life and putting an end to her vile schemes.

If the characters survive the attack of Vethka's giant lizards, Wrecan timidly emerges from behind the queen's throne and sues for peace. He knows the layout and configuration of the temple and the crypts below, and happily serves as a guide if the characters offer him protection. However, the evil black dragon wyrmling (if present) attacks Wrecan on sight, sensing that he is easy prey.

Assuming he survives, Wrecan can share some or all of the following information:

- ◆ Vethka spends most of her time in an underground temple dedicated to Thoss Fyurnen (area 18).
- ◆ Thoss Fyurnen has a black dragon mate named Cheleen. She left a while ago but is expected to return.
- ◆ After one of its eggs was stolen, Thoss Fyurnen devoured several lizardfolk, believing they were responsible for its theft. Vethka eventually managed to convince the dragon that neither she nor her subjects were behind the theft. Thoss Fyurnen is determined to get the egg back before his mate returns.



- ◆ Vethka believes that Thoss Fyurnen is the Chosen of Talona, and that he and his brood will lead the lizardfolk in a war against the humans and their allies. However, the dragon seems to know nothing about Talona, nor has he expressed any desire to wage war.
- ◆ The dragon's cave is connected to a long, underwater tunnel that breaks the surface somewhere to the west, closer to the seashore. The dragon uses this tunnel to come and go.
- ◆ The lizardfolk capture fire beetles and use their glands as light sources because torches and lanterns tend to ignite the swamp gas. (For more information on fire beetle glands, see page 219.)

Treasure: Piled around the lizard queen's throne are 3,600 cp, 1,170 sp, three tarnished silver goblets (worth 50 gp each), a silver unicorn figurine with a horn of cut amethyst (worth 150 gp), a tear-shaped sapphire pendant on a gold chain (worth 250 gp), and a gold-plated +1 shield emblazoned with a painted emblem of an apple tree. The shield has a special property that becomes known to one who carries it: Once per day, a creature holding the shield can magically

reach into it and draw forth a tasty apple, which, if eaten within 1 hour, acts a *potion of healing*.

In the hands of an undead creature, the shield loses its special property (but retains its +1 bonus), and its emblem transforms into a dead, withered tree.

4. Plundered Vault

The door to this room has a hole in the middle of it that's large enough to stick one's head through. It looks like someone smashed through the soft wood with some kind of weapon. The first time a creature sticks any part of its body through the hole or passes through the doorway, see "Hazard" below.

A long, empty bookshelf clings to the north wall of this dark room. Against the far wall rests an old wooden chest, its lock shattered and lying in pieces around it.

The temple's original custodians kept their valuable books and relics here, but those items have long since been plundered.

The chest looks empty, but careful inspection and a successful DC 15 Wisdom check reveals a false bottom concealing a secret compartment (see "Treasure" below).

Hazard: Growing above the door is a patch of green slime (see page 241). It drops on the first creature to stick its head through the hole in the door or the first creature to enter the room. The green slime cannot be detected or seen by a creature standing outside of the room.

Treasure: The secret compartment in the chest holds a pale blue robe adorned with a stylized sun pattern stitched in golden thread (worth 15 gp), a gold sun-shaped medallion (worth 50 gp), and a sealed wooden scroll tube carved and painted with images of leaves and berries. Within the tube are two ritual scrolls (*lesser restoration* and *speak with dead*).

5. Old Library

Wooden bookshelves line the walls of this dark room, but they appear empty. In addition, part of the stone ceiling has fallen away, crushing a table that once stood in the middle of the room. All that remains is rubble and kindling surrounded by puddles of rainwater.

Flapping madly about the room is a batlike creature with leathery wings and a long proboscis.

The wooden bookshelves have turned soft due to moisture and neglect, and they are easily broken. A thorough search of the shelves and the wreckage in the middle of the room yields nothing of interest.

Creature: The creature flying about the room is a stirge (see page 259 for statistics). To escape the rain, it entered the room through a crack in the roof, but now it feels trapped and can't figure out how to escape. It's too panicked to pose an immediate threat, only attacking if characters spend more than a minute in the room.

6. Out-of-Place Statue

Light from the fire beetles in area 1 spills into this room. The room is otherwise unlit.

Standing in the middle of this otherwise empty room is a badly damaged statue of a black dragon that looks like it was torn from some larger structure. It certainly doesn't seem like it belongs here. Dead snakes, rotten fish, and seashells are piled around the statue's base.

The walls of the room are divided into twelve panels, each one 5 feet wide, 10 feet tall, and painted with a faded mural. The murals capture the journey of the sun in a single day, from sunrise to sunset. Indistinct humanoid figures in the murals appear to be wearing pale blue robes and either praying to the sun or reaping its bounty.

A few months ago, Thoss Fyurnen found an old castle ruin that had black dragon statuary worked into its crumbling façade. The dragon broke off one of the statues, carried it back to its lair, and ordered its newfound lizardfolk worshipers to display it. The lizardfolk treat the statue as an altar and have piled worthless "tribute" around its base. (Queen Vethka keeps the truly valuable items for herself and has piled them around her throne in area 3.)

Creatures: Two diseased lizardfolk (see page 248 for statistics) kneel before the statue, offering whispered prayers to Thoss Fyurnen as so commanded by their evil queen, who is punishing them for complaining about their leprous affliction. When battle erupts in area 1, they leap to their feet and join the fray.

Hidden Key: The 5-foot section of wall due west of the statue is emblazoned with a faded mural depicting the midday sun. A character who inspects the mural closely and succeeds at a DC 15 Wisdom check notices that one of the "figures" in the mural is actually a key made of iron, painted blue, and set in a key-shaped indentation. The key can easily be removed from the mural, and it unlocks the iron lockbox in area 7.

7. Priest's Quarters

A 6-inch-wide semicircular hole has been chewed through the soft wood at the bottom of the door, forming what resembles a rat hole.

This unlit room contains three piles of smashed furniture and bits of tattered cloth. Wooden rods mounted near the ceiling suggest that tapestries once hung from the walls, but the walls are now bare.

This room was reserved for the temple high priest, and in bygone days it contained its fair share of rich décor. Only debris remains.

If the characters search the piles of detritus, see “Creatures” and “Treasure” below.

Creatures: Hidden under the piles of detritus are six giant centipedes (see page 223 for statistics). They rush forth to attack any creature that disturbs one or more of their piles.

Treasure: A character searching the northwest corner of the room finds a small iron lockbox under some rags. Golden light spills forth from the lockbox’s tiny keyhole. Unlocking it requires the proper key (which is hidden in area 6), or thieves’ tools and a successful DC 20 Dexterity check.

The lockbox contains a quartz gemstone (worth 10 gp) that glows with a perpetual magical light (equivalent in brightness to a candle flame), a *potion of invisibility* (see page 217) in a vial made from a hollowed-out devil’s horn, a burgundy velvet pouch containing 45 ep, and a blue wax candle that remains lit even while immersed in water. The *underwater candle* is a consumable, common magic item; after 6 hours of use, it melts away.

8. Acolytes’ Quarters

The lizardfolk who guard the temple have made this room their lair.

The floor of this room is covered with crude beds made of rotten leaves and damp reeds. Fire beetle glands are stuffed in niches along the mildew-streaked walls. The stench of rotten eggs is strong in this room.

There are eight lizardfolk beds in all. The first time a character searches a bed for treasure, roll a d6. On a roll of 5 or less, no treasure is found. On a roll of 6, the character finds a 8-inch-tall statuette similar to the two in area 10, but carved in the likeness of a male dwarf. No matter how thoroughly the characters search the beds, only one such statuette can be found in this room.

Swamp Gas: Swamp gas seeps into this room through various cracks and becomes trapped because the lizardfolk keep the doors shut. Any creature that enters the room with a torch, a lantern, or other naked flame, or any character casting a fire spell in the room, triggers an explosion that fills the room and the square outside of each doorway. All creatures in the area must



make a DC 13 Dexterity saving throw. *Failed Save:* 2d6 fire damage. *Successful Save:* Half damage.

If the characters open both doors to the room and let it “air out” for at least 10 minutes, they can bring fire and cast fire spells in the area without triggering an explosion.

9. Preparation Room

Temple priests and acolytes performed rituals here. The lizardfolk have turned the room into a larder.

Jagged splinters of wood and bits of shattered stone litter the wet floor of this room, which is lit by a single fire beetle gland resting atop a bloodstained stone table pressed against the north wall.

Rain seeps into the room through a crack in the ceiling, forming puddles on the floor that are tinged red with blood. Hanging from hooks on the ceiling are four crude nets made of vines, each one containing a fly-ridden carcass. One of the corpses looks serpentine, but the others are harder to discern, and one of the less recognizable ones has several batlike creatures attached to it.

The wood splinters on the floor suggest the room once contained nicer furnishings, none of which remain. The table has a single drawer that used to contain ritual components but now hold a blood-encrusted stone dagger that the lizardfolk use to skin their prey.

Hanging in the nets are the mutilated corpses of a dead constrictor snake, two giant frogs, and a male halfling. The halfling is a fresh kill.

Creatures: Seven stirges taking shelter from the rain entered through the crack in the ceiling and found a ready meal in the netted halfling, which they are bleeding dry. If the characters try to shoo them away or otherwise mess with the contents of this room, the stirges detach and attack (see page 259 for statistics).

Dead Halfling: The halfling wears common clothing and carries nothing of value. If the characters cast a speak with dead spell on the corpse, they learn his name was Owen Puddle, a farmhand who ventured into the Lizard Marsh to find an ox that had escaped from its pen. Owen was jumped and killed by lizardfolk before he could cry out for help.

CRYPT LEVEL (AREAS 10–17)

A moldy staircase leads down from the Upper Level to the crypts below. The smell of rotten eggs (swamp gas) intensifies the deeper one goes.

Puddles cover the floor throughout this level, seeping in through the walls.

Ceilings: The ceiling is 7 feet high throughout.

Doors: The doors on this level are carved from stone and unlocked. They open without trouble, but rusted hinges nested in the walls shriek in protest. A door that's sealed shut can be forced open with a DC 10 Strength check. A door can also be broken down.

Stone Door: AC 10; hp 30; resistant to piercing and slashing; immune to fire, poison, psychic, and all conditions.

10. Staircase and Alcoves

When the characters reach the top of the stairs, read:

A moldy staircase descends into darkness. Water dribbles through cracks in the stonework and runs down the steps. Thumb-sized cockroaches scatter and disappear into gaps in the steps at your approach.

If the characters descend the staircase with a light source, read:

An unpleasant smell, reminiscent of rotten eggs, gradually intensifies as you descend the staircase. At the bottom, a damp hallway with puddles of water on the floor and a 7-foot-high ceiling stretches toward the west. Stone doors set in columned frames lead away from the damp corridor, which also contains three large alcoves along the south wall.

Torches and lanterns carried by the party burn more intensely in this hall. If an open flame is brought or tossed into the middle of the corridor, it ignites the swamp gas (see “Swamp Gas” below).

Alcoves and Statuettes: Inside each alcove is a 4-foot-tall stone shelf. The westernmost and easternmost shelves each support a marble statuette with a circular base 5 inches in diameter. The statuettes depict humanoid figures dressed in pale blue robes emblazoned with sun motifs. The eastern statuette depicts a 12-inch-tall male human; the western statuette depicts a 10-inch-tall female elf. The middle alcove has no statuette in it, although a circular mark on the shelf suggests a statuette was removed recently (it was stolen and hidden in area 8).

The priests who ran the sun temple bound their spirits inside the statuettes, to preserve their knowledge and wisdom for future generations of sun worshipers. However, the ritual magic they used was flawed, and the spirits have been driven insane after years of captivity.

A creature wearing the priestly robe found in area 4 can remove a statuette from its shelf safely. Any other creature that lifts the statuette causes it to magically animate and scream for roughly 10 seconds, after which it reverts to its inanimate state. The scream is loud enough to attract the gray ooze in area 16 and alert the lizardfolk in area 18.

If the players don't figure it out on their own, observant characters can, with a successful DC 15 Intelligence check, determine that the base of each statuette is the same shape and diameter as the circular indentation carved into the top of the altar in area 1. If placed in the indentation, the statuette magically animates. Characters can converse with the animated statuette for as long as it remains atop the altar.

Human Statuette (eastern alcove): The effigy of Sun Priest Elvidion speaks to characters in Common, urging them to stay and talk at length. However, everything it says is a lie. It makes promises, flatters the characters, and offers little known “facts” about the temple and what lies ahead. It even claims to have the power to cast protective spells on the characters and freely does so; however, its “spells” provide no protection whatsoever. If the characters accuse the effigy of lying to them, it screams, “YOU THINK I'M MAD? I'LL SHOW YOU!” and casts a mock spell that creates a brilliant flash. All creatures within 10 feet of the statuette take 1d6 + 2 radiant damage. After casting the spell, the statuette makes an obscene gesture and falls silent with arms crossed.

Dwarf Statuette (area 8): The effigy of Sun Priest Amalrik clasps its hands in prayer and babbles incoherently, making no sense whatsoever. After a minute or so, the dwarf slaps its forehead and says, in Dwarvish, “The key is hidden under the midday sun!” before clasping its hands in prayer and babbling

as before until removed from the altar. (The key it refers to is hidden in area 6, nested in the midday sun mural.)

Elf Statuette (western alcove): The effigy of Sun Priest Naureth greets the characters with hostility, decrying the party as a gang of thieves and heathens in Elvish. It then unleashes a litany of invectives that grow increasingly disturbing and outrageous. If the characters tolerate the abuse for at least one minute, the effigy regains its composure, apologizes for its outburst, and casts a minor healing spell. All creatures within 10 feet of it regain 1d8 + 4 hit points. After casting the spell, the effigy sheds crocodile tears and starts wailing endlessly. The wailing doesn't stop until the statuette is removed from the altar.

Each statuette has AC 5, 5 hit points, and is immune to all damage except bludgeoning and force damage. Reducing a statuette to 0 hit points causes it to turn to dust, releasing the spirit trapped within.

Swamp Gas: Swamp gas seeps into this corridor through various cracks and becomes trapped. Any torch, lantern, or other naked flame hurled or brought into the middle square of the corridor, or any fire spell cast within the corridor, triggers an explosion that fills the entire hallway, the staircase leading up, and areas 11 through 15 if the doors to those rooms are open. All creatures in affected areas must make a DC 11 Dexterity saving throw, DC 13 in area 10. *Failed Save:* 2d6 fire damage. *Successful Save:* Half damage.

The gas explosion causes parts of the ceiling in the east-west corridor to collapse. Roll a d6 for each 5-foot square on the map; on a roll of 6, rubble fills that square, creating difficult terrain, and creatures in the square must make a DC 10 Dexterity saving throw. *Failed Save:* 4 (1d8) bludgeoning damage from falling debris. *Successful Save:* Half damage.

11. Ritual Bath

Set into the far wall of this damp room is a wide, semicircular basin with a stone, dragon-shaped waterspout protruding from the wall above it. Water spills from the dragon's mouth into the basin.

Magic has kept this fountain operational for all these years. Tiny drainage holes under the inside rim of the basin prevent the water from overflowing.

Any character able to sense magic detects a faint aura of conjuration magic emanating from the basin. The priests who ran the temple would ritually bathe their dead in the basin prior to burial, for any dead creature bathed in the waters cannot be raised or animated as an undead creature for 1d10 years.

Any living creature that drinks water directly from the basin regains 1d6 hit points and cannot benefit from the basin's magic again for 24 hours. Water

removed from the basin loses its healing power after 1 minute.

12. Crypt

The door opens into a pungent crypt. Ten narrow stone sarcophagi stand upright against the walls, each with a lid bearing the carved and painted likeness of its occupant.

If the characters have already ignited the swamp gas in area 10, there's not enough residual swamp gas in this room to cause an explosion. Otherwise, bringing an open flame into this chamber triggers a swamp gas explosion (as described in area 10).

Sarcophagi: A character can pry off a lid with a successful DC 10 Strength check. Inside each sarcophagus are the mummified remains of long-dead priests and sun worshipers. The corpses are a mix of human, elf, dwarf, and halfling, but nothing of value was buried with them.

13. Crypt

This crypt is identical to area 12, except that the second sarcophagus the characters open is cursed.

Cursed Sarcophagus: Any character inspecting the sarcophagus's lid and succeeding at a DC 15 Intelligence check spots a faint glyph inscribed on the forehead of the occupant's likeness. Characters able to sense magic see a flickering necromantic aura around the glyph. A *remove curse* spell removes the glyph and the curse. The glyph cannot be disarmed, and defacing it has the same effect as opening the sarcophagus.

If the sarcophagus is opened without first removing the glyph, the creature or creatures that triggered the curse must make a DC 13 Charisma saving throw. *Failed Save:* The creature is cursed. A cursed creature takes 1d6 necrotic damage whenever it ends its turn in direct sunlight. (Since the crypt is underground and the weather outside is cloudy and rainy, it could be some time before a creature suffers the curse's effect, so it's probably wise to make a note of who's been cursed and keep that information at the ready.) Any spell that can remove a curse can lift this curse.

14. Crypt

This crypt is identical to area 12, except that there are twelve sarcophagi and the first sarcophagus the characters open reveals a magical mace (see "Treasure" below). Grasping the mace is the brittle, mummified corpse of a long-dead cleric of Amaunator.

Treasure: The characters find a magical mace called Dragonthumper. The mace is surprisingly light, weighing half as much as a normal mace, and its blunt head is adorned with stylized renderings of reptilian creatures. When the mace comes within 100 feet of

one or more dragons, it sheds light as bright as a candle's flame. Against dragons, the mace deals an extra 1d6 bludgeoning damage.

15. Mummification Room

The walls of this chamber are adorned with brightly painted friezes of faithful sun worshipers carrying priests in palanquins toward a large altar resting on a granite slab against the south wall. The face of the altar is painted with an image of the sun. The south wall is riddled with hundreds of small, shallow niches. Within each niche is a clay jar or the shattered fragments of a broken one.

The temple priests used this room to prepare the dead for burial. Bodies would be laid atop the consecrated altar and embalmed, a process involving the removal of certain internal organs. These organs were sanctified, placed in clay jars, and stored in the niches behind the altar once the corpse was mummified.

There are 90 niches carved into the south wall, 22 of which contain intact clay jars of desiccated organs.

16. Ooze Here?

Water leeches into this empty room through cracks in the walls and ceiling, forming dark puddles in the floor. Double doors carved from stone stand open in the northeast corner.

This room contains a hidden threat.

Creature: One of the puddles on the floor is a gray ooze (see page 240 for statistics) that entered the room a short time ago through a crack in the ceiling. It is hungry and creeps slowly toward prey, trying to avoid detection. Characters actively searching the room can discern the ooze's true nature with a DC 20 Wisdom check.

If the characters made a lot of noise in area 10 or triggered a swamp gas explosion in the crypts, the gray ooze investigates, hoping to stumble upon easy prey, in which case it is not encountered here.

17. Distant Drum

When the characters enter the north end of the hall, read the following.

A 10-foot-wide tunnel with clay brick walls and a moldy stone-tiled floor descends toward a faint light to the south. From that direction, you hear the sound of rushing water and distant echoes of a beating drum.

Spaced 20 feet apart are three short, descending staircases. The steps are slippery with mildew but safe to

navigate. At certain points, ground water has eroded the brick walls and trickled into the hall, forming puddles on the floor.

When the characters reach the second staircase, read the following text.

Raspy voices chant in unison with the sound of the beating drum. They speak the same words over and over. "Thoss Fyurnen . . . Thoss Fyurnen . . ."

If the characters douse their lights and approach quietly, they can surprise the creatures in area 18.

CAVERN LEVEL (AREAS 18–24)

The caverns were formed naturally by water flowing underground. When Thoss Fyurnen first discovered them, he expanded the caverns somewhat to create a more livable space.

Swamp gas is not as prevalent here, and the "rotten egg" stench all but disappears and is replaced by sounds of an underground river and a foggy haze.

Ceilings: The ceilings in most areas are 15 feet high and roughly hewn. The dragon's cave (area 24) rises to a height of 30 feet.

18. Dragon Shrine

The long hall breaks into a natural cavern. An underground stream spills out of a wide cavity in the eastern wall and tumbles down into a fog-shrouded pool before continuing on through a naturally formed tunnel to the southwest. On the far side of the river, a side cavern opens up. To the west, the walls have been roughly hewn to form a temple, its ceiling supported by four thin, stone pillars adorned with serpentine carvings.

Standing in a niche at the back of the temple is a 10-foot-tall statue of a crouching lizardfolk that has been modified to look like a black dragon, with wings made of lashed wood and gray canvas, great horns made of clay, and glittering eyes.

If the characters arrive without alerting the cavern's inhabitants, add the following:

Standing with its back to the statue, beating a small drum, is a diseased lizardfolk wearing an elaborate feather headdress. Seven similarly corrupted lizardfolk are seated on the floor in front of her, looking up at the statue, chanting “Thoss Fyurnen” over and over while shaking rattles. All of the lizardfolk have fire beetle glands hanging from vines tied about their waists.

When not attending the black dragon, Vethka the lizard queen spends most of her time here, praying for the safe return of Thoss Fyurnen’s lost egg and calling upon Talona to send her a sign—any sign—that the time for war has come. So far, the goddess has failed to answer the lizard queen’s prayers, much to Vethka’s frustration.

Vethka’s drum is made from a hollowed-out gourd with crocodile skin stretched over it. Her followers’ rattlers are made of actual snake rattlers with handles made from chiseled humanoid bones.

Creatures: If she has not been warned about intruders, the lizard queen (see page 248 for statistics) leads her followers in a chant. Joining her are seven diseased lizard folk (see page 248 for statistics). Vethka does not negotiate with interlopers, believing their presence is a blasphemy. She and her underlings attack. When reduced to half hit points, Vethka leaps into the river and swims to area 24, where she warns the dragon.

If she knows intruders are approaching, Vethka withdraws to area 20 and spies through a peephole while her lizardfolk followers hide in the pool, their heads above water but obscured by the fog. When intruders enter the shrine, Vethka commands her minions to attack, at which point the lizardfolk in the pool use their surprise action to charge the intruders while Vethka retreats to area 24 to alert Thoss Fyurnen.

Peephole: The peephole to the left of the statue is visible to anyone within 5 feet of it. Barely 6 inches across, it is too small to crawl through.

Pool: The middle of the pool is 10 feet deep. Small, blind fish swim in it.

River: The water bleeds to the west, forming a brisk river that gradually slopes down to area 24. The tunnel through which the river flows is 8 feet high and worn smooth. The river is 5 feet deep, and creatures that allow themselves to be swept along are carried 50 feet every round, and eventually deposited in a great pool (see area 24 for details).

Secret Door: Behind the statue is stone secret door that can be found with a successful DC 15 Intelligence check. It swings open into area 20.

Statue: Carved by intelligent lizardfolk long ago, the 10-foot-tall statue depicts the crouching lizardfolk god Semuanya. Vethka stole it, had it brought here,

and modified it to resemble Thoss Fyurnen. The statue’s draconic wings and horns can be easily torn off. The statue’s eyes are fist-sized chunks of polished jade worth 100 gp apiece.

Waterfall: Characters can climb up rocks that jut out of the waterfall to reach the cavity above, but this requires a successful DC 10 Strength check. If the check fails by 5 or more, the character falls, takes 1d6 bludgeoning damage from the jutting rocks, and lands in the pool below.

Development

The waterfall at the east end of the cave is loud enough to prevent Thoss Fyurnen from hearing sounds of combat in this area. However, if Vethka manages to escape and warn the dragon, it prepares for the party’s arrival in area 24.

19. The Iron Coin

An orange glow emanates from this cavern.

This misty, 15-foot-high cave contains several fire beetles. Their luminous glands cast a warm orange glow over a veritable garden of mosses, molds, and mushrooms. The damp floor and walls are covered with them.

The fire beetles feed on the fungi in this cavern, and the lizardfolk periodically harvest the beetles for their flesh and their glands.

Creatures: There are seven fire beetles here (see page 219 for statistics). They are protective of their food supply and attack anyone who steps more than 10 feet inside the cave.

Eastern Alcove: A naturally formed alcove in the east wall contains the calcified skeleton of a dwarf who died here long ago. The skeleton is missing its left arm, and its bony right fist is clenched tight to its chest. If the calcified fist is broken open, an iron coin tumbles out. The coin has the symbol of an orc skull split in two molded on one side and a mountain stamped with the Dwarvish glyph for the letter “T” on the other. The glyph looks like this:

1

A character well versed in dwarven history (including any dwarf character born and raised in the vicinity of Delimbiyr Vale) can make a DC 20 Intelligence check to recognize the cloven orc skull symbol on the coin as belonging to the Ironaxe clan—the last known dwarf clan to reside under Mount Illefarn, north of Daggerford. A successful check also yields the following bits of ancient lore:

- ◆ The dwarves abandoned their home under Mount Illefarn more than two centuries ago until, years later, a dwarf king named Korin Ironaxe tried to reoccupy the dwarfhome and found it infested with orcs.
- ◆ The Ironaxe clan succeeded in driving out the orcs and reclaiming the dungeons under Illefarn, but the fate of Korin Ironaxe and his few remaining subjects is uncertain. Korin's clan lived in seclusion, and most dwarves today assume the Ironaxes died out.

The iron coin has no monetary value, but the character might find it useful in the third adventure, "The Fall of Illefarn."

20. Lizard Queen's Retreat

The walls of this room are lined with red clay bricks. Groundwater seeps between these bricks, forming brown puddles on the stone floor.

Someone has piled dead leaves, loose earth, and other detritus in the southwest corner of the room, creating a mound that looks like it might be a bed. A narrow brick passageway leads west into darkness.

The mound serves as Vethka's bed. Characters can find some treasure buried underneath it (see below).

Carved into a corner at eye level is a 6-inch-wide peephole that offers a narrow view of the Dragon Shrine (area 18). If the lizard queen knows intruders are coming, she retreats to this chamber and uses the peephole to keep an eye on the shrine. At the first sign of trouble, she withdraws to area 24, hoping the black dragon will protect her.

Treasure: Buried under the lizard queen's "bed" is a rotted and unlocked wooden chest containing 600 cp, six pink pearls (worth 15 gp each) in a leather pouch, and a silver-framed hand mirror of elven design (worth 100 gp). The mirror is encrusted with dry mud.

Characters who can sense magic detect a faint illusion aura on the mirror, which is actually a minor wondrous item called a *mirror of flattery*. Once the mud is cleaned off, any humanoid creature that gazes into the mirror's reflective surface appears to be younger than it actually is, to whatever extent seems the most flattering. The mirror has no other properties.

21. Carrion Crawler Den

The underground stream flows past a narrow tunnel which leads to a small cave serving as the lair of a carrion crawler (see "Creature" below).

This small, damp cave reeks of filth and dung. Lying on the floor is a pile of offal that doubles as a nest for several sticky green eggs, each one as big as a fist.

There are eight carrion crawler eggs cradled in the mound of offal. They won't hatch for another week or so and can be destroyed easily.

Creature: The carrion crawler (see page 222 for statistics) that lairs here is hungry. If it paralyzes a foe, it drags its helpless prey into the cave to be devoured.

Treasure: A character searching the offal mound finds a *ring of acid resistance*. The ring makes its wearer resistant to acid—a nice benefit to have when dealing with the black dragon!

Development

Characters who follow the underground stream east discover that it continues for several miles. Eventually, they reach the bottom of a 30-foot-deep sinkhole into which the stream pours. A rope hangs down from the top of the sinkhole. Characters can easily climb the rope to reach the surface. You might want to roll for a random encounter at this point (see page 12).

22. Fungus Cave

Characters in area 18 who shine a light source downriver see this side-cave a little ways down.

Enormous mushrooms grow atop a natural, moss-covered shelf that runs along the south side of the underground river for about 25 feet.

Most of the fungi growing atop the shelf are harmless.

Creature: A shrieker (see page 257 for statistics) lurks among the other oversized fungi on the shelf. It begins shrieking as soon as a creature sets foot on the shelf or as soon as a creature walking along the river comes within 30 feet of it. The shrieker's tremorsense cannot detect swimming creatures, however. In other words, characters that allow the river's current to carry them past the shelf do not cause the fungus to shriek.

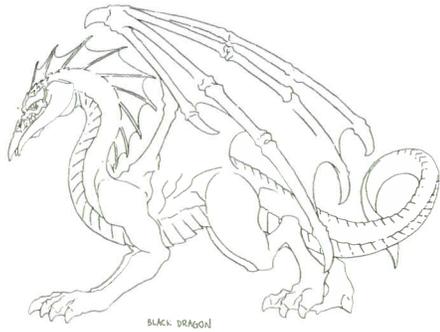
Development

The shrieker is loud enough to alert the black dragon in area 24 (even if the dragon is underwater).

23. Corrupted Pool

A 5-foot-deep pool of clear water has formed in the middle of this otherwise empty cave.

The pool contains fresh water, and the lizardfolk come here often to replenish their water supplies. Unknown



BLACK DRAGON



to them, Thoss Fyurnen's mate, Cheleen, corrupted the water using magic because she doesn't want the lizardfolk doting on her mate and worshiping him as a god. Casting a *detect magic* spell on the water reveals a faint aura of transmutation.

Any creature that drinks water from the pool must make a DC 12 Constitution saving throw. *Failed Save:* The creature contracts the same rotting disease currently afflicting Vethka and her tribe of lizardfolk. While afflicted, the creature cannot regain hit points through rest, although magical healing works normally. If the disease is not cured within 1d12 months, the creature dies.

Neither Vethka nor her subjects know that the pool is the source of the disease. They believe the disease is a divine "gift" from the goddess Talona.

24. Lair of the Sun Swallower

Thoss Fyurnen, a chaotic evil black dragon, lairs here. Fortunately for the party, the henpecked dragon has plenty on his mind and isn't spoiling for a fight. He fears that his mate will return and discover the missing dragon egg. Consequently, Thoss Fyurnen will do almost anything to get the missing egg back.

The goal of this encounter is not to kill the adventurers, but to scare them. The characters will most likely enter the cave via the underground stream or the staircase leading up to area 20.

The ceiling of this natural cavern is 30 feet high and covered with dripping stalactites. The underground stream pours from a northeastern tunnel into a deep, fog-shrouded pool. North of the pool is a beach, while to the southeast is a large alcove with a mound of treasure situated in the middle of it. From this alcove, a narrow walkway hugs the edge of the pool and leads to a deep cavity in the south wall.

This cavern is divided into four areas: the beach (area 24a), the dragon's pool (area 24b), the alcove (area 24c), and the nursery (area 24d).

Creatures: The black dragon (see page 228 for statistics) spends most of its time in the pool, hidden underwater. If Vethka the lizard queen is present, she is hiding in the pool near the mouth of the stream, ready to attack the first enemy to swim downstream and spill into the pool or the first enemy to reach the bottom of the staircase.

If Vethka is present, Thoss Fyurnen waits until the lizard queen is dead before surfacing. (It affords him a chance to see the intruders in action.) How the dragon reacts thereafter depends on the characters' behavior and whether the black dragon wyrmling is with them:

- ◆ If the characters are by themselves and clearly hostile (or scouring the cave for treasure), the dragon attacks, relishing the chance to devour them and add their loot to his own.
- ◆ If the characters are by themselves but attempt to parley, the dragon suffers their presence long enough to see if they have anything he wants. If the characters avoided the "Bandit Hideout" encounter (page 14), Thoss Fyurnen sends them on a quest to find and retrieve the missing egg. If they refuse, he attacks.
- ◆ If the characters arrive with the live black dragon wyrmling, it is instinctively drawn to its parent, and it doesn't take Thoss Fyurnen long to figure out that the stolen egg must've hatched. Although he's taken a shine to the coral altar, Thoss Fyurnen is willing

to fetch it from area 24d and let the characters take it back to Cromm's Hold, if they leave immediately.

- ◆ If the wyrmling died and the characters deliver its carcass to Thoss Fyurnen, the black dragon is enraged and attacks.

Thoss Fyurnen is a cunning and suspicious creature. He's not easily fooled by distractions and illusions, nor is he tempted by tribute and easily persuaded to follow orders from "lesser" creatures. In fact, the only creature with the strength and will to cow him is Cheleen, his mate. If the players aren't sure how to handle the dragon, "Maechen" or "Lord Floshin" (if present) can provide some much needed guidance.

Rakshasa: The disguised rakshasa does whatever it takes to avoid provoking the dragon's wrath, since it can do real harm. The rakshasa's goal is to obtain the Water Key (see area 24d). How it acts depends on the situation:

- ◆ If the dragon egg is still missing and the characters agree to retrieve it, the disguised rakshasa offers to hide in the caverns and keep an eye on the dragon until they return. (If permitted to do so, it turns invisible once they leave, breaks open the altar, destroys the water elemental within, and disappears with the Water Key.)
- ◆ If the characters obtain the altar, the disguised rakshasa offers to help them transport it. When they're alone, it turns on the party, maintaining its disguise as it incapacitates them with its spells. Nadir resists the urge to kill any of the characters, choosing to knock them unconscious instead.
- ◆ If the dragon attacks the party, the rakshasa makes a beeline for the altar, attempts to get the Water Key while Thoss Fyurnen is distracted, and turns invisible once the key is in its possession.

Once the rakshasa has the Water Key, it flees—invisibly, if it can—via the tunnel that runs past area 21.

Wyrmling: The black dragon wyrmling is drawn to Thoss Fyurnen but does not take sides in a battle between the elder dragon and the adventurers. It hisses and remains on the periphery. If a character

drops to 0 hit points, the wyrmling tries to drag away the body to feed on it.

24a. Beach

The beach is where Thoss Fyurnen hides his treasure.

Treasure: Buried under the 10-foot-deep sand are six unlocked wooden chests. The characters must comb the beach and dig to find these containers, since the dragon has taken great pains to cover them up and hide his tracks. Every 5 minutes a character spends searching the beach, he or she finds a chest.

Chest #1 contains 450 cp, 270 sp, and 110 ep.

Chest #2 contains 750 sp and six bottles of Rosznar Ruby wine from Amn (worth 50 gp each).

Chest #3 contains four bolts of silk (worth 50 gp each) and four spools of golden thread (worth 15 gp each).

Chest #4 contains a complete set of silver dinnerware—enough for six settings. The set is worth 120 gp.

Chest #5 contains 300 gp and seven coral bracelets of varying hue (worth 10 gp each).

Chest #6 was a captain's footlocker and contains a seafarer's journal (belonging to a pirate captain named Laeren Tesper of the *Sea Robber*), maps of the Moonshae Isles, a spyglass (worth 50 gp), a stained wooden snuffbox inlaid with mother-of-pearl (worth 25 gp), and four *potions of water breathing*.

Captain Tesper's ship was sailing up the Sword Coast less than a month ago when a great wave washed it ashore. Thoss Fyurnen plucked the captain's chest from the wreckage and brought it back to his lair. Anyone who takes the time to read the captain's journal discovers that Laeren Tesper is (or rather, was) the daughter of a rich Waterdhavian noble. A privateer by trade, she mentions several times in her journal that she engaged in acts of piracy to indulge her greedy crew from time to time, fearing for her life whenever they were unhappy. There is nothing in the journal to suggest what happened to the captain or her ship. The Tespers of Waterdeep would pay handsomely (up to 1,000 gp) for the safe return of their daughter's intact journal.

24b. Dragon's Pool

The shroud of fog covering the pool makes it difficult to gauge its depth, and the combination of the fog and the dark water gives the dragon total concealment while submerged. Around the pool's edges, the water is 5 feet deep. Beyond that, the bottom drops away to a depth of 30 feet. Plenty of fish swim about, providing an endless food supply for the dragon. The bottom of the pool is littered with the gnawed bones of slain lizardfolk as well as several past meals.

Thoss Fyurnen comes and goes via a 15-foot-wide underwater tunnel at the bottom of the pool. The tunnel travels for several miles before breaking the surface near the seashore. No character can hold his or her

RAISING DEAD CHARACTERS

Sir Isteval can arrange to have fallen characters raised from the dead, provided their bodies are returned to him mostly intact. It takes Isteval a day or two to contact Luc Sunbright, the high priest of the Temple of Amaunator in Daggerford, and another week for Luc to procure a *raise dead* scroll from Waterdeep. Isteval pays to raise a character only once. After that, the party must cover the expense.

breath long enough to swim the distance without the aid of *potions of water breathing* or similar magic.

24c. Alcove

Thoss Fyurnen's horrible mate, Cheleen, has claimed this alcove as her lair. She keeps a modest amount of treasure piled here for comfort. Luckily for the party, Cheleen does not show up in this adventure.

Treasure: Cheleen's treasure pile consists of 12,500 cp, 5,100 sp, 700 gp, and an exquisite suit of green-tinted scale mail. The armor radiates magic and appears to be a magical suit of scale mail, but actually it is cursed. The armor once belonged to a human who hunted lizardfolk for sport. An evil hag polymorphed the hunter into a lizardfolk, whereupon he was forced to live among those he had hunted. When he died, the hag's "curse" was transferred to his armor.

If the cursed armor is donned by a Medium humanoid, it instantly and permanently transforms its wearer into a lizardfolk. The wearer's statistics are unchanged by the transformation, and the wearer gains no lizardfolk traits or abilities. A *remove curse* spell restores the wearer's normal appearance.

24d. Nursery

This damp, 15-foot-high cave contains three speckled black dragon eggs standing upright in nests made of rotting foliage. A fourth nest is empty. Behind the eggs, half-sunk in a pool of mud, is an altar made of blue coral, its sides carved to resemble crashing waves.

If the rakshasa has already obtained the Water Key, read the following as characters approach the altar:

Closer inspection reveals that the altar is cracked in half and hollow inside.

Thoss Fyurnen keeps a watchful eye on this cave and attacks anyone seen approaching or entering it.

Altar of Olhydra: There's nothing sinister about the altar's appearance, and no clues to suggest who created it and why. It sits in 1 foot of mud, and Medium or smaller creatures attempting to move it must succeed at a DC 25 Strength check (DC 20 once the altar is free of the mud). The altar is hollow and lightweight, but full of water while intact. Filled, it weighs approximately 500 pounds and is awkward to transport, requiring at least four Medium creatures to lift or two Medium creatures to drag.

A good-aligned character within 10 feet of the altar can sense that it's a powerful evil relic, and a *detect magic* spell cast on the altar reveals a strong aura of conjuration. The altar continues to radiate this aura even when damaged or smashed to pieces.

The altar has AC 5 and is immune to fire, poison, psychic damage, and all conditions. Any attack or spell that deals 10 damage or more to the altar causes it to crack open, releasing the water inside. (If the altar has already been cracked open, there is nothing inside its hollow interior.) The released water immediately takes the form of a berserk water elemental (see page 232 for statistics) and rolls initiative. When the elemental is destroyed, it leaves behind the Water Key, which looks like a small orb of dense water. When touched, the orb turns to solid ice for ease of transport.

Corrupted Dragon Eggs: Unknown to Thoss Fyurnen, the altar of Olhydra corrupts aquatic creatures. The three dragon eggs are especially vulnerable. They haven't hatched yet because the altar is slowly transforming the unborn wyrmlings into elemental horrors. Characters who touch the eggs can tell something is wrong, for the shells have turned soft and spongy; moreover, the writhing forms of the monstrosities within make unnatural sounds that can be heard by those who press their ears up against the shells. These wyrmlings are beyond saving at this point; when they are finally born, they will resemble sluggish, jet-black water elementals that have vaguely serpentine forms.

Each black dragon egg has AC 5 and 7 hit points. When an egg is reduced to 0 hit points, inky black ooze pours out and puddles on the floor.

PART 5: EPILOGUE

Characters that survive the perils of Thoss Fyurnen's fane can leave by one of three routes:

- ◆ The temple (area 1)
- ◆ The underground river leading east (area 21)
- ◆ The flooded passageway leading west (area 24b)

Once they are clear of the dragon's lair, the characters are free to continue exploring the Lizard Marsh, or they can return to Cromm's Hold and report their discoveries to Sir Isteval and Baroness Wynne. If Thoss Fyurnen is alive, they might see the dragon patrolling the skies overhead and be forced to hide to avoid a confrontation in the open.

The Rakshasa's Ruse

Nadir the rakshasa does not, under any circumstances, reveal its true form to the party. Disguised as Maechen, Lord Floshin, or somebody else (see "The Villain Revealed" sidebar on page 11), it does whatever it must to obtain the Water Key from the altar of Olhydra, short of killing the party. The characters will likely be injured and drained of resources after their harrowing exploits—easy enough to defeat, should the need arise.



Once the rakshasa has the Water Key in its possession, it flees the Lizard Marsh by the most expeditious route and isn't seen again until the third adventure, "The Fall of Illefarn."

Return to Cromm's Hold

While patiently awaiting the adventurers' return, Sir Isteval helps Baroness Wynne fortify her keep and patrols. At some point, Wynne begins to question Isteval's decision to send unskilled adventurers to locate the dragon's lair and, against his wishes, assembles a "recon team" of six soldiers (led by Sergeant Durenn) to make an armed foray into the swamp.

The trip back the Cromm's Hold isn't easy. The storm continues to pound the coastline for another 2d6 hours before finally letting up. For several days afterward, the sun beats down on the Lizard Marsh with a vengeance, and the swamp becomes an unbearably hot and humid place alive with hungry insects. The party is likely to have one or more random encounters on the return trip (see page 12). If the characters get into serious trouble, Sergeant Durenn's recon team might show up to assist and escort them safely back to Cromm's Hold. Unlike the baroness, Durenn and the soldiers under his command are not evil, and they are delighted to find any excuse to leave the swamp.

Upon the party's return, Isteval is anxious to receive the adventurers' report, gently chastising them if they explored the dragon's lair against his recommendation.

Fane of the Sun Swallower: Isteval promises to share any information about the black dragon and its diseased lizardfolk worshipers with the duke upon his return to Daggerford. If Thoss Fyurnen and/or Vethka survived, Isteval plans to recommend to Duke Maldwyn that the garrison at Cromm's Hold be doubled.

If Thoss Fyurnen survived, the characters might try to convince Baroness Wynne to launch a full-scale assault on the dragon's lair, or they might wait a few levels and return to the fane on their own to face the

dragon in battle. How that plays out is up to you, but it could bode ill for the characters if Thoss Fyurnen's mate returns in the interim. Cheleen is just as big and powerful as the Sun Swallower, and she also knows a handful of low-level cleric spells to boot, making her even more dangerous.

The Lost Altar: If the characters discovered what was inside the altar, Isteval concludes that there might be two more altars "out there somewhere, waiting to be found"—one linked to earth, the other to fire. He sets out to prove that his hunch is correct.

The Villain in Their Midst: If the characters tell Isteval about the treacherous creature disguised as Maechen or Lord Flosin, he initially thinks they might have encountered a doppelganger—maybe one in league with the Red Wizards. If they explain that the creature's disguise was more of an illusion than a physical metamorphosis, the paladin's face turns pale for a moment. "Interesting," he replies, regaining his composure. Isteval believes he's encountered such a creature before, but he speaks no more of it.

Return to Daggerford

Eventually, Isteval tires of Baroness Wynne's hospitality and leads his soldiers back the Daggerford. Unless the characters are dead-set on returning to the Lizard Marsh, he urges them to ride back with him.

Once the storm passes, things return to normal in Daggerford. Although the town's midsummer festival has been spoiled, it remains crowded with visitors for a few days, giving local businesses reason to be happy.

The characters might have some hard-won loot to spend in town, or they might need to spend a few days training with their mentors. Isteval promises to speak of the party's heroism when he meets with the duke. In the meantime, he plans to consult with some "old friends" and hopefully learn more about the mysterious altars.

Wanted Poster

While the characters are enjoying some "down time" in their favorite watering hole, they see a familiar face.

The tavern is packed with sweaty people complaining about the heat and humidity. "I never thought I'd miss the rain!" says the barmaid as she dispenses drinks.

Suddenly, you hear a loud banging outside. Peering out a dirt-stained window that doesn't look like it's been opened in years, you see two members of the town watch: a cheery halfling fellow and a stern human woman. The halfling exchanges pleasantries with a small crowd of people while the woman nails a wanted poster to a wooden post. When she turns, you see that she's missing her left ear.

The female guard is Maechen Givens—the real Maechen. Her fellow guardsman is named Brannis Coldriver. If the characters approach and introduce themselves, Maechen doesn't recognize them. (The real Maechen hasn't met the heroes before.) It shouldn't take more than a short conversation for the characters to realize she's not the Maechen they knew, and she's horrified to learn that she has an imposter.

The wanted poster that Maechen nailed to the post has a rough sketch of a bald, chubby-faced woman in her late 20s with beady black eyes and no eyebrows. Below the picture is the following declaration:

WANTED ALIVE:

DARWA DALION, WIZARD OF ILL REPUTE!

Also known as "Boo Boo Doll." Last seen with the recently deceased Arvik Zaltos, one day prior to Arvik's capture by the town guard. She stands accused of conspiracy to inflict harm upon the good citizens of Daggerford, and theft with regard to the property & holdings of Lord Darfin Floslin.

Was last seen wearing red robes and a black wig.

Fifty gold pieces for information leading to her arrest, or ONE THOUSAND gold pieces for her capture!

Neither Maechen nor Brannis has any additional information about Darwa "Boo Boo Doll" Dalion, but they do know that Lord Floslin is fronting the reward money for the wizard's capture. Both guards confess that the reward is so staggering that several other guards have requested leave to take up the bounty.

If you are running this series of adventures as an ongoing campaign, you may now continue with the next adventure, "The Cursed Crypts of Ambergul."

ADVENTURE 2: THE CURSED CRYPTS OF AMBERGUL

By Bruce R. Cordell and Christopher Perkins

This adventure is designed for four to six 4th- or 5th-level characters, and the adventuring party should reach at least 6th level by its conclusion. If the characters don't have enough experience points to advance to 6th level, consider adding a few random encounters between this adventure and the next one, or allow the characters to advance to the desired level after they've spent time training with their mentors in Daggerford.

In "The Cursed Crypts of Ambergul," the characters track an elusive Red Wizard of Thay to the ruins of the Ambergul noble estate. There, they discover a secret dungeon complex containing a lost trove and an altar dedicated to Ogrémoch, the Prince of Evil Elemental Earth. Within the altar is hidden one of four elemental keys sought by the Red Wizards.

SETTING THE STAGE

After it fell on hard times, the Ambergul family secretly rebuilt its fortune by robbing graves. These Netherese nobles pillaged tombs up and down the Sword Coast and throughout the Heartlands, while their caravels scoured the coastline for sunken wrecks to plunder. Lord Reynard Ambergul, an evil man by all accounts, came into possession of several well-preserved scrolls that described evil elemental beings of great power. He became obsessed with them and used his influence and money to found a secret society dedicated to the worship of these "elemental princes." Reynard was a seductive man, and he attracted all manner of like-minded nobles. Eventually, the elemental cult became a sensation and subject of much speculation within Netherese society.

At first, the cult was an excuse for frivolous nobles to act badly and thumb their noses at traditional religions and social gatherings. However, certain members of the cult began to take their worship of the Elemental Princes of Evil very seriously, going so far as to build a secret temple and bring wizards into the fold. Some of the less enfranchised members who wanted out were afraid the cult leaders wouldn't let them, so they agreed to tip off the local authorities. When Reynard Ambergul and the other cult leaders discovered that their activities were being monitored and people were whispering behind their backs, they tore down the temple, buried evidence, eliminated "loose ends," and left the area.



Reynard Ambergul relocated his family to a plot of land just off the Trade Way between present-day Waterdeep and Baldur's Gate. Reynard constructed a dungeon complex beneath his estate and continued to pay tribute to the Elemental Princes of Evil in secret. He also used the dungeon as a vault to contain the last of his stolen treasures.

Reynard was dead and gone by the time Daggerford grew into a major trading post, attracting other wealthy families to the region. His descendants continued to plunder tombs and add to the family's collection, but the Amberguls were relics of the past and never found their way back into high society. Eventually, the family died out altogether.

The Ambergul estate inevitably fell to ruin, but the underground complex survived.

The Party's Goal

If the characters played through "Fane of the Sun Swallower," they know that the Red Wizards of Thay are up to something in the Daggerford region. They also know of a 1,000-gp bounty placed on the head of Darwa Dalion, a "wizard of ill repute" last seen in the company of a Red Wizard named Arvik Zaltos.

The characters soon discover that Darwa Dalion orchestrated an expedition to the old Ambergul estate,

located south of Daggerford, and an influential benefactor urges them to pursue.

Although the Ambergul mansion is no more, characters find tomb robbers lurking in the nearby crypts, as well as a secret passage leading to an underground dungeon complex. Within this complex, they encounter several members of the Ambergul family—some dead, some not so dead—and find evidence of their past ties to an elemental cult. When they finally catch up to Darwa Dalion, the characters must decide whether to drag her back to Daggerford and collect their bounty or use her to get the last of the four elemental keys before the Red Wizards do.

The Earth Key

When Lord Reynard Ambergul relocated to the area, he brought with him a stone altar dedicated to Ogrémoch. Inside this altar was hidden the Earth Key. Reynard hid the altar deep within the dungeon complex under his estate, and there it has remained.

Prior to his arrest in Daggerford, the wizard Arvik Zaltos instructed his apprentice, Darwa Dalion, to mount an expedition to the Ambergul estate to find and retrieve the Earth Key. Having lived and worked in Daggerford for two years as a spy, she knew a small gang of thieves she could count on to help search the Ambergul tombs. Arvik also provided his apprentice with a couple bodyguards—a crafty dwarf named Thord, his "dworc" son, Grit, and a burly ogrillon (half-orc/half-ogre) named Lump.

After losing most of the hired thieves to various and sundry monsters and traps, Darwa and her henchmen found the altar and smashed it to get at the key within, but things went mostly downhill from there. Darwa was turned to stone by a trap, while Thord was captured by minotaurs lurking in a corner of the dungeon. Only Grit and Lump escaped; fortunately for the Red Wizards, they had the Earth Key.

Nadir's Role

The rakshasa doesn't play a prominent role in this adventure. While the characters explore the dungeon beneath the Ambergul estate, Nadir assumes Arvik Zaltos's identity, travels to the dungeons under Mount Illefarn (see "The Fall of Illefarn," page 65), makes contact with the Red Wizards there, and leads the search for the elusive Fire Key. The rakshasa knows Isteval well—it's only a matter of time before the sanctimonious paladin or someone else figures out what's really going on, so time is of the essence.

PART 1: PUPPETS

In the wake of their recent exploits, the adventurers have garnered quite a reputation in Daggerford. Although they are not always recognized, they are hailed as “dragon slayers” (regardless of the truth). At the same time, their excursion to the Lizard Marsh has taken on mythic proportions.

A refreshing summer breeze has brought the citizens of Daggerford out in droves. The markets are crowded and bustling, and as you move through the square, you hear a swell of laughter and clapping.

A sizable crowd has gathered around a stall dressed up to resemble a miniature theater. Hand puppets and marionettes parade about, and you recognize the characters as wood-and-cloth effigies of Duke Maldwyn and Sir Isteval. Every time the paladin speaks, he bows before the duke deferentially, and every time the duke replies, he beats the paladin upside the head with a stick, much to the joy of children and adults alike.

Suddenly, a black dragon swoops down and carries Sir Isteval away. As the rest of the play unfolds, new characters are introduced, and much to your surprise, they look a lot like you!

The puppet show refers to the heroes as “the Great Dragon Slayers,” and they have silly names such as Thieffy Thieferson, Laffy Long Sword, Holy Moe, and Wizzy the Mage. (The two halfling performers who run the show—Sunny and Skylar Daggerthwart—are not so good at getting the details right.) The play paints the adventurers as puppets of Sir Isteval, doing good for good’s sake. In the play, the heroes travel through the marsh to rescue Sir Isteval from the evil black dragon; meanwhile, Isteval tries to keep the dragon from eating him by telling bad jokes about its mama. (“Yo’ mama’s so fat that when she flies, they call it an eclipse.” “Yo’ mama’s so fat that when she lands, trees fall in Cormyr.” “Yo’ mama’s so ugly that when she sticks her head in the sand, she causes an earthquake.” “Yo’ mama’s so ugly, she could turn a blind man to stone.”)

If the player characters draw attention to themselves, they are recognized by various locals and become the center of attention. The halfling playwrights poke their heads through the stage to catch a glimpse of Daggerford’s newest idols—and apologize to them for any unintended offense. If one or more characters appear annoyed, the halflings offer to buy them drinks.

Friends of Sir Isteval

As the characters wrestle with their newfound fame, a young woman with child approaches them:

A peasant girl with bright green eyes and long, tangled hair approaches you nervously. She is carrying a basket of bread and appears to be with child.
“You’re the friends of Sir Isteval?”

If the characters are willing to hear what the young woman has to say, add the following:

“My name is Onya Olchabar. Meet me in the shadow of Delfen’s Tower at dusk. It’s important.”

Onya doesn’t want to be seen talking to the characters in such a crowded place. If the characters press her for more information, she replies, “What I have to say cannot be spoken here.” Characters trying to ascertain her sincerity can, with a successful DC 10 Wisdom check, discern that she is both sincere and afraid. If the characters try to spirit her away, a town guard takes notice and comes to the pregnant girl’s aid, not recognizing the characters or realizing their intentions.

Onya lives with her father, a simple sheep farmer named Mylo Olchabar. She cooks for him and looks after his health. After speaking with the party, she returns to her father’s cottage outside of town and finishes her chores before heading back to town for the rendezvous.

The “Yo’ mama” jokes are anachronistic, but hey, it’s not like we’re publishing this thing.



The characters know the following information about Delfen and his tower:

- ◆ Delfen's Tower is named after the venerable wizard who owns it. Delfen is believed to be well over a hundred years old, and though he disappeared during the Spellplague, he has since returned. Wizards come from far and wide to study at Delfen's Tower, but few are admitted.
- ◆ It might be an old wives' tale, but they say conversations spoken in the shadow of Delfen's Tower cannot be magically recorded or scribed upon. (The truth is actually the opposite. Due to a malfunctioning magical ward placed on the tower long ago, Delfen can, while inside his tower, hear any conversation spoken in the tower's shadow.)

Shadow at Dusk

If the adventurers show up at Delfen's Tower around dusk, read:

Delfen's Tower has weathered decades with barely a crack or blemish. A stately three-story affair, it casts a long shadow, which, at dusk, falls upon the wall surrounding Duke Maldwyn's castle. The girl, Onya, arrives on schedule and is careful to remain in the tower's shadow when she speaks.

"The father of my unborn child is in great danger, and I fear for his life. His name is Arassán. My father hired him as a shepherd, but they had a fight after some sheep went missing. Arassán found work elsewhere, but we continued to see each other. Then he fell in with a bad crowd. He would give me money and not say where he got it. The last time I saw him, he told me about some treasure buried under a ruined estate near Cromm's Hold. He and his friends planned to split the loot between them, and then he said he would return to me a rich man."

Onya describes Arassán as a 22-year-old man of average height, with tanned skin, dark brown hair, brown eyes, and a vertical white scar over his right eyebrow.

If the characters ask Onya Olchabar why she hasn't spoken to the authorities, she adds:

“If there’s trouble, Arassán will find it. I don’t want the duke’s guards to arrest him, and I don’t want our child to grow up without a father.”

If the characters ask Onya why she approached them specifically, she replies:

“When I told Arassán I was pregnant, he paid a *bubudow*—a witch who practices herbal medicine—to look after me. She would visit twice a day and gave me herbs to help with the pain and sickness.

“Yesterday, I saw her face on a wanted poster. Fifty gold pieces for information leading to her arrest, one thousand for her capture. As you are friends of Sir Isteval, I thought you should know. Since Arassán left, I haven’t seen the woman.”

Onya’s former *bubudow* (an old Rashemi term meaning “midwife” or “nursemaid”) is none other than Darwa Dalion, a Red Wizard spy wanted by the authorities in Daggerford (see “Wanted Poster,” pages 31–32). Darwa’s nickname, “Boo Boo Doll,” is a derivation of *bubudow*. Onya doesn’t know where Darwa lived or where she went—but Arassán might, giving the characters an added incentive to find him.

Characters born and raised in the Daggerford area know there are many ruined estates near Cromm’s Hold, several of them older than the town itself. Searching all of them would take weeks.

Although Onya has no additional information, the party is about to receive help from a mysterious new benefactor; continue with “A Friend in High Places.”

A Friend in High Places

Thanks to a malfunctioning magical ward placed upon his tower, Delfen overhears the conversation between Onya and the adventurers. The ancient wizard has heard about the local heroes who helped Sir Isteval, and he knows that the Red Wizards of Thay are a menace not to be taken lightly.

Delfen waits for Onya to leave, then “summons” the party to his tower using a spell of his own devising.

A cloud of purple smoke momentarily engulfs you. When it clears, you are no longer standing outside the tower. You appear in a semicircular library lit by the evening sun. Seated in an overstuffed chair, reading a book, is a small white monkey.

From behind the chair steps an elderly man with a ring of white hair and a dark complexion. He’s stands 5 feet tall, wears tattered robes, and has a gold-trimmed dagger fastened to his belt and a book with a red leather cover tucked under one arm.

“Apologies,” he says. “I couldn’t help but overhear your conversation. I think I can be of assistance, if you’ll humor me. Name’s *Delfen*. Welcome to my humble tower.”

The white monkey is Zhavan, one of Delfen’s human apprentices in polymorphed form. Delfen asks Zhavan to leave so that he can speak with the characters privately. The monkey casts a spell, transforms into a bird, and flies out an open window.

The old mage hands you the book with the red leather cover. It bears a curious title: *Dreams of the Red Wizards*.

“Know your enemy, I always say.”

Delfen walks over to the open window and closes it tight. “The Red Wizards hail from a land far, far to the east—a corrupt and domineering magocracy ruled by the undead archmage Szass Tam. It seems he has fixed his evil gaze on the Sword Coast. The Red Wizards’ presence is cause for grave concern. No wonder Isteval is looking for help wherever he can find it.”

Delfen knows all there is to know about Isteval (see page 135), and he has nothing but respect for the former Purple Dragon Knight, but he doesn’t bore the characters with details. The venerable wizard has also crossed spells with a few Red Wizards and respects them in an altogether different way.

The book is a history of Thay, and Delfen would like it returned when the adventurers no longer have need of it. Characters who take the time to study the book gain advantage on Intelligence checks made to recount lore regarding Thay and the Red Wizards.

Delfen has figured out what the Red Wizards are after, and he’s prepared to illuminate the party:

“The story begins a long time ago, before the founding of Daggerford. A group of wealthy nobles from a distant realm settled in Delimbiyr Vale to escape persecution. They were the leaders of a secret society dedicated to the worship of Elemental Evil.

“Any-hoo, when I heard that Lord Flosin’s estate and Cromm’s Hold had been ransacked, I figured someone might have a bone to pick with the descendants of these cult leaders, and it occurs to me that the old Ambergul estate might be the next target. Not much remains of the estate these days, but Reynard Ambergul was a crafty man. I’m sure some vestige of his legacy survives to this day, waiting to be uncovered. I wouldn’t let the Red Wizards unearth that legacy, if I were you!”

Delfen doesn’t know anything about the elemental keys, but if the characters expressively mention them, he can postulate that they unlock “something best left closed.” If characters ask the wizard what he means by “Elemental Evil,” Delfen replies:

“There are powerful forces in the multiverse—neither demon nor god—that would see the world they helped create destroyed for their pleasure. Only fools and madmen would ally themselves with the Elemental Princes of Evil. It is good that most of the world has forgotten them.”

Armed with information given to them by Delfen, the characters should have no trouble finding the old Ambergul estate. When they’re ready to go, Delfen snaps his fingers and teleports them to the base of his tower in a cloud of violet smoke.

Treasure: After sending them on their way, Delfen realizes he forgot something. He opens a window on the top floor of his tower and hurls a twisted stick of varnished weirwood at the party below. “Here! You might need this!” he shouts.

The “stick” is a *wand of secret door detection* with 7 charges. Expending a charge allows the wielder to see all secret doors and secret compartments within 50 feet of him or her. When all of its charges are spent, the wand disappears and returns to Delfen’s tower.

Development

Once the adventure is over, wizard characters are free to call on Delfen, and he graciously offers to mentor them. Characters who get to know Delfen realize that, true to his chaotic neutral alignment, he is prone to mood swings and is not always so helpful. For more information on Delfen, see page 136.

PART 2: THE AMBERGUL ESTATE

Armed with the wand and the knowledge given to them by Delfen, the characters can travel to the Ambergul estate. The sky is overcast for the remainder of the adventure, and the journey is uneventful.

When the characters approach the estate, read the following:

You follow an old road half-hidden by grass and weeds. Eventually, the road disappears and the ground softens as you traverse a highland meadow overlooking the Lizard Marsh. A stiff wind blows from the west, carrying the stench of salt and rot.

Ahead, you see several large crypts of weathered gray stone in a boggy field full of overgrown weeds and pools of standing water. The stone crypts are arranged in two rows, and they appear to be in various states of decay—some intact, others collapsed. A marble statue of a winged angel standing in line with the crypts raises imploring hands to the cloudy skies.

You believe that a mansion once stood south of the cemetery, but nothing of it remains except a few crumbled stone chimneys leaning at precarious angles.

Nothing of the original estate remains except the family crypts (areas 1-7) and the secret dungeon under the old residence (areas 8-28).

Characters searching for tracks can make a DC 15 Intelligence check, or DC 20 at night. A successful check reveals boot prints belonging to at least six Medium humanoids. The tracks head toward the graveyard (see “Family Crypts” below for more information).

Characters searching the area where the Ambergul mansion once stood find nothing of interest other than a few blackened chimneys with bird nests in them. The mansion’s foundation sank into the bog long ago, and after the walls fell, most of the salvageable stone was hauled away and reused elsewhere.

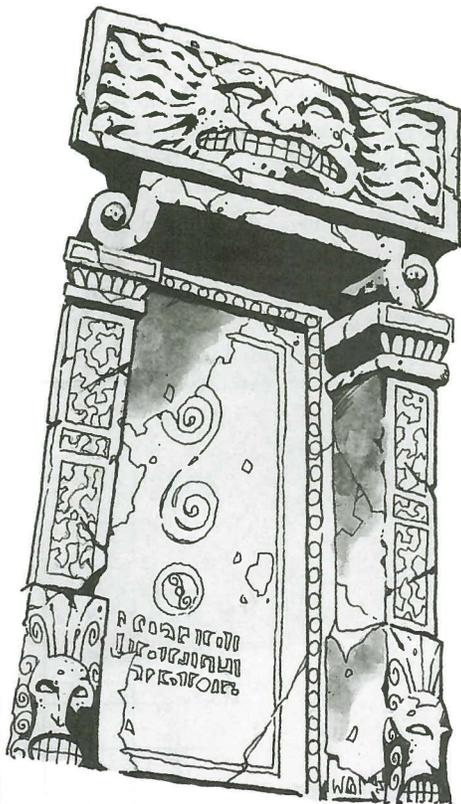
FAMILY CRYPTS (AREAS 1-7)

The ground around the crypts is waterlogged, making it difficult to follow a continuous trail of boot prints. However, characters don't need to make ability checks to see that there are boot prints all around the cemetery and outside all of the crypts. It's obvious that whoever came here before them explored the area thoroughly.

Crypt Exteriors: Aboveground crypts are common in places where the ground is saturated with moisture, but the Amberguls also used their family crypts to conceal the entrance to their hidden dungeon complex.

Each intact crypt is a gray stone mausoleum, 20 feet square with a pitched roof covered in cracked stone tiles. Set into the middle of one wall is a marble slab that resembles a door but has no handles or hinges. The outside walls are further adorned with friezes (carved pictures) in stone-framed panels. These friezes depict stately nobles with their eyes closed, as though sleeping upright. They are intermingled with carvings of angels and devils.

The crypts were magically sealed to discourage tomb robbers. However, Darwa dispelled the ancient wards so that her henchmen could safely force open the marble slabs sealing the doorways. Close inspection reveals that all of the slabs are slightly ajar, allowing Medium or smaller creatures easy access to all of the tombs.



Crypt Interiors: Intact crypts have dry, unlit interiors, while damaged crypts are damp, moldy, and as bright as the outdoors. All of the crypts have 15-foot-high peaked ceilings and stone tiled floors.

1. Marble Statue

A 10-foot-tall marble angel raises imploring hands to the clouds, the weather stains on its face resembling tears of dried blood. The statue is perched atop a granite dais set firmly in the bog. Chiseled into the base are the words "LET THE SINS THAT HAUNT US IN LIFE BE FORGOTTEN IN DEATH."

The statue is well made but otherwise unremarkable.

2. Servants' Crypt

Multiple crypts are keyed to this entry.

A 2-foot-tall, 2-foot-wide, 6-foot-long slab of granite sits in the middle of this crypt. Although there is no body or coffin resting on it, the slab looks like it was intended for that purpose. The facing walls contain dozens of niches, several of which contain ceramic urns.

There are 2d12 urns in the niches along the walls, each urn containing the cremated ashes of a servant who died in service to the Ambergul family.

When a servant died, his or her body would be placed atop the stone slab until last rites were performed and the remains cremated. A *detect magic* spell reveals a faint aura of abjuration on the slab, for it halts the natural decay of any corpse placed upon it.

3. Ruined Crypt

Multiple crypts are keyed to this entry.

Nothing remains of this crypt but a few broken walls and scattered stones.

4. Trapped Crypt

Multiple crypts are keyed to this entry.

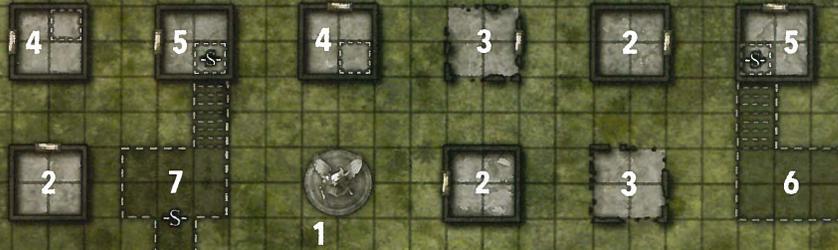
The walls of the crypt are lined with niches. Some of the niches are tall, with slightly protruding marble shelves that support painted plaster statues of singing angels and dancing devils. Most of the niches are smaller and hold white marble urns with names stamped on bronze plaques below them.

This crypt is trapped (see "Trap" on page 40).

AMBERGUL ESTATE

One square = 10 feet

FAMILY CRYPTS





There are 2d12 urns nestled in the smaller niches, each containing the cremated remains of an Ambergul family member of modest standing. The bronze plaque under each urn bears the name of the man, woman, or child to whom the ashes belong.

Four angel statues and four devil statues adorn the crypt. They are exquisitely carved, and close inspection reveals that they conceal tiny holes carved into the back walls of their respective niches.

Trap: When a character steps on the 10-foot-square section of floor marked on the map, a pressure plate causes poisonous gas to issue forth from the tiny holes hidden behind the statues, filling the crypt. Creatures inside the crypt must make a DC 13 Constitution saving throw. *Failed Save:* 4d6 (14) poison damage.

The gas disperses quickly, and the trap resets. After triggering five times, the crypt's poison gas supply is depleted.

5. Crypt with Trapdoor

Multiple crypts are keyed to this entry.

The walls of this crypt are made of bare stone, and the chamber contains nothing but dust and footprints.

One corner of the crypt has a secret trapdoor hidden in the floor (marked S on the map). Characters can see footprints concentrated in this area, so finding

the trapdoor is a simple matter requiring only a DC 8 Intelligence check.

The trapdoor is 5 feet square and made of rotting wood, with a stone veneer hiding rusted iron hinges. The trapdoor can be pulled open with a DC 12 Strength check, but creaks loudly when lifted. Below the trapdoor is a brick-lined staircase that descends toward the south for 20 feet.

In their search for the dungeon entrance, Darwa and her tomb-robbing henchmen left the footprints and were able to find and open the trapdoor with ease.

6. Secret Chamber

This room lies 20 feet underground.

This damp, brick-lined chamber smells of rotten cheese. Three tall clay urns stand against the east wall, while two more have tipped over and broken, spilling ashes across the floor. A bluish-white layer of fungus covers all five urns and most of the wall behind them.

The urns contain the ash of dead livestock, burned long ago. The fungus is more worrisome.

Bluish-White Fungus: The fungus seems harmless enough. However, any character with knowledge of subterranean hazards can make a DC 15 Intelligence check to realize that the spores of this fungus can infect creatures with blue lung disease.

Once the party is finished exploring the room, have all characters that approached within 10 feet of the fungus make a DC 13 Constitution saving throw, with advantage if they took the simple precaution of covering their mouths with scarves or similar fabric. *Failed Save:* The character contracts blue lung disease. After each long rest, the character's hit point maximum is reduced by 1d6, to a minimum of 1, until the disease is cured.

7. Secret Chamber

This chamber lies 20 feet underground and hides the entrance to the Ambergul dungeon. Darwa Dalion left behind three members of her retinue to stand guard (see "Creatures" below).

This damp, brick-lined chamber has a pile of adventuring gear in the middle of it, and against the west wall is a pair of rolled-out bedrolls with a battered lantern between them.

Unless the characters take special precautions, the inhabitants of this room hear the squealing of the trapdoor in the crypt above, immediately blow out the lantern light, and take up defensive positions in the northwest corner of the room.

Creatures: Two human robbers (use the human warrior statistics on page 245) and an invisible imp (Darwa's familiar; see page 226 for statistics) guard this room. The imp's primary task is to make sure the robbers don't abandon their post out of boredom or fear.

One of the robbers is a bossy little weasel named Baltron Felwick. Wiry yet strong, he has greasy black hair, lots of missing teeth, and a stump where his right hand should be. (He says he lost the hand to a dungeon trap, but in reality the bodyguard of a Calishite merchant chopped it off after Baltron was caught looting the merchant's wagon in Baldur's Gate.) Baltron wears a leather skullcap to cover a bald patch on the top of his head.

The second robber is a swarthy, good-looking young man matching the description of Onya Olchabar's beloved. Arassán has brown hair, brown eyes, and a white scar over his right eyebrow. (A drunken wench cut his face with a broken wine bottle during a tavern brawl, then helped him cauterize the wound out of guilt before stealing his virginity. Or so he claims.)

The invisible imp takes cover behind the lantern and tries not to give away its location.

Tactics: When a stranger enters the room, the robbers lunge forward and attack, hoping to take down the interloper quickly. They fight until they are both reduced to half hit points, until one of them falls, or until the characters recognize Arassán and parley with him.

Arassán won't attack anyone who claims to know Onya Olchabar. However, if it seems the robbers have the advantage, Baltron will try to convince Arassán that the characters are liars, but Arassán isn't convinced and is more inclined to believe the characters.

If it looks like Arassán might side with the characters over Baltron, the imp attacks Arassán, shouting "Traitor!" Baltron, not wanting to incur the imp's wrath, fights alongside it. If the imp dies or flees, Baltron (if still conscious) throws down his weapon.

When the imp takes damage, it tries to flee by turning invisible and flying up the stairs.

Gear: All of the equipment in the room belongs to Darwa and her retinue. In addition to the bedrolls belonging to Arassán and Baltron, the room contains:

- ◆ Two backpacks stuffed with enough rations to sustain three people for one week
- ◆ Two 5-foot wooden poles that can be screwed together to form one 10-foot pole (both poles are carved with the monogram "D.D.")
- ◆ Two casks of lantern oil (setting fire to a cask causes it to explode after 1 round, dealing 3d6 fire damage to everything in a 15-foot radius—half damage on a successful DC 12 Dexterity check—and igniting flammable objects in the area)
- ◆ One wooden horn (when blown, the horn can be heard clearly by all creatures within a half mile excluding those in soundproofed areas)
- ◆ A small, black leather sack containing enough caltrops to cover a 5-foot-square area
- ◆ A small, unlocked wooden chest containing 10 spikes, an iron mallet, and two *potions of climbing* (see page 217)

Secret Door: Set into the middle of the south wall is a secret door that pivots on a central axis, allowing it to be rotated to the left or right. The door is made of heavy bricks and requires a DC 10 Strength check to budge. The robbers and imp know where it is and how to open it. Characters can find the secret door on their own with a successful DC 15 Intelligence check.

The passage beyond the secret door slopes down at a 20-degree angle, apparently coming to a dead end after 50 feet (but see area 8).

Development

The characters can persuade Arassán to give up his foolish quest to plunder the Ambergul crypts and return to his beloved Onya. They can also persuade him to accompany them into the dungeon.

Neither Arassán nor Baltron know that their current employer is a Red Wizard of Thay (nor would Baltron care, even if he knew). They've been led to believe that Darwa is a Rashemi witch who came to Daggerford to escape some form of religious

persecution, and that the Ambergul crypts are filled with unclaimed treasure.

Arassán doesn't know much about Red Wizards, but he knows they're dangerous and poorly regarded (see "The Hanging of Arvik Zaltos," page 7). Despite his neutral outlook, he is quick to sever ties with Darwa and her confederates once he learns the truth, for Onya's sake if nothing else.

If the characters ask Arassán where Darwa and the others went, he points to the secret door. He can also describe his former colleagues in detail:

- ◆ Darwa Dalion is a short, fat, unattractive woman who acts like a dotty aunt, even though she's not that old. She sports a mop of black hair (actually a wig, although Arassán doesn't know that).
- ◆ Thord Ironaxe is a grim, bald dwarf with bad teeth and two beards (actually one beard that he's shaved and braided to make two beards).
- ◆ Grit is Thord's son and a "dworc" (half-dwarf/half-orc). He's very crude and doesn't seem to like his father very much. Also, he picks his nose.
- ◆ Lump is part orc, part ogre and stands almost 8 feet tall. He speaks a few words of Common and Dwarvish. He also has a pet rat named Scratches.
- ◆ Four other human robbers round out the crew. Their names are Garron (nicknamed "Bear" because he's a big guy), Nevil (a ruthless swine), Telmak (a reckless fool with a lisp), and Ulvar (a quiet and sneaky fellow with a shady past).

What's with all the crossbreeds? We got half-orc dwarves and half-orc ogres. What's next, half-orc trolls?! Actually, that sounds pretty cool . . .

DUNGEON (AREAS 8–28)

Beyond the secret door in area 7 lies an ancient dungeon built by Lord Reynard Ambergul shortly after his family settled in the area.

Darwa and most of her retinue are deeper in the dungeon, waiting to be discovered (and, in some cases, rescued). They left plenty of traps and monsters for the adventurers to find.

Ceilings: All ceilings in the dungeon are 10 feet high and flat unless noted otherwise.

Doors: All doors are made of bare stone held in place with squeaky iron hinges. Doors are unlocked unless the text specifies otherwise.

Stone Door: AC 10; hp 30; resistant to piercing and slashing; immune to fire, poison, psychic, and all conditions.

Lighting: Some areas are magically illuminated, as noted in the text, but most rooms and corridors are unlit. Most of the walls are adorned with torch sconces sculpted to resemble clenched stony hands.

8. Blocked Corridor

There are no torch sconces or other fixtures in this hall, which is carved out of solid granite.

Beyond the secret door is a 10-foot-wide, 10-foot-high granite hallway that slopes down at a 20-degree angle, eventually coming to a dead end.

A block of granite, almost 10 feet on a side, blocks the downward-sloping corridor, and characters searching for secret doors in the vicinity realize this fact with a DC 10 Intelligence check.

Sliding Stone Block: Moving the block requires an action followed by a successful DC 20 Strength



check, and each successful check moves the block 10 feet farther east. Using poles or oil to reduce the friction grants advantage on the check. As characters begin the move the block southward, they see numerous scratches and scrapes on the granite walls and floor, suggesting the block has been moved several times before.

The granite block can be pushed all the way down to the ogre statue at the south end of the hall (see “Ogre Statue” below).

Pulling the block is next to impossible, since there are no handholds to secure a grip. Pushing on the block from the south requires a DC 30 Strength check because the characters don’t have gravity on their side.

The block cannot be moved farther north than its starting position (as shown on the map) because the tunnel narrows ever so slightly as it ascends toward the secret door, and the block simply cannot fit.

Ogre Statue: Though initially hidden by the stone block, the granite statue at the south end of the passage is carved in the likeness of an ogre poised as if ready to push. And indeed it is, because 10 minutes after the granite block comes within 10 feet of the statue, it animates and shoves the stone plug all the way back to its starting position to the north, returns to its original position, and reverts to an inanimate state.

Spiking the Block: If characters push the stone block to the south and then use at least two spikes to hold it in place, the ogre statue on the opposite side cannot budge the block as long as the spikes remain. If the spikes remain after 1 day, a flesh golem emerges from the mist-filled alcove in area 10a, removes the spikes, and then disappears back into the alcove.

9. True Crypts

This series of connected chambers contains the physical remains of Lord Reynard Ambergul, his wife, and their offspring.

Stairs lead down to a series of connected, 10-foot-high chambers. Torch sconces carved to resemble stony fists protrude from the walls, but they hold nothing in their clutches. Everywhere else, the walls are adorned with murals painted on plaster, and where the plaster has peeled away, you see damp gray stone. The murals depict ships on a storm-tossed sea, red dragons flying over blazing infernos, cloud castles in the sky, and magnificent caverns filled with towering crystals and glittering gemstones.

In the middle of each adjacent chamber is a free-standing, 8-foot-tall crypt of black marble sealed with a slab of white alabaster inscribed with a name.

These catacombs are unlit.



Alabaster Slabs: Each 10-foot-by-10-foot crypt is sealed with an alabaster slab 5 feet tall, 2 feet wide, and 6 inches thick. A slab can be removed with some effort and the proper tools (crowbars, for example), or it can be smashed to pieces.

Alabaster Slab: AC 10; hp 30; resistant to piercing and slashing; immune to fire, poison, psychic, and all conditions.

9a. Gaston's Crypt

The alabaster slab sealing this crypt is inscribed with the name GASTON AMBERGUL, younger son of Reynard and Alicia Ambergul.

Dust fills this crypt. Resting atop a white marble slab is a casket carved from petrified wood, its lid shaped and painted in the likeness of a slumbering knight in gold armor clutching a wicked greatsword. Someone has chiseled away at the knight's noble features, giving his effigy a nasty scar.

The scar is not part of the original lid carving; the gouge was added later by someone who hated Gaston. The wooden lid of the casket can be lifted away, revealing a cavity filled with dust, bone fragments, and loose bits of gold ceremonial armor. Part of a skeletal hand is wrapped around the hilt of a rusted and pitted greatsword. A painted ebony coffer rests at the corpse's feet.

Treasure: Six pieces of gold ceremonial armor (worth 50 gp each) are buried amid Gaston's dust. The straps that once held the pieces together were destroyed long ago. The ebony coffer (worth 15 gp) is painted with gold falcons and contains 300 ep and four platinum rings (worth 50 gp each).

Development

Any creature that removes one or more pieces of ceremonial armor from Gaston's crypt is cursed. While cursed, the creature cannot gain the benefits of a long rest. In addition, a creature that goes more than 48 hours without a long rest must make a DC 15 Constitution saving throw every 24 hours thereafter. *Failed Save:* The creature has disadvantage on all attack rolls, ability checks, and saving throws, and must succeed at a DC 15 Constitution check whenever it tries to cast a spell. A failed check means the creature is unable to cast the spell, and the action (but not the spell) is wasted. These effects last until the curse is removed with a *remove curse* spell, or until the stolen items are replaced.

9b. Olivine's Crypt

The alabaster slab sealing this crypt is inscribed with the name OLIVINE AMBERGUL, daughter of Reynard and Alicia Ambergul.

Resting on a marble slab in the middle of this crypt is a casket chiseled from green wood, its lid carved in the likeness of a naked young woman asleep on a bed of vipers. Framed in gold on the wall behind the casket is a beautiful floor-to-ceiling portrait of a young woman wearing a golden tiara and a white wedding gown.

Olivine poisoned all three of her wealthy husbands and stole their money, adding it to the Ambergul family coffers. The families of the deceased prayed to Selûne (the goddess of beauty and love at the time) for vengeance and pronounced horrible curses upon the vile widow. One of these curses took hold, transforming her into a medusa. Even in this form, however, she remains daddy's little girl. Characters may encounter the creature in area 25.

The frame around Olivine's portrait is actually made of gold-painted wood. The portrait itself is well done but not particularly valuable.

Treasure: The casket is empty except for an electrum jewelry box (worth 250 gp) with a cushioned interior. Inside the box are several items: a gold tiara (identical to the one depicted in Olivine's portrait and worth 500 gp), a platinum comb set with splinters of amethyst (worth 150 gp), four gem-studded silver hairpins (worth 25 gp each), and a blue sapphire pendant on a delicate gold chain (worth 100 gp).

Development

Any creature that removes one or more pieces of jewelry from Olivine's tomb is cursed. The curse is the same as the one placed on Gaston's crypt (see area 9a).

9c. Kamal's Crypt

The alabaster slab sealing this crypt is inscribed with the name KAMAL AMBERGUL, the deformed eldest son of Lord and Lady Ambergul.

An ebony casket once rested atop a marble slab in the middle of this crypt, but the casket has been smashed to splinters, leaving dust and bone fragments scattered about the floor. Perched on shelves in the corners of the room are four gargoyles with malevolent grins. Between them, mounted in marble frames on the walls, are four large oval mirrors.

Despite their malevolent appearance, the gargoyles are inanimate sculptures and harmless. While the condition of the casket suggests that someone broke into the tomb and desecrated it, there is no other evidence of forced entry.

Creature: In life, Kamal Ambergul was stricken with a pronounced deformity—an oversized left arm—and retains that deformity in undeath. If anyone disturbs the bones, Kamal's ghost (see page 235 for statistics) manifests in the middle of the crypt and attacks. If the ghost possesses a living host, it spends its next turn admiring its new form in the mirrors. The ghost can only leave the crypt while possessing a living host, and even then, it cannot travel beyond the confines of the dungeon.

If the ghost is reduced to 0 hit points, it disappears and reforms in Kamal's crypt after 24 hours. To destroy the ghost permanently, the characters must first determine the cause of the ghost's unrest.

Mirrors: Kamal had a horrid upbringing. As a child, he was kept out of public view and forced by his mother to stand in front of mirrors and "admire" his deformity, and if he broke the mirrors, his mother would place magical curses on him as punishment. Even in death, he can no longer bring himself to destroy a mirror. What Kamal's spirit doesn't know is that the mirrors are the key to its release.

If all four mirrors are destroyed, the ghost disappears forever as Kamal's spirit is released to the afterlife. Each mirror has AC 5 and 1 hit point. However, the mirrors are magically impervious to all damage except force damage. Characters that can sense magic perceive a strong aura of abjuration around each mirror and can, with a successful DC 15 Intelligence check, ascertain its invulnerabilities and weakness.

Slab: A character that searches the marble slab and succeeds at a DC 15 Intelligence check spots a seam in the marble slab, suggesting that it's actually comprised of two separate blocks of marble pressed together. Forcing the two slabs apart requires a crowbar or similar tool and a successful DC 15 Strength check, and doing so reveals a hidden cavity in one block containing the treasure (see below).

ALICIA'S IRON AMULET

This iron amulet in Alicia's crypt appears to be a skull-headed iron stylus hanging from a corroded iron chain.

This amulet is Alicia Ambergul's phylactery. If the lich is destroyed, her spirit becomes trapped in the amulet until her undead body reforms in 1d10 days, whereupon Alicia appears in the nearest open space next to the phylactery.

If another creature is wearing the amulet when Alicia's undead form is destroyed, the amulet's wearer and Alicia engage in a Charisma contest. If Alicia wins, her spirit possesses the wearer's body, and the wearer's spirit is trapped in the amulet instead. If Alicia doesn't win the contest, her spirit returns to the amulet (as normal), and the wearer becomes aware that Alicia's spirit is trapped within.

If the amulet is taken from its wearer while Alicia is in possession of the wearer's body, or if the wearer is killed while possessed by the lich, Alicia's spirit and the wearer's spirit trade places; in other words, the wearer's spirit returns to its body, and Alicia's spirit returns to the amulet.

The amulet does not radiate magic and does not appear to have much value. It has AC 20, hp 45, and immunity to poison, psychic, and all conditions.

Treasure: The hidden cavity in the marble slab holds an unlocked silver chest (worth 50 gp) containing 250 ep, 60 gp, 15 pp, and a furred scroll with an illustration of the Ambergul family tree. Lavish in design and detail, the scroll can be sold to a historian for 150 gp. Curiously omitted from the family tree, however, is Kamal Ambergul.

Development

Any creature that removes one or more coins from Kamal's crypt is cursed. The curse is the same as the one placed on Gaston's crypt (see area 9a).

9d. Alicia's Crypt

The alabaster slab sealing this crypt is inscribed with the name ALICIA AMBERGUL, wife of Lord Reynard Ambergul.

This crypt seems untouched by the passage of time. Resting atop a white marble slab is a casket carved from gold-painted wood, its lid shaped in the likeness of a slumbering, raven-haired woman with a black cat curled up on her chest. Arcane glyphs are carved into the lid around this noble effigy.

A *detect magic* spell reveals a faint transmutation aura throughout the entire crypt, as well as a strong abjuration aura on the sarcophagus.

A programmed spell routinely clears the dust and cobwebs from this crypt and is the source of the ambient transmutation aura. A *dispel magic* spell cast in the crypt automatically and permanently dispels the effect.

The casket has a harmless spell effect cast on it, designed to frighten and deter tomb robbers. Although the spell radiates a strong aura of abjuration, nothing happens if the casket or its contents are disturbed.

The casket's lid is easily lifted, revealing a cavity containing the items described under "Treasure" below, but no dust or bones. (After her husband's death, Alicia transformed herself into a lich. She is currently found in area 12.)

Treasure: A search through the dust uncovers an iron amulet on a corroded iron chain (see the "Alicia's Iron Amulet" sidebar) and a well-preserved spellbook bound in drake hide. It contains the following spells:

- 1st: *charm person, magic missile*
- 2nd: *invisibility, mirror image*
- 3rd: *fireball, lightning bolt*
- 4th: *ice storm, wall of fire*
- 5th: *cloudkill*

Development

Any creature that removes the spellbook from Alicia's tomb is cursed. The curse is the same as the one placed on Gaston's crypt (see area 9a).

Creature: If the iron amulet is removed from the crypt, an invisible stalker (see page 246 for statistics) materializes nearby and follows whoever has the amulet. The invisible stalker waits until that individual is alone or otherwise vulnerable before attacking. If it succeeds in killing the amulet's possessor, it takes the amulet and returns it to the crypt. The invisible stalker also defends Alicia Ambergul if she is attacked (see area 12).

9e. Reynard's Crypt

This crypt was plundered recently.

The basalt slab that once sealed this white marble crypt has been smashed to pieces. Lying in the doorway amid the rubble is the desiccated corpse of a man in leather armor, his wide eyes devoid of life and his jaw locked in a frozen scream.

Inside the darkened crypt, you see another withered corpse in leather armor, slumped over an upside-down casket of polished red wood that's been knocked off its marble slab. Dust has spilled from the casket onto the floor, creating a terrible mess.

South of the crypt, you see a section of wall where the plaster has been torn away, exposing a door-shaped rectangle of damp gray stone.

Lord Reynard Ambergul's dust lies strewn upon the floor of the crypt, not far from the corpses of Telmak and Ulvar—two of Darwa's hired tomb robbers. While Darwa was busy uncovering the secret door in the southern wall, her henchmen were breaking into Lord Ambergul's crypt and angering the evil undead spirit contained within.

Characters inspecting the corpses of the tomb robbers can, with a successful DC 10 Wisdom check, determine that Telmak and Ulvar both died from necrotic damage.

Reynard's crypt contains nothing of value. The surviving tomb robbers took everything they could get their hands on before fleeing through the secret door.

Creatures: Three wraiths (see page 264 for statistics) lurk inside the crypt. If the characters disturb the tomb robbers' corpses or Reynard Ambergul's spilled remains, the undead attack. They cannot leave the catacombs (area 9).

One wraith is a cruel and unforgiving manifestation of Reynard Ambergul, rising to exact vengeance for the desecration of his tomb. The other wraiths are the undead spirits of Telmak and Ulvar and bear a striking resemblance to their living selves (enough that Arassán, if present, recognizes them).



Secret Door: The secret door set into the middle of the east wall is easy to find (no ability check required). However, it is heavy and requires a successful DC 12 Strength check to push open. Beyond the secret door lies a damp L-shaped corridor (area 11).

Development

There's not enough left of Reynard to cast a *speak with dead* spell on his remains.

10. Misty Alcove

Multiple alcoves are keyed to this entry.

Beyond a stone archway lies a deep alcove filled with impenetrable red mist.

The mist-filled alcove is part of a portal system that links to different parts of the dungeon. The portal system originally included an aboveground location in the Ambergul mansion as well, but this location no longer exists. The ceiling, walls, and floor of the alcove are made of worked stone.

The mist reduces visibility to 5 feet and radiates a strong conjuration aura when scrutinized with a *detect magic* spell. The mist cannot be dispersed.

Rune Stones: Embedded in the back wall of each alcove, not visible from the archway, is a row of three round black stones, each as wide as an outstretched human hand and about the same distance apart. Each stone has an elemental rune carved into it. When a living creature touches a stone, all creatures in the alcove are teleported to a different misty alcove within the dungeon complex. Only one stone can be activated at a time; touching two or more stones simultaneously does nothing.

10a. Catacombs Alcove

This alcove is connected to area 9. The following three runes are carved into the back wall of this alcove.

Earth Rune (Green Diamond): This rune teleports creatures in the alcove to area 10c.

Fire Rune (Red Triangle): This rune has a slight malfunction. When the rune is touched, roll a d6. On a roll of 1-3, all creatures in the alcove are teleported to area 10b. On a roll of 4-6, all creatures in the alcove take 7 (2d6) fire damage instead.

Water Rune (Blue Circle): This rune doesn't teleport creatures anywhere. (The destination alcove used to be in the Ambergul mansion, but that alcove no longer exists.)

10b. Hallway Alcove

This alcove is connected to area 13. The following three runes are carved into the back wall of this alcove.

Air Rune (White Spiral): This rune teleports creatures in the alcove to area 10a.

Earth Rune (Green Diamond): This rune teleports creatures in the alcove to area 10c.

Water Rune (Blue Circle): This rune doesn't teleport creatures anywhere. (The destination alcove used to be in the Ambergul mansion, but that alcove no longer exists.) Instead, because to a malfunction, touching the rune deals 9 (2d8) cold damage to all creatures in the alcove.

10c. Lounge Alcove

This alcove is connected to area 25. The following three runes are carved into the back wall of this alcove.

Air Rune (White Spiral): This rune has a slight malfunction. When the rune is touched, roll a d6. On a roll of 1-3, all creatures in the alcove are teleported to area 10a. On a roll of 4-6, all creatures in the alcove take 11 (2d10) thunder damage instead.

Fire Rune (Red Triangle): This rune teleports creatures in the alcove to area 10b.

Water Rune (Blue Circle): This rune doesn't teleport creatures anywhere. (The destination alcove used to be in the Ambergul mansion, but that alcove no longer exists.)



11. Secret Corridor

Mud has leached into this corridor through cracks in the walls and spread across the flagstone floor. Jutting from the walls at 10-foot intervals are stone carvings shaped like fists. A few of them hold burnt torch stubs.

Characters can see tracks in the mud left by Darwa and her underlings. The tracks head toward area 14. A successful DC 15 Intelligence check reveals five sets of boot prints and one set of bare footprints. The bare footprints belong to Lump, Darwa's ogrillon bodyguard, and they are clearly oversized.

Secret Doors: The secret door at either end of this L-shaped hallway is easy to find (no ability check required). However, it is heavy and requires a successful DC 12 Strength check to pull open.

12. Raised Gallery

Two slender thrones of sculpted marble rest in an alcove at the back of a wide gallery holding four 6-foot-tall alabaster urns. The gallery overlooks a 20-foot-wide hallway adorned with chipped plaster murals of the Elemental Planes. Two curved flights of marble steps descend from the gallery to the hallway. Unlit torches are held in stony fists that protrude from the walls of the gallery, the staircases, and the hallway below.

A gaunt figure dressed in a golden gown sits motionless in the southernmost throne. Under the gown, the figure is swathed head to toe in black funeral wrappings that cover everything except for the dark holes where its eyes should be. A purring clockwork cat plated in gold lies at its feet.

The gallery is 10 feet higher than the corridor to the east. Behind the empty (northern) throne is a secret door leading to area 11. The secret door is heavy and requires a DC 12 Strength check to push open.

Alabaster Urns: Each of the four alabaster urns is sculpted with distinctive imagery tied to one of the four elements. The "fire urn" has flames encircling it, the "air urn" has sculpted clouds, the "water urn" features waves and undersea life forms (eels, octopi, and starfish), and the "earth urn" is carved with a rocky texture. The urns weigh 500 pounds each and can be moved or knocked over with a DC 15 Strength check. As art objects, the urns are worth 1,000 gp apiece.

Characters who listen at the urns hear scratching noises from within. Removing an urn's lid reveals a hollow cavity containing a mummy (see "Creatures" below).

Creatures: The figure seated on the throne is Alicia Ambergul, a lich (see page 246 for statistics). Black funeral wrappings cover most of her skeletal

form except for her eyes, making it difficult to ascertain her true form. If dropped to 0 hit points, Alicia and her funeral wrappings turn to dust, and Alicia's spirit returns to its phylactery (see area 9d and the "Alicia's Iron Amulet" sidebar on page 45). Alicia's golden gown does not turn to dust and is described under "Treasure" below.

The construct at Alicia's feet is a gold-plated clockwork cat—one of several that Alicia built to keep her company. Its whirring gears create the purring sound that the characters hear. The construct has AC 10, 2 hit points, immunity to poison and psychic damage, and no effective attacks. It cannot be healed and cannot regain hit points by resting. It obeys Alicia's commands, and Alicia can see through its eyes, hear through its ears, and guide it remotely as long as it remains within 1 mile of her.

Four mummies (see page 252 for statistics) crawl out from inside the urns if Alicia is attacked. They fight to kill.

If the invisible stalker was summoned in area 9d and hasn't yet been detected, it attacks anyone who tries to harm Alicia (see page 246 for statistics).

Treasure: Alicia's golden gown is not valuable, but sewn into it are two secret pockets that require a DC 13 Intelligence check to find. One pocket contains a scroll of *remove curse*, and the other contains a scroll of *rope trick*.

The gold-plated clockwork cat is worth 1,000 gp intact. Reduce its value by 500 gp for each hit point of damage it has sustained. A character that spends 50 gp on parts can repair 1 hit point of damage to the cat with a successful DC 20 Dexterity check after 1 hour of work. If the check fails, the time is wasted, but the parts are not.

Development

Although she is a formidable spellcaster, Alicia prefers to parley with visitors and only fights in self-defense. When Alicia first sees the characters, assuming they don't attack her on sight, read:

Red points of light bloom in the shrouded figure's dark eye sockets, and it speaks in a raspy voice. "More visitors. How lovely. I am Lady Alicia Ambergul. Why have you disturbed our eternal rest?"

Alicia talks to characters that are civil toward her, and she shares the following information.

Darwa Dalion and Company: "The woman was pleasant enough, but I have the lowest regard for the company she keeps. Halfbreeds and imbeciles! Our dungeon seems to have gotten the better of them." (If pressed for details, Alicia adds, "You should be concerned about your own survival, not theirs.")

Dungeon: "My husband's hobby was robbing graves. Not the most honorable pursuit, I admit. He also built this dungeon to guard our family's most cherished acquisitions. If you want them, you must find them, just as Reynard did." (If the characters press her for information about the dungeon's layout and contents, she replies, "I'm not of a mind to give away such secrets, and I am beyond temptation.")

Her Family: "My husband and sons are no more, and my daughter was cursed to live alone, here, in this very dungeon, forever. She is not the great beauty she once was, but then, neither am I." (If pressed, Alicia says the gods punished her daughter for poisoning her three husbands. She does not reveal that Olivine was transformed into a medusa for her crimes.)

Altar of Ogrémoch: "Hideous stone thing. You'll find it hidden behind secret doors." (If asked whether Darwa found the altar, Alicia adds, "Oh, yes. It was the last thing she ever saw.")

The Elemental Keys: "I cannot say." (Alicia is speaking the truth. Members of the old elemental cult were bound by magic not to speak of the keys or divulge their locations.)

Clockwork Cat: "You like my pet? I made it myself. I offer it to you as a gift." (If the characters accept the gift, Alicia uses the cat to monitor the party's progress inside the dungeon. She gave another one of her clockwork cats to Darwa for the same reason. The cat follows the characters but cannot be controlled or commanded by anyone other than Alicia.)

Phylactery: Alicia will not disclose the nature or whereabouts of her phylactery (hidden in area 9d). If the characters have the phylactery in their custody, she politely asks them to relinquish it. If they refuse, she asks again. If they still refuse, she attacks (aided by the invisible stalker from area 9d, if it is present).

Cursed Characters: If one or more characters are cursed and ask for Alicia's help, she gives them the scroll of *remove curse* hidden inside her gown (or trades it for her phylactery).

13. Hall of Scalded Flesh

A reinforced wooden portcullis with iron spikes sunk into the floor seals the south end of this 20-foot-wide, 60-foot-long tunnel. At the opposite end of the hall stands a lifelike, painted statue of a huge red dragon, poised as though ready to breathe fire. Nested in an alcove along the west wall is a 6-foot-tall, beautifully sculpted alabaster urn. Also set into the west wall, between the statue and the urn, is a stone archway with a cloud of red mist swirling beyond.

See area 10b for more information about the alcove filled with red mist.

Alabaster Urn: This urn is carved with images of horses and stags. It weighs 500 pounds but can be “rolled” on its base or knocked over with a DC 15 Strength check. Its alabaster lid (which contributes 25 pounds to the urn’s weight) can be easily removed. As an art object, the intact urn is worth 1,000 gp.

The floor of the urn’s alcove has a built-in pressure plate, which can be detected with a DC 20 Intelligence check. If the total weight on the alcove floor is less or more than 500 pounds, a magical alarm bell sounds, and two creatures (see below) emerge from the mist-filled alcove and attack. Removing the urn’s lid without adding 25 pounds of weight to the alcove is enough to trigger the alarm.

Creatures: If the characters alter the total amount of weight in the alabaster urn’s alcove (see above), two flesh golems (see page 240 for statistics) emerge from the mist-filled archway and attack, fighting until destroyed. The golems are teleported into the arch from an unknown location.

Dragon Statue: The statue is attached to its circular base and cannot be moved. Characters climbing up the statue and peering into its gaping mouth see an iron tube extending all the way down the dragon’s throat, as well as hear a faint hissing sound.

If the eastern portcullis is raised, the dragon breathes a cloud of scalding steam that fills the 20-foot-wide, 40-foot-long stretch of tunnel east of the statue and west of the portcullis. The steam also fills the alcove containing the alabaster urn, although creatures hidden *inside* the urn are immune. Any creature caught in the steam cloud must make a DC 15 Dexterity saving throw. *Failed Save:* 14 (4d6) fire damage. *Successful Save:* Half damage.



The dragon continues to belch steam as long as the portcullis is raised, and any creature that ends its turn in the steam cloud must make another saving throw (with results as described above). Characters can take the simple precaution of plugging the dragon’s gaping mouth, effectively disabling the trap.

Portcullis: The gate can be lifted as an action with a successful DC 18 Strength check. A Small creature can also squirm through the gaps in the portcullis with a DC 15 Dexterity check. Left unattended, the portcullis slams shut, but characters can wedge it open with something heavy (such as the alabaster urn).

A creature underneath the portcullis when it falls must make a successful DC 11 Dexterity saving throw. *Failed Save:* 10 (3d6) piercing damage, and the creature falls prone and is restrained and unable to stand until the gate is lifted. Lifting the gate requires an action and a successful DC 18 Strength check.

14. Elemental Vault

This room is dimly lit.

Six wide pillars of stone carved to resemble four smiling djinn and two scowling efreet support the vaulted ceiling of this 20-foot-high chamber, which also contains six pools of liquid, one of which is steaming and bubbling. Each 6-foot-diameter pool contains a different substance, and some of the liquids glow with unnatural light. Carved into the eastern wall is a deep alcove containing a 15-foot-tall black basalt statue of a fire giant seated in a throne. Flames burn within its hollow eye sockets.

Reynard Ambergul hid many of his finest treasures here, within magical and elemental pools. The two outermost pillars (carved to resemble scowling efreet) are also magical and described under “Creatures” below. The four innermost pillars (carved to resemble smiling djinn) and the basalt statue are not magical.

Creatures: The two pillars carved to resemble scowling efreet each contain a flesh golem, entombed in the stone (see page 240 for statistics). The first time an item is removed from any of the pool, the columns crack and fall to pieces, freeing the golems within. The golems pursue trespassers beyond the confines of the room and fight until destroyed. Alicia Ambergul (see area 12) created the golems and can command them, as needed.

Basalt Statue: Characters who climb the statue (which doesn’t require a check) and look through its hollow eyes can see that the statue’s head is hollow. The fire issues from an iron pipe that leads down to a subterranean reservoir of natural gas. Plugging the eye sockets smothers the flames.

Any character that sticks an arm into the hollow head and feels around finds a scorched but otherwise

intact 9-inch rod of transparent crystal that glows with a faint purple light. Anyone reaching into the head when it's on fire takes 5 (1d10) fire damage.

A *detect magic* spell reveals that each crystal rod carries a faint transmutation aura. Touching the altar of Ogrémoch (area 28) with the crystal rod disables the altar's trap, and the rod's evil light keeps the creatures in area 23 at bay.

Pools: Individual pools are described in greater detail below (see areas 14a-f). Each pool is 10 feet deep, and liquid removed from a pool (regardless of its nature) instantly turns into normal water and is magically replenished.

14a. Bright Silver Pool

The pool in the northeast corner is filled with an opaque silver liquid that shimmers with unnatural light.

This pool is 10 feet deep. A life-sized marble statue of a 6-foot-tall bearded human wizard wearing a pointy hat stands atop a 2-foot-tall, cylindrical block of stone set into the middle of pool's base. The statue is a few inches too short to break the pool's surface and hence cannot be seen. Clutched in the statue's right hand is a wooden staff (see "Treasure" below).

The silver liquid thwarts divination magic, so that no spell can discern what's in the pool. Characters armed with a pole or similar tool can poke and prod the statue, but cannot ascertain its appearance (other than it appears to be made of stone). A character immersed in the liquid can grope blindly at the statue to determine its general shape, as well as make a DC 20 Intelligence check to realize it's a robed humanoid clutching a wooden staff.

The staff can be removed from the statue's grip by pulling up on it while simultaneously twisting it counterclockwise, like a giant screw. (The staff is not perfectly smooth, which makes pulling it straight up impossible.)

A character trying to break the wizard's grip or tear the staff loose can make a DC 17 Strength check. If the check fails, the staff breaks and is destroyed. If the check succeeds, the wizard's hand breaks off at the wrist, but the statue remains intact. If either event happens, the silvery liquid transforms into a poisonous green gas that fills the pool. Any creature in the pool must make a DC 15 Constitution saving throw. *Failed Save:* 22 (5d8) poison damage. *Successful Save:* Half damage. The gas disperses quickly, leaving behind an empty pool with a wizard statue in it.

Treasure: The wooden staff is a *staff of charming* (see page 217).

14b. Blue Metal Pool

The surface of this blue pool is perfectly still and highly reflective.

This 10-foot-deep pool contains no liquid. Rather, it is covered with a sheet of blue metal that resembles liquid from a distance. Characters who tap on the metal can tell it's very thin, and that conceals a hollow cavity beneath. Characters listening at the sheet hear nothing below.

Characters can try to break through the sheet by dealing damage to it. However, the sheet is immune to all damage except bludgeoning, piercing, and slashing, and attacks that deal less than 20 damage bounce off without so much as a scuff mark. If the sheet takes 20 or more points of bludgeoning, piercing, or slashing damage from a single attack, the sheet breaks apart like brittle ice and is sucked into a swirling vortex of air that forms at the bottom of the pool. When the sheet breaks apart, any creature atop the sheet or next to the pool must make a DC 15 Dexterity saving throw. *Failed Save:* The creature is sucked down into the vortex and takes 10 (3d6) bludgeoning damage from being knocked about and 10 (3d6) slashing damage from blue metal shrapnel.

The vortex lasts only a few seconds. The inside walls of the pool are made of smooth stone blocks, and characters sucked into the empty pool can climb out unaided with a DC 15 Strength check.

Characters who search the bottom of the empty pool can make a DC 20 Intelligence check. A successful check reveals a secret compartment hidden under several flagstones. If the stones are pulled up, the contents of the compartment are revealed (see "Treasure" below).

Treasure: The secret compartment in the bottom of the pool contains a wooden casket, the lid of which is carved and painted to resemble a gaunt, pale-skinned man wrapped in a black cloak. The figure looks to be asleep, and close inspection reveals that he has fangs.

Despite appearances, the casket contains nothing threatening. Lifting the lid reveals the brittle skeletal remains of an alien-looking humanoid (a DC 20 Intelligence check made by a character versed in forbidden lore confirms these are the bones of a doppelganger) and a small, black wooden coffer (unlocked) containing four *potions of healing*. Someone tampered with the potions, such that anyone who drinks a potion suffers an additional random effect that lasts for 1 hour. The random effect determined by rolling a d6 and consulting the table below. A *dispel magic* spell cast on the imbiber ends the additional effect.

d6 Additional Effect of Potion (duration 1 hour)

- 1 The imbiber is intoxicated (see page 165).**
- 2 The imbiber exudes a carrion stench out to a range of 50 feet. The imbiber cannot perceive the smell, but all living creatures within 10 feet of the imbiber have disadvantage on their attack rolls.**
- 3 The imbiber is surrounded by a nimbus of flickering light. The imbiber cannot hide or become invisible, and attacks made against it have advantage.**
- 4 The imbiber's skin becomes as tough and as coarse as bark. The imbiber gains a +2 bonus to AC.**
- 5 The imbiber is resistant to bludgeoning, piercing, and slashing damage.**
- 6 The imbiber can breathe fire in a 15-foot cone as an action. Creatures in the area must make a DC 15 Dexterity saving throw. Failed Save: 2d6 fire damage.**

14c. Pool of Ordinary Water

Clear water fills this 10-foot-deep pool, at the bottom of which is a plain wooden chest with iron handles.

The wooden chest is locked and weighs 50 pounds. The locked can be picked with thieves' tools and a successful DC 15 Dexterity check. A character trying to pick the lock while the chest is underwater has disadvantage on the check.

Creature: If the wooden chest is removed from the pool, a water elemental (see page 232 for statistics) forms within the pool and attacks. If it is not destroyed, the elemental returns to the Elemental Plane of Water after 1 hour. Only one elemental can be summoned in this fashion. If the contents of the chest (see "Treasure" below) are taken from the pool without removing the chest from the water, the elemental is not summoned.

Treasure: The wooden chest is airtight and contains a suit of +1 leather armor and an ever-full wineskin. If the wineskin is emptied, it refills with tasty wine after 1 hour.

14d. Pool of Boiling Water

Boiling water fills this 10-foot-deep pool, at the bottom of which rests a sturdy-looking iron trunk with no handles or hinges.

The water in this pool is heated by magic and hot enough to scald flesh. Any creature immersed in the pool or that starts its turn in the boiling water takes 10 (3d6) fire damage. The boiling water has also made the iron trunk hot to the touch; touching it with bare flesh deals 1 fire damage.

Raising the iron trunk is difficult because there's little to grab on to, although determined players might think of something. The trunk weighs 100 pounds and

has three built-in locks. Each lock can be picked with a successful DC 15 Dexterity check (made at disadvantage while the trunk is underwater). If all three locks are picked, springs hidden inside the trunk cause the lid to snap open.

Treasure: The trunk is airtight and contains three scrolls (*dispel magic*, *divination*, and *spider climb*) tied together with ribbon on a bed of 500 ep. If the scrolls are immersed in water, they are destroyed.

14e. Pool of Fools and Flame

A syrupy golden liquid with a burnt odor fills this pool, churning slowly. Swirling in this sunken vat is a black, oily substance.

This pool is 10 feet deep. When one or more creatures move next to the pool, trails of black oil write the following words (in Common) on its surface:

Guess what treasure I contain

Characters standing next to the pool can try to guess what treasure is hidden in it. The first two times they guess wrong, the black oil spells out the words:

Wrong fool Guess again

On the third incorrect answer, the eyes of the basalt statue (see area 14 above) strafe the 20-foot-square



area around the pool (but not the pool itself) with flaming rays. All creatures next to the pool must make a DC 15 Dexterity saving throw to avoid the rays.
Failed Save: 14 (4d6) fire damage.

Characters standing next to the pool can keep guessing what's in it, and every three wrong guesses causes the statue to shoot rays of fire as described above. Smothering the fire inside the statue's head or plugging up the eyeholes has no effect, as the fire reignites within the statue and the rays incinerate whatever gets in their way.

Any creature or object that comes into contact with the liquid in this pool is instantly teleported into the adjacent pool of boiling water (area 14d).

If a character asks the pool for a hint, the black oil spells out the following riddle:

*Men kill
For love of me
Easily beaten
Never free*

The trade-off for the hint is severe: From this point on, any wrong guess causes the statue to shoot rays of fire.

The answer to the pool's riddle is "gold." When the correct answer is spoken, the golden liquid is flushed away through small holes in the pool's base. The pool takes 30 seconds to drain, after which the treasure becomes visible (see below). The black oil streaks the sides of the pool, making them slippery and very difficult to climb without gear (DC 25 Strength check).

Treasure: Scattered across the bottom of the pool are 1,500 gp.

14f. Elemental Admixture Pool

A luminous and opaque blue liquid fills this pool, the depth of which cannot be discerned visually.

The pool is 10 feet deep and filled with a cold and caustic elemental concoction. Any creature immersed in the pool or that starts its turn in the liquid takes 5 (1d10) acid damage and 5 (1d10) cold damage.

Resting on the bottom of the pool is a 150-pound stone chest with no handles and a snug lid that requires a DC 15 Strength check (and an action) to remove. The chest is immune to the effects of the elemental liquid and is airtight until its lid is removed.

Treasure: The stone chest contains an *aspergillum of exorcism*, which looks like a holy scepter tipped with a metallic orb. When the *aspergillum* is shaken vigorously, harmless water sprinkles from tiny holes in the orb. Once per day, when used by a cleric attempting to turn undead, the *aspergillum of exorcism* adds a +10 bonus to the cleric's turn undead result.

15. Stone Remains

The north end of this 20-foot-wide, 60-foot-long hall has a half-raised wooden portcullis with iron fittings and "teeth." Beneath the portcullis is a 5-foot gap.

The south end of the hall is strewn with rubble, and most of the southwest corner has fallen away, forming a tunnel of jagged stone that leads into darkness.

Standing in the middle of the hall are three life-sized minotaur statues. They surround a wooden cart, the contents of which are hidden under a gray leather tarp. An alcove in the west wall contains a 6-foot-tall alabaster urn.

A life-sized gorgon statue once stood atop a round dais at the south end of the hall. When a group of minotaurs entered via the southwest tunnel and lifted the portcullis, they triggered a trap that caused the statue to belch forth a cloud of petrifying gas. Three of the minotaurs were turned to stone instantly, and the survivors pulverized the statue to prevent the trap from triggering again. Characters who search the south end of the hall find pieces of the statue, but a DC 15 Intelligence check is required to discern the statue's original form.

The minotaurs who weren't turned to stone found a wooden cart in area 20, moved it here, and are using it to store their loot (see "Treasure" below).

Alabaster Urn: This urn is carved with images of dancing monkeys and elephant heads with protruding trunks. However, a large crack has formed in the back of urn, diminishing its value as an art object. It weighs close to 500 pounds and breaks in half when moved or jostled.

Creatures: The three minotaurs in this hall are harmless while petrified. If somehow freed from their petrified state, they attack (see page 251 for statistics).

Portcullis: The half-raised portcullis is stuck, but a DC 18 Strength check dislodges it and causes it to slam down. Any creature under the portcullis when it falls must make a successful DC 11 Dexterity saving throw. *Failed Save:* 10 (3d6) piercing damage, and the creature falls prone and is immobilized and unable to stand until the gate is lifted. Lifting the gate requires an action and a successful DC 18 Strength check.

Treasure: The wooden cart contains various art objects plundered from area 21, including a lantern with crystal windows (worth 50 gp), an ebony chair inlaid with gold leaf patterns (worth 100 gp), an easel made of purplish wood with gold filigree (worth 125 gp), a ceremonial jade mask with vaguely crocodilian features (worth 150 gp), and a walking cane capped by a bat's head with sparkling ruby eyes (worth 150 gp).

16. Horns and Hooves

The rough-hewn passage widens up ahead, forming a dark cavity inside which you see two hulking, horned creatures.

This is a straightforward combat encounter, but see also “Thord the Dwarf” below.

Creatures: Two minotaurs (see page 251 for statistics) stand guard here, waiting for their kin (in area 22) to return. They attack the party on sight. One round later, a third minotaur from area 17 joins the fray.

Secret Door: The southern wall of this cave is made of fitted stones, as opposed to rough-hewn stone, and set into one section of the wall is a secret door that can be spotted with a DC 15 Intelligence check. The secret door pushes open easily, revealing a damp corridor beyond.

Stream: A shallow, swift-moving stream to the south connects areas 18, 20, and 24. A 5-foot-wide arching stone bridge spans the stream at one point. Any creature falling in the 5-foot-deep stream is swept toward area 18 at a rate of 30 feet per round. Moving against the current or climbing out of the water requires a DC 10 Strength check.

Thord the Dwarf: Once combat is joined, a gruff voice from the north calls out to the party every round on initiative count 10 until the fight concludes. The voice belongs to Thord the dwarf (see area 17). To determine what he says on his turn each round, roll a d6 and consult the following table:

d6	Thord's Remark
1	“Arrgh! Get me off this thing, dangfarnit!”
2	“You can cook me an’ eat me, but be damned if I’m gonna taste good!”
3	“You want gold? I got lots o’ gold!”
4	“Tu AKH pah VOS tuvosh!” (which means “Your father was a beardless coward!” in Orcish)
5	“Hey, what’s goin’ on out there?”
6	“Grit? Lump? Is that you?”

17. Thord Roast

This cave is brightly lit and very warm. The minotaur inhabiting this cave joins the battle in area 16, leaving this cave with only one occupant.

Waves of heat wash over you as you approach this rough-hewn cave, west of which is a glowing alcove that puts out heat like a furnace. Driven into the stone in front of the alcove are two 8-foot-tall wooden posts with crossbeams connecting them. Lashed to this crude spit is an upside-down dwarf stripped down to his skivvies. The dwarf is alive but covered in sweat . . . or possibly grease, it’s difficult to tell. He furrows his brow upon seeing you. “Quit admirin’ the view an’ cut me down, ijits! I’m roastin’ alive!”

The roasting dwarf is Thord, one of Darwa’s gang. The minotaurs intend to cook and eat him. The minotaurs tossed Thord’s gear into the fiery alcove, incinerating everything.

Alcove: The western alcove contains a very weak portal to the Elemental Plane of Fire. The portal is one-way only but funnels a tremendous amount of heat. The alcove is as hot as the inside of a dwarven forge, and the floor glows orange from the intense heat. Any creature that enters the alcove or ends its turn there takes 17 (5d6) fire damage. A creature can take this damage only once per round.

Creatures: A minotaur (see page 251 for statistics) stands guard in this cave, making sure Thord (use the shield dwarf statistics on page 230 as needed) doesn’t slip free of his bonds or burn to a crisp before the minotaurs in area 22 return for dinner. As soon as combat erupts in area 16, the minotaur joins the battle.

If the characters talk to Thord and/or untie him, see “Thord of the Ironaxe Clan” below.

Thord of the Ironaxe Clan

Thord is a bald shield dwarf and a member of the Ironaxe clan, the remnants of which dwell in the ancient tunnels and chambers under Mount Illefarn. Thord is a typically proud dwarf who speaks highly of his clan, even though the Ironaxes were conquered by orcs and later forced to mate with them (see page 75 for details). He is especially proud of his son, Grit, whose mother is a fierce orc named Tulug.

Thord’s beard is braided into two beards (“because the only thing better than one beard is two!”), his mouth is full of crooked and rotten teeth, and his breath smells like stirge dung.

Thord was deprived of his armor or weapons and is too weakened by the heat to free himself from his bonds. Characters can set him free by loosening or cutting the leather straps holding him to the wooden spit, but they might want to question him first. Thord is eager for release and spills his guts, hoping to garner favor or pity by recounting his group’s recent exploits:

◆ Telmak and Ulvar were killed by a wraith (in area 9e), but Grit (Thord’s son) managed to snatch a magic short sword from the wraith’s casket.

- ◆ Darwa seemed to know roughly where she was going. (Thord assumes she used her “witchcraft” to locate the key.)
- ◆ The team swam up an underground stream (starting in area 20) to a vault (area 24) inhabited by three gargoyles. Nevil was torn to pieces by the gargoyles, which were resistant to most of the group’s weapons except for Grit’s newfound magic sword. Darwa (crafty wizard that she is) bribed the gargoyles with a pouch of coins. The gargoyles were satisfied and let the group pass.
- ◆ “Bear” (a.k.a. Garron) was crushed to death by a lurker above in area 23. Thanks to his keen dwarven senses, Thord found a secret door nearby leading to an altar adorned with images of earth creatures (area 28).
- ◆ Darwa didn’t know how to get the Earth Key out of the altar, so she used her magic to break it open. That triggered some kind of trap, and Darwa was turned to stone (as was Lump’s pet rat, although Thord overlooks this fact unless asked about the rat specifically).
- ◆ Thord grabbed the Earth Key out of the altar (narrowly avoiding another trap, which he forgets to mention) and gave it to Lump for protection. Then he, Grit, and Lump started to head back the way they came, with the intention of taking the key to Mount Illefarn (narrowly avoiding the lurker above). Thord slipped in the stream and was swept away. As he pulled himself out of the water, a minotaur jumped him and dragged him away to be cooked and eaten.
- ◆ Thord describes the Earth Key is a “prickly ball, about the size of a fist, made of purple crystal with a golden spark of light in the middle of it.”
- ◆ Thord doesn’t know what happened to Grit or Lump.

Thord can be persuaded to lead characters to the altar of Ogrémoch (area 28), but Thord’s allegiance is to the Ironaxe clan of Mount Illefarn and desires only to find his son and return home. Characters who ask Thord questions about his clan or Mount Illefarn can, with a little goading, learn the following information:

- ◆ Several years ago, a tribe of orcs (the Clotskulls) attacked Ironaxe Halls—the dwarven enclave under Mount Illefarn—and bred with their dwarven prisoners. The previous leader of the Clotskull tribe (an orc named Prook) was killed in a ceiling collapse—which is the most common cause of death in Ironaxe Halls these days. The new leader is an ettin named Harglevargle, who got the job after beating up lots of orcs.
- ◆ The Ironaxe dwarves are prisoners in their own home. They raise their half-orc children in Ironaxe Halls while despising their orc captors and longing for the day when the orcs are driven out. Since the

Red Wizards arrived, certain dwarves have been allowed to leave Ironaxe Halls on special missions, usually under the Red Wizards’ close supervision. (Such is the case with Thord.)

- ◆ King Korin Ironaxe is still alive, but he’s old and crazy. A few old-timers believe that Korin is possessed by the spirit of a dead necromancer.
- ◆ The Red Wizards came to Illefarn recently looking for the Fire Key and convinced Harglevargle to do whatever they wanted. Meanwhile, Thord was sent to Daggerford to help Darwa find the Earth Key.
- ◆ The leader of the Red Wizards is a bald man with writhing snake tattoos named Arvik Zaltos. Darwa was one of his apprentices. Thord can’t remember the names of Arvik’s other three apprentices, but they’re all humans (one female and two identical males).
- ◆ To help keep the dungeons under Mount Illefarn from collapsing, the Red Wizards inscribed magic circles everywhere. The circles help to stabilize what’s left of Ironaxe Halls.

If a character shows Thord the iron coin found in area 19 of “Fane of the Sun Swallower” (see page 26), Thord recognizes it. Such coins are used to unlock iron safes found throughout Ironaxe Halls.

18. Strange Cavern

This cavern was here long before the dungeon was built. Reynard Ambergul added a few features to make it more dangerous.

The passage opens into a water-filled cavern with an uneven ceiling that rises to a maximum height of 20 feet. Water drips from stalactites and down the moss-encrusted walls. A huge black dragon statue is half sunk in the lake, while north of the statue a large block of pitted stone rises 10 feet above the water’s surface, an iron chest chained to the top of it.

To the south, you see an exit tunnel just above water level, heading into darkness.

The dragon statue (area 18a) and the stone block (area 18b) are described below. The block obscures a whirlpool (area 18c) in the north end of the cavern. A light, floating item placed on the water is pulled inexorably toward the north and eventually drawn down into the whirlpool. The current south of the stone block is easy to ignore; north of the block, however, it becomes an issue (see area 18c for details).

The lake is murky, contains harmless fish, and ranges in depth from 5 feet near the shore to 20 feet in the middle and 60 feet in the whirlpool’s alcove.

The south tunnel is described in area 19.

18a. Black Dragon Statue

Closer inspection reveals that this sunken statue is cracked and missing several pieces, including part of one horn. The dragon is reared up, as though frozen in mid-leap. Embedded in its left eye socket is a glittering black gem. The right eye socket is empty.

The gem set in the statue's left eye has an apparent value of 100 gp and is nonmagical, but it carries a powerful curse. A creature that willingly possesses the gem is vulnerable to acid damage. This vulnerability might come into play in other areas of the dungeon, so you should keep a record of who has the gem.

18b. Stone Block

This solid cube of stone, 20 feet on a side, rests atop an underwater "plateau" in the lake, but only half of the block is submerged. Because the block's sides are pitted and rough, there are plenty of handholds, and characters can climb the sides of the block without needing to make an ability check.

Iron Chest: The iron chest chained to the top of the block cannot be moved unless both chains are broken.

Chains (2): AC 15; hp 30 each; resistant to cold, lightning, and piercing; immune to poison, psychic, and all conditions.

The chest is also locked and trapped. The lock requires thieves' tools and a DC 15 Dexterity check to unlock. A character searching for traps and succeeding at a DC 15 Intelligence check finds a tiny rune etched into the chest's lid. Someone with knowledge of arcana or forbidden lore who studies the rune determines that if it is improperly defaced or if the chest lid is opened, a magical trap will activate, but the specific nature of the trap cannot be ascertained.

A *dispel magic* spell cast on the chest suppresses the trap for 1 minute. Carefully scraping away the rune (DC 15 Dexterity check to disable traps) disables the trap permanently, though a failed attempt triggers the trap instead.

If the trap triggers, the 20-foot cube tilts suddenly and sharply toward the north before returning to its original position. Creatures standing atop the cube when it tilts must make a DC 15 Dexterity saving throw. *Failed Save:* The creature falls into the water north of the stone block and is caught in the current of the whirlpool (see area 18c). *Successful Save:* The creature grabs hold of the iron chest, one of its chains, or the stone block and doesn't fall into the water.

The iron chest is empty.

18c. Whirlpool

Any swimming creature that starts its turn within 2 map squares of the whirlpool (area 18b) is pulled into the center of the whirlpool and confined there. While so confined, the creature has disadvantage on all attack rolls as well as all ability checks made to swim out of the whirlpool.

Swimming out of the whirlpool requires an action and a successful DC 10 Strength check. A creature that succeeds at the check can use its movement to swim to a nearby wall and find purchase, or swim south and get farther away from the whirlpool.

If a creature ends its turn in the whirlpool, it is pulled down 10 feet, and the Strength check DC to escape the whirlpool increases by 5. (This increase is cumulative over multiple rounds.) Once it is pulled down 60 feet, the creature is drawn down into the watery depths and never seen again.

A creature can be pulled from the whirlpool by another creature within reach, or by grabbing on to a secured object such as a rope. Pulling a creature out of the whirlpool requires an action and a DC 10 Strength check, but increase the DC by 1 for every 10 feet down the creature has been pulled.

Area 18 is a big fat time-waster. Might kill a character or two, so . . . not a total loss.

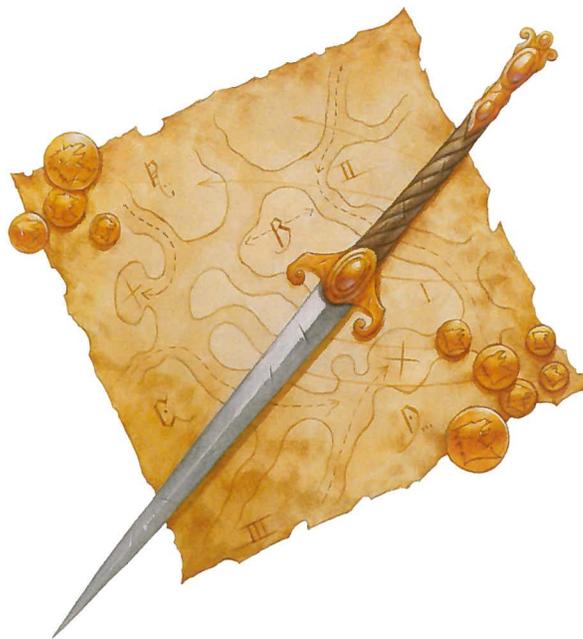
19. Dark Tunnel

A short gravel beach slopes up from the water, becoming a tunnel of unworked stone. This tunnel rises and falls as it travels for a mile underground. Characters following the tunnel eventually come to an intersection with two branches, with one branch leading up and the other leading down.

The ascending branch of the tunnel eventually breaks the surface. Tall rocks surround the tunnel mouth, making it difficult to see from a distance. The exact location of the exit is up to you.

The descending branch of the tunnel leads to the Underdark, which is beyond the scope of this adventure. If the characters seem determined to head in this direction, you can have the tunnel end abruptly at some point, perhaps because it collapsed.

The minotaurs entered the dungeon through one of these two tunnel branches (your choice).



20. Dead-End Hallway

This unlit hallway stretches for 100 feet, its walls adorned with empty torch sconces. The northern half of the hall is plastered and painted to look like an Underdark tunnel, but the wall murals look less finished the farther one heads in that direction, until the walls become bare gray plaster. As one nears the southern end of the hall, the plaster disappears altogether, replaced by mortared bricks. Here, an underground stream cuts across the gray stone tunnel and flows toward the west.

The south end of the tunnel is, in fact, a dead end. The murals on the walls are unremarkable.

Stream: The underground stream is 5 feet deep, and any creature falling in it is swept toward area 18 at a rate of 30 feet per round. Moving against the current or climbing out of the water requires a DC 10 Strength check. The tunnel through which the stream flows ranges in height from 7 to 10 feet, which means there's 1d4 + 6 feet of space above water level at any given point.

21. Looted Gallery

Smashed pedestals, broken statuary, torn tapestries, splintered furniture, and shards of pottery are strewn across the floor of this unlit room. Set within carved stone ceiling frames are six 9-foot-square mirrors that make the room seem much taller than it is. The mirrors reflect the devastation below but are themselves undamaged.

Talk about bulls in a china shop! Minotaurs laid waste to this collection of stolen Ambergul trophies. A few art objects were spared and placed in a wooden cart

(see area 15). Afterward, two of the minotaurs decided to “press on” (see area 22) while the others retired to their new lair (areas 16-17).

The minotaurs left nothing of value in the room.

Mirrors: The minotaurs didn't think to break the mirrors on the ceiling. Each 10-foot square on the map has one mirror mounted above it, and all of the mirrors are nonmagical and secured in their frames; however, the mirror above the northern door covers an 8-foot-square hole in the ceiling. Shattering the mirror reveals the hole and another room above this one (see “Secret Room” below).

Northern Door: The north door opens into one end of a long L-shaped hallway that passes over areas 25 and 26, ending at a door leading to area 22.

Secret Room

If the characters break the ceiling mirror and peer into the room above, read the following text:

The room above has the same dimensions as the room below, but no other exits. Leaning against the mildew streaked walls are twelve rotted, upright wooden coffins, their lids sealed with corroded iron nails. The stench of death hangs heavy in the air.

Within each coffin is the undead remnant of a loyal Ambergul guard (see “Creatures” below).

Creatures: When a living creature enters the upstairs room, twelve wights (see page 263 for statistics) burst out of their coffins and attack. These wights carry rusted longswords and do not wield longbows. They pursue living prey beyond the confines of their crypt, leaping down through the hole in the floor.

One of the wights (Captain Sarris Wolvington) has maximum hit points (hp 48), wears corroded plate mail (AC 17), and carries some treasure (see below).

Treasure: The pommel of Captain Wolvington's long sword is shaped like a bird's claw, and it clutches a lustrous black pearl (worth 500 gp). The captain also wears a green copper amulet on an iron chain around his neck, tucked under his breastplate. The amulet is shaped like a grinning gargoyle face and has tiny rubies set into its eyes. The amulet is worth 100 gp; it also provides a measure of protection against the gargoyles in area 24.

22. Hall of Brilliance (West)

Characters approaching this hall from the north see light leeching through the cracks around the door.

Sunlight emanates from a set of double doors at the south end of this 20-foot-wide, 60-foot-long hall, the walls of which are covered with painted plaster murals of undead creatures being blown apart and lit ablaze by the light.

Between you and the doors is a closed wooden portcullis with iron fittings, and beyond that, two minotaurs clutching axes. The horned brutes are gathering up bits of golden armor strewn across the floor.

The brightly glowing doors that separate areas 22 and 23 were stolen from the temple of Amaunator in the Lizard Marsh (see page 19). See "The Sun Doors" below for more information about the doors and their properties.

If the characters enter from the south (through the Sun Doors) instead, read:

As you pull them open, the radiant doors suddenly dim. Beyond lies a darkened hall filled with sounds of snorting and the heavy clop-clop of hooves on stone.

Normally the wooden portcullis is raised so that only its iron spikes protrude from the ceiling. However, when the minotaurs opened the double doors, the portcullis dropped behind them, and four animated suits of armor magically leapt from the wall murals and attacked them.

Reynard Ambergul created the four animated suits of armor and magically trapped them in the wall paintings. The murals no longer radiate magical auras now that the suits of armor have been destroyed.

Creatures: The two minotaurs (see page 251 for statistics) are busy gathering fragments of the animated suits of armor they destroyed (see "Treasure"

below). When they see the characters, they drop the armor fragments and attack. If the characters are behind the closed portcullis, one of the minotaurs tries to lift it while the other charges underneath (see "Portcullis" below).

Portcullis: The gate can be lifted as an action with a successful DC 18 Strength check. A Small creature can also squirm through the gaps in the portcullis with a DC 15 Dexterity check. Left unattended, the portcullis slams shut, but characters can wedge it open with something heavy (such as the alabaster urn).

A creature underneath the portcullis when it falls must make a successful DC 11 Dexterity saving throw. *Failed Save:* 10 (3d6) piercing damage, and the creature falls prone and is restrained and unable to stand until the gate is lifted. Lifting the gate requires an action and a successful DC 18 Strength check.

Treasure: The broken bits of gold-plated armor on the floor cannot be fashioned into functional suits of armor; however, if gathered and sold to a metalsmith, the fragments can fetch up to 1,000 gp.

The Sun Doors

The double doors between areas 22 and 23 radiate a strong conjuration aura when subjected to a *detect magic* spell. They are made of white marble covered in luminous gold tracery etched around two halves of a golden sun (the symbol of Amaunator), split down the middle by the doors' seam. The doors shed light as bright as the sun while closed. Undead creatures within 60 feet of the doors take 17 (5d6) radiant damage at the start of each of their turns.

The doors are not locked but are quite heavy, requiring a DC 12 Strength check and an action to open. (They open into area 23.) While the doors are held open, the gold tracteries on both sides of the portal continue to glow, but only faintly (not enough to illuminate the hall on either side), and the doors lose their power to dispel darkness and harm undead.

The doors have hidden springs and close on their own unless spiked or held open. The doors weigh close to 1,500 pounds each, making their transport difficult. If he is told about the doors, Sir Isteval makes a point of sharing that information with the priests at the Temple of Amaunator in Daggerford, in the hopes they set plans into motion to recover them.

23. Hall of Brilliance (East)

Read the following text if the characters enter this hallway from the south.

Sunlight emanates from a set of double doors at the north end of this 20-foot-wide, 60-foot-long hall, the walls of which are covered with painted plaster murals of sun priests dressed in holy regalia and clutching golden staffs topped with small disks shaped like the sun. The artist has sullied the priests' likenesses by giving them all donkey heads.

Lying on the floor about 10 feet away is a horribly mutilated corpse in leather armor.

If the characters enter from the north (through the radiant doors), read the following text instead.

As you push them open, the radiant doors suddenly dim. Beyond lies a darkened hall, its walls covered with painted plaster murals of sun priests dressed in holy regalia and clutching golden staffs topped with small disks shaped like the sun. The artist has sullied the priests' likenesses by giving them all donkey heads.

At the far end of the hall, lying in a heap in front of a set of stone double doors, is a mutilated corpse.

The radiant doors are described in area 22, above. Both they and the wall murals are meant to draw attention away from the true threats in this hall (see "Creatures" below).

The double doors at the south end of the hall are made of ordinary worked stone and open into area 24.

Corpse: The mutilated corpse lying on the floor near the southern doors belongs to Garron, a member of Darwa's retinue. A character must stand next to the corpse to determine the cause of death: the big man (who was known as "Bear" to his friends) was crushed to a bloody pulp, rather like a tomato crushed in an ogre's fist. A thorough search of the corpse reveals the crushed remains of a lantern, an intact short sword, a tinderbox, and a blood-covered suit of leather armor.

Creatures: A lurker above (see page 249 for statistics) and a trapper (see page 260 for statistics) guard this hall. The lurker above clings to the ceiling above the southern set of double doors, while the trapper is disguised as a 20-foot-square section of floor farther north. Their exact locations are marked on the map.

The two creatures respect each other's space and do not cooperate. The lurker above (which hasn't had time to finish devouring Garron's corpse) drops onto the first creature to pass underneath it, and the trapper engulfs the first creature to walk on top of it.

If one of the characters is openly carrying the crystal rod from area 14, the lurker above and trapper remain hidden and do not attack unless wounded.

Secret Door: Set into the western wall between the trapper and the lurker above is a secret door that can be spotted with a DC 15 Intelligence check. The secret door is hidden behind the mural of a donkey-headed priest clutching a staff topped with the symbol of Amaunator. When the staff's sun symbol is pressed, the secret door swings outward, revealing a dusty staircase that descends to area 28. Footprints in the dust testify that the stairs have been traversed recently by four Medium humanoids—three wearing boots (Darwa, Thord, and Grit), and a larger barefoot fellow (Lump).

24. Gargoyle Gallery

Water spews out of a low arch set into the eastern wall of this room, then cuts a channel across the stone floor and exists through a 7-foot-high tunnel gouged into the western wall. Hanging from five iron chains affixed to the ceiling, rather like some ghastly chandelier, is a 10-foot-diameter summoning circle made of old wood with arcane sigils burnt into its underside. Perched atop this dangling symbol are three grinning gargoyles.

Mounted vertically on the walls are dozens of spears and polearms, each one unique in design. A few others have fallen to the floor, waiting to be replaced. In the northeast corner, lying facedown in a coagulated pool of blood, is a chubby man in torn leather armor.

The dead man is Nevil, one of Darwa's henchmen, who was killed by the creatures in this room. A search of Nevil's corpse yields some treasure (see below).

Creatures: Three gargoyles (see page 235 for statistics) are perched atop the hanging summoning circle. They do not attack or threaten anyone wearing the gargoyle amulet from area 21 (or anyone in the company of said individual). They took a bribe (see "Treasure" below) to let Darwa Dalion and the surviving members of her retinue pass through the room unscathed, but aren't feeling as benevolent when the characters show up. They pretend to accept bribes but then attack without provocation.

If the gargoyles are outnumbered, one of them tries to summon a barbed devil using the summoning circle (see below).

Summoning Circle: A gargoyle perched atop the hanging summoning circle can use its action to utter a short ritual phrase that causes the circle's runes to pulse with red light. Roll initiative for the barbed devil (see page 225 for statistics) at this time; on its initiative count, it appears directly underneath the circle in a puff of smoke and joins the battle in progress.

The magic of the summoning circle prevents the devil from leaving the room. If the circle is destroyed after the devil is summoned, the devil is free to go where it pleases. The devil returns to the Nine Hells 1 hour after it is summoned, and it cannot summon other devils while on this plane.

The circle's magic can only be activated once every hour. Reducing the circle to 0 hit points or causing it to fall not only destroys it but also ends any summoning ritual in progress. If two or more of the circle's chains are cut, the remaining chains can't support the circle's weight, and the whole thing crashes down onto the floor (along with any gargoyles perched atop it).

Wooden Summoning Circle: AC 5; hp 50; resistant to fire and piercing; immune to poison, psychic, and all conditions.

Chains: AC 15; hp 20 each; resistant to cold, lightning, and piercing; immune to poison, psychic, and all conditions.

Treasure: The gargoyles hid the loot they got from Darwa—50 sp in a bloodstained leather pouch—under Nevil's bloated corpse. Characters who move the corpse automatically find the pouch. Nevil's leather armor is torn to shreds, but his short sword lies nearby, and he has a 100-gp ruby sewn into the right sleeve of his torn and bloody tunic. Any character searching the corpse and succeeding at a DC 15 Intelligence check finds the hidden gem.

One of the spears mounted on the wall above Nevil's corpse (right of the double doors) has a magical property: As an action, the spear's wielder can cause the weapon to stretch, effectively turning it into a long spear or a 10-foot pole. The wielder can shrink the elongated weapon back to its normal length as a free action. The spear always reverts to its normal form when unattended. However, as long as it's being held, it can remain in either elongated form indefinitely.

All of the other weapons on display in this room are nonmagical and in poor condition due to years of neglect.

Olivine's flesh golem is made from (and named after) her brothers. Yeahhh, that's messed up.

25. Olivine's Lair

The last surviving member of the Ambergul family resides here. Characters entering the room with no inkling of what to expect are in for a rude surprise.

Four flickering torches held in sconces illuminate this 30-foot-square room, each corner of which contains something of interest. Standing in the northeast corner is a painted, plaster statue of a dashing knight in plate mail. In the northwest corner stands a 4-foot-tall cast-iron sculpture of an egg-shaped creature with three spindly arms, three stumpy legs, and a closed mouth situated at the top of its ovoid body. The southeast corner contains a small bronze urn atop an alabaster pedestal carved with wavelike designs. Leaning in the southwest corner is a silk-lined open casket with a withered corpse propped up in it. The corpse has two gold coins covering its eyes.

Smashed furnishings litter the floor. Amid the debris is the sole remaining piece of furniture: a cushioned divan shaped and painted like a gold dragon. Standing at the head of the divan is a 7-foot-tall golem of stitched flesh, with dead eyes and large fists, while reclined on the divan is a hateful creature in a tattered wedding gown with writhing serpents for hair!

The four torches that illuminate this room are magical. As long as they remain in their sconces, they continue to burn without ever going out. If the torches are removed from their sconces, they are snuffed instantly and turn to dust.

Unless they have reason to avert their eyes, characters entering this room must make a DC 12 Constitution saving throw against Olivine's petrifying gaze (see "Creatures" below).

Creatures: Olivine Ambergul, a medusa (see page 250 for statistics), dwells here with her flesh golem bodyguard, "Malgast" (see page 240 for statistics).

The curse that transformed Olivine into a medusa also made her immortal. Years of isolation have driven Olivine insane, and her only desire is to see intruders turned to stone and displayed in her gallery (area 27). She keeps her bow and arrows under the divan, within easy reach.

If the golem goes berserk, Olivine uses an action to try to calm it. It otherwise obeys Olivine's commands.

Neither the medusa nor the golem is confined to this room. If the characters flee, Olivine and Malgast hunt them down. If her flesh golem is destroyed, Olivine withdraws to area 26 and tries to "awaken" the petrified trolls located there, using them to cover her retreat while she escapes through the secret door.

Corner Curiosities: The objects situated in the four corners of the room are described below.

Northeast Corner: In accordance with his family's traditions, Olivine's second husband—a noble knight—wasn't buried in a coffin or cremated. His body was encased in plaster and then sculpted and painted by an artist. Characters who inspect the statue closely see a number of places where the plaster has broken away, revealing a mummified husk underneath. The armor "worn" by the statue is painted plaster, not real armor.

Northwest Corner: This cast-iron sculpture is shaped in the likeness of a xorn and weighs 500 pounds. Close inspection and a successful DC 10 Intelligence check reveals a keyhole in the middle of one of the xorn's three eyes and hinges worked into the mouth (located at the top of the sculpture). If the proper key is inserted into the lock, or if the lock is picked with a successful DC 20 Dexterity check, the xorn's mouth opens, allowing access to the hollow cavity formed by the xorn's egg-shaped body. Inside this iron "chest" are several valuable items (see "Treasure" below). The key to the chest is hidden in the divan (see below).

Southeast Corner: Resting atop an alabaster pedestal is a bronze urn painted with black griffons. The urn contains the ashes of Olivine's third husband. Molded into the urn's lid is the nobleman's steel signet ring, which bears his family crest (a character with knowledge of heraldry recognizes the emblem as belonging to the Silvershield noble family of Baldur's Gate).

Southwest Corner: The withered corpse propped inside the upright casket belongs to Olivine's first husband—a noble from Cape Velen in Tethyr. The remains have been well preserved. The two gold coins pressed over its eyes were specially minted and have the shield-and-flaming sword symbol of Tempus emblazoned on one side and the crest of the Duchy of Cape Velen on the other. They are otherwise ordinary gold coins.

Divan: The dragon-shaped divan is creaky, old, and poorly maintained. However, the dragon's mouth contains a tiny secret compartment, which can be detected and opened with a DC 15 Intelligence check. Inside the mouth is a 4-inch-long iron key. The key opens the xorn-shaped chest in the northwest corner.

Treasure: The xorn-shaped chest holds all that remains of the wealth stolen from Olivine's three late husbands, including a platinum brooch shaped like the sun (worth 50 gp), a jade chalice (worth 150 gp), and a gold coronet with spires of purple crystal (worth 500 gp) resting atop a bed of 600 ep.

Olivine Ambergul

When she was human, Olivine took three husbands in the span of five years. After insinuating her name into their wills, she poisoned them and then stole their money. Olivine was set to marry her fourth husband when a powerful curse transformed her into a medusa. She doesn't know who was responsible, but she spent most of her stolen wealth trying to break the curse, to

no avail. The self-pity eventually melted away as she lost her final shreds of humanity.

Lord Reynard Ambergul, Olivine's father, took pity on his daughter and carved out an section of the dungeon for her. He also paid grave robbers to steal her dead husbands' remains, so that she wouldn't be alone. Meanwhile, her mother crafted a flesh golem for her daughter, using flesh pulled from the corpses of Olivine's older brothers, Kamal and Gaston (as well as a few other nameless donors).

26. Lower Gallery

Lord Reynard Ambergul kept many stolen treasures here, and his daughter Olivine has added a few "art objects" of her own.

This large, unlit chamber has two 10-foot-high, 10-foot-deep alcoves situated in the corners of the south wall, and standing in each alcove is a life-sized statue of a troll. Between the alcoves, embedded in the wall, is an iron lever in the "up" position.

In the middle of the room are two slabs of black marble 20 feet long, 10 feet wide, 4 feet tall, and separated by a 10-foot-wide aisle. Displayed atop the western slab are scores of statuettes and figurines, each no larger than a rat. The eastern slab supports a large sandstone statue of a sphinx with the head of a stern-looking human woman.

Reynard loved to collect figurines and statues. His daughter Olivine (see area 25) has been expanding her father's collection by petrifying small critters (rats, giant centipedes, and other vermin) and placing them among the sculpted figures atop the western slab.

Characters inspecting the southern alcoves can make an Intelligence check. Those who get a result of 15 or higher spot one end of a narrow iron pipe protruding from the alcove ceiling; these are part of a hidden mechanism described below (see "Iron Lever and Creatures"). Characters who get a result of 20 or higher on their Intelligence check also spot the outline of a secret door in the easternmost alcove (see "Secret Door" below).

Characters inspecting the troll statues can, with a successful DC 15 Intelligence check, ascertain that they are trolls that have been turned to stone, not trolls carved from stone. Each petrified troll weighs roughly 1,500 pounds. Characters can break a statue into smaller pieces and remove those pieces from the alcove, given enough time and energy.

Iron Lever and Creatures: The iron lever set into the wall between the two alcoves is connected to an enormous iron cauldron buried deep within the wall. The cauldron creates a magical, invisible gas. Pulling the lever causes this gas to spew forth from the iron

pipes embedded in the alcove ceilings. The gas, which makes a soft hissing noise as it exits the pipes, instantly restores petrified creatures to flesh, provided they are situated within the alcoves. Outside of the alcoves, the gas quickly dissipates and loses its potency. If the pipes in the alcove ceilings are plugged, the gas cannot escape, and nothing happens when the lever is pulled.

If the two trolls are restored to flesh, they attack characters with the intention of devouring them (see page 261 for statistics). If Olivine is present (see area 25), the trolls avoid making eye contact with her and pretty much leave the medusa alone, provided she does nothing to antagonize them.

If the characters smash the troll statues but leave the pieces in the alcoves, the trolls begin regenerating and knitting back together.

Sphinx Statue: The sandstone statue on the eastern slab is carved in the likeness of a gnosphinx and is life-sized. Reynard stole it from a sand-swept tomb in the Raurin Desert. A *detect magic* spell reveals that the statue radiates an aura of divination.

Any creature that touches the statue and asks a question with a definite answer receives a short, truthful response. The response can be heard as a whisper issuing from the sphinx's mouth (in the same language spoken by the creature asking the question). The statue cannot predict the outcome of something that hasn't yet occurred; it can only reveal the truth about something in the present or the past. For example, if a character asks, "Which way to the altar of Ogrémoch?" the sphinx might reply with, "Through the secret door." It doesn't have to specify where the secret door is located.

A character may, in its lifetime, ask the sphinx one question. Once that question has been answered, the sphinx no longer responds to that character. However, there is an exploitable loophole: If a creature dies and is raised from the dead, it can ask the sphinx another question and gain a reply.

The gnosphinx statue is solid and weighs approximately 2,000 pounds. It has AC 5 and 100 hit points, and it is immune to poison, psychic, and all conditions. If it takes more than 20 points of damage, the statue loses its magical power forever.

Secret Door: A secret door set into the back wall of the southeastern alcove requires a successful DC 20 Intelligence check to locate. Pushing it open reveals a dark, dusty corridor beyond (area 27).

Treasure: Characters inspecting the collection of figurines and statuettes can see that most of the figurines and statuettes are made of painted clay, varnished ceramic, porcelain, crystal, marble, limestone, obsidian, and sandstone. (The critters petrified by Olivine all appear to be made of uniform gray stone.) There are over two hundred figures in all, including the valuable ones described below.



Black Crystal Hags: Nearly identical, these three figurines depict 4-inch-tall night hags. One hag is using its hands to cover its mouth, another its ears, and the third its eyes. Each figurine is worth 25 gp separately, but the set is worth 100 gp.

Clay Doppelganger: This 6-inch-tall humanoid figure changes its appearance on a whim, never once revealing its true shape. A *detect magic* spell reveals a faint transmutation aura. The figurine, which can only assume humanoid forms, is worth 50 gp.

Copper Dragon: This 8-inch-tall copper figurine has eyes of black crystal and is worth 25 gp.

Crimson Elephant: Standing 7 inches high and carved from a blood-red stone with real ivory tusks, this elephant comes with a howdah and rider made of sculpted gold. It is worth 150 gp.

Gold and Silver Unicorn: This gold statuette is 5 inches high, and its silver horn can be unscrewed to reveal a hollow cavity containing three pinches of *dust of dryness* (see page 214). As an art object, the unicorn is worth 75 gp.

27. Secret Tunnel

This L-shaped corridor connects areas 26 and 28, passing under area 22 as it goes. The secret door at either end of the hall is easy to spot (no ability check required) and must be pulled open.

This tunnel is dry and choked with dust and cobwebs. The carved torch sconces prevalent throughout the dungeon are not found here.

No one has walked this tunnel in a long, long time, and the dust on the floor shows no signs of disturbance.

Empty Alcove: The north-south portion of the tunnel has a 10-foot-deep alcove carved into one wall. If the alcove had a purpose, that secret died with Lord Reynard Ambergul.

28. Altar of Ogrémoch

Darwa Dalion's quest to retrieve the Earth Key ended here rather suddenly, as did the short but illustrious life of Scratches the rat.

A massive stone altar stands against the west wall of this 20-foot-high room. The altar is flanked by a pair of 6-foot-tall alabaster urns, one sculpted with birds and the other with fish. A 5-foot-diameter hole has been punched through the front of the altar, revealing a hollow cavity lined with crystal-line teeth, much like the inside of a geode. The interior glows with a sinister purple light. Twin golden braziers rest atop the altar.

Basking in the altar's light is a life-sized statue of a short, rotund woman in robes, a wide-eyed look of surprise stamped on her cherubic face. On the floor nearby, you see a gold-plated, clockwork cat pawing a petrified cave rat lying on its side.

The braziers and urns are described under "Treasure" below. The petrified cave rat is all that remains of Scratches, the prized pet of Darwa Dalion's ogrillon bodyguard, Lump. The statue looming over poor Scratches is Darwa, who was turned to stone by the same magical ward.

Having found the altar of Ogrémoch, Darwa was unable to secure the Earth Key hidden inside it. Unaccustomed to failure, she cast a *lightning bolt* spell on the altar, triggering a trap designed to petrify everyone in the room. Three members of Darwa's retinue managed to resist the trap: Thord the dwarf, his half-orc son (Grit), and Lump. With their mistress turned to stone, the trio snatched the Earth Key from the altar's geode-like cavity (narrowly avoiding another trap, described below) and fled. If the characters rescued Thord (see area 17), they already know what happened to him. As for Grit and Lump . . . they fled the dungeon with the Earth Key in their custody, and Thord (if he lives) assumes they must be "halfway to Mount Illefarne by now."

Altar of Ogrémoch: The magical ward that petrified Darwa and Scratches only triggers once, so the characters are in no danger of being turned to stone

in this room. However, the crystal-lined interior of the altar still poses a threat. Lightning zaps anything placed in the altar's hollow cavity, and a creature sticking its arm or some other appendage inside the altar must make a DC 13 Dexterity saving throw. *Failed Save:* 13 (3d8) lightning damage.

If the characters touch the altar with the crystal rod from area 14, two things happen: the lightning trap is disabled, and the altar transforms into a pool of thick mud that fills the room to a depth of 6 inches.

The altar is 17 feet long, 7 feet high, 7 feet deep, and carved with friezes depicting gargoyles, ropers, stone giants, xorn, and other creatures tied to elemental earth.

Creatures: The clockwork cat belongs to Alicia Ambergul and is identical to the one encountered in area 12. It poses no threat to the party and follows them around from this point on until destroyed or until the party leaves the dungeon.

Characters can use the alcoves in area 26 to restore Darwa Dalion and/or Scratches to life, assuming they know about the alcoves and their restorative power.

If Darwa is restored to flesh, she quickly surrenders to her saviors. Darwa is a survivor, and she knows that her best chance of getting out of the Ambergul dungeon alive is to make new friends. For more information on Darwa and what she knows, see "Darwa Dalion" below. Use the Red Wizard of Thay statistics (see page 256) for Darwa as needed.

If restored to flesh, Scratches the cave rat (see page 256 for statistics) squeaks and scurries about in a befuddled manner, unable to locate its master (Lump the ogrillon). Darwa, if alive and present, zaps the rat with a *magic missile*, putting it out of her misery (even at the risk of incurring the party's wrath).

Secret Door: A secret door in the northeast corner can be spotted with a DC 20 Intelligence check. Pushing it open reveals a dark, dusty corridor (area 27).

Treasure: The two gold braziers atop the altar are worth 100 gp apiece. The alabaster urns are purely decorative and empty. An urn can be "rolled" on its base or knocked over with a DC 15 Strength check. As art objects, the urns are worth 1,000 gp each.

If Darwa is restored to flesh, the characters can lay claim to her spellbook (see "Darwa Dalion" below).

Darwa Dalion

The characters must decide what to do with Darwa Dalion, or "Boo Boo Doll" as she is sometimes known. As a statue, she can do no harm, but delivering her to the authorities will be difficult, since in her present form she weighs roughly 750 pounds.

If the characters restore her to flesh, Darwa quickly assesses her predicament and surrenders. If an opportunity to escape presents itself, she might take it if the risk of death or capture is low.

In addition to her red robes, Darwa wears a curly black wig to hide the fact that she shaves her head

(like many Red Wizards who aren't naturally bald). She also carries a small, traveling spellbook bound in supple halfling flesh that contains the following spells:

- 1st: *detect magic, disguise self*
- 2nd: *invisibility, knock*
- 3rd: *dispel magic, lightning bolt*
- 4th: *stoneskin*

Darwa is happy to accompany the party back to Daggerford, since she has a few "friends" there who might be able to help her escape. However, she doesn't know that her master, Arvik Zaltos, is dead. If the characters tell her about Arvik's arrest and subsequent hanging, Darwa changes her tune and tries to negotiate for her release. (Characters who succeed at a DC 15 Wisdom check can tell that Darwa has no great love for Arvik Zaltos and no grudge against his executioners. She secretly views his death as a chance to "rise through the ranks.")

If the characters interrogate Darwa, she provides the following information:

- ◆ Five years ago, Darwa purchased a small cottage outside of Daggerford. Her assignment (given to her by Arvik Zaltos) was to spy on the locals, provide shelter and information to other Red Wizard operatives passing through the area, and make friends whose loyalty or generosity might be exploited later on. (As a for-instance, Darwa points to the human tomb robbers she hired to accompany her, all of whom are locals.)
- ◆ The Earth Key looks like a prickled orb of violet crystal containing a spark of golden light. Darwa has also seen the Air Key—a smooth metal orb perforated with holes. (What Darwa fails to mention is that after the Air Key was stolen by Arvik Zaltos from the Floschin estate, she took it to Mount Illefarn for safekeeping.)
- ◆ If Thord, Grit, and/or Lump escaped, they would probably return to Mount Illefarn, since that's where their "tribe" lives. (Darwa is referring to the Clotskull orcs, their dwarven "prisoners," and their half-orc/half-dwarf offspring.)
- ◆ The dwarf-built dungeons under Mount Illefarn are extremely old and in a horrible state of disrepair. Several sections of the complex have collapsed already.
- ◆ Arvik Zaltos (was) the most senior Red Wizard operating in Delimbiyr Vale. Most of Arvik's "dirty work" is performed by four apprentices (including Darwa). Arvik's other three apprentices are Skannon Tolker (female human) and a pair of twins named Luuthgar and Ulan Zev (male humans). All three are skilled necromancers. (Darwa last saw them under Mount Illefarn, creating magic circles to keep the dungeon complex from collapsing while they searched for the Fire Key.)

Darwa hasn't spent much time under Mount Illefarn and doesn't know the layout of Ironaxe Halls or its inhabitants very well ("dwarves, orcs, and half-breeds mostly"), but she will claim to know a great deal if she thinks it might increase her life expectancy. She might even go so far as to suggest that the party use her as a bargaining chip to gain the cooperation of her Red Wizard peers who, she claims, are quite fond of her. (Characters who succeed at a DC 15 Wisdom check can sense that Darwa believes what she's saying. The truth is, she doesn't know her "peers" as well as she claims.)

Darwa knows about the four elemental keys and the elemental cultists who created them, but not what the keys unlock. She knows the Air Key is safely in the Red Wizards' clutches (but not where the key is specifically); she doesn't know whether the Water Key and the Fire Key have been secured.

Darwa is too far down the chain of command to know what the Red Wizards, as an organization, have planned for the Sword Coast. "Something *big*, I imagine," is the most truthful answer she can muster.

PART 3: EPILOGUE

When the characters eventually decide to vacate the Ambergul dungeon, they'll need to choose a route of egress. They can either return the way they came (assuming they can get past the stone block in area 8), or they can use the southern tunnel (area 21).

Loose Ends

The adventure has several loose ends to tie up.

Arassán and Onya

Arassán needs to be reunited with his beloved, Onya. If he died during the adventure, the heroes can return Arassán's body so that Onya can arrange a proper burial and funeral. If he survived, the lovers' reunion is a much happier one, and the young couple make plans to be married in the Temple of Amaunator in Daggerford before the fall harvest (much to the chagrin of Onya's cantankerous father).

Delfen of Daggerford

The ancient wizard is eager to hear about the party's exploits beneath the Ambergul estate. Characters should feel obliged to pay Delfen a visit, if only to let him know they're still alive and kicking. If they bring Darwa to his tower, Delfen can (through various and sundry means) compel the Red Wizard to speak truthfully about what she knows without ever having to resort to violence.

Darwa the Red Wizard

Characters can save themselves a lot of time and trouble by putting the petrified wizard in a wagon (such as the one in area 15) or similar vehicle for safe transport back to Daggerford. Characters receive only 50 gold pieces for returning her to Daggerford in statue form.

If they restore Darwa to flesh, characters can escort her back to Daggerford and receive the full 1,000-gp reward for her capture. Darwa is immediately arrested and placed under guard until the duke decides her fate. Regardless of the evidence put forth, Darwa is sentenced to death in the same fashion as her mentor, the lake Arvik Zaltos. Her public hanging takes place the day after the duke's sentence is pronounced. If the characters make a case for keeping her alive (either to Duke Maldwyn or to Sir Isteval), Darwa gets a stay of execution until such time as she outlives her usefulness.

Thord the Dwarf

Although he worked for Darwa, the dwarf has no love of the Red Wizards. He seeks only to be reunited with his son, Grit. If he survives the adventure, he expresses a desire to return to Mount Illefarn, in the hopes Grit made it home. If the characters ask him to wait until they're ready to join him, Thord reluctantly agrees.

Curses!

In the course of plundering the Ambergul crypts, one or more characters might have fallen under a curse.

Keep a record of this information, and don't forget to let the curses play out.

Once the characters are back in Daggerford, they can visit the Temple of Amaunator. For a modest donation of 100 gp or more, the temple's high priest, Luc Sunbright, will cast a *remove curse* spell on any character who needs it.

Trouble under Illefarn

Two members of Darwa's retinue, a half-orc named Grit and an ogrillon named Lump, fled the Ambergul estate with the Earth Key in their clutches. If the characters know this, they might take strides to hunt down the dastardly duo.

Characters who speak to Thord and/or Darwa (see areas 17 and 28) can surmise where Grit and Lump are headed: Mount Illefarn. Although it might be tempting to chase after them, the odds of finding two individuals in such a vast wilderness are remote. The characters would be wise to return to Daggerford first (see "Loose Ends" above). If the characters share what they've learned with Duke Maldwyn, the town militia can dispatch additional patrols north of town in the hopes of intercepting the Earth Key before the Red Wizards get a hold of it. (Alas, no luck there.) Meanwhile, Sir Isteval is familiar with a former resident of Mount Illefarn—an old and decrepit dwarf who knows all of the mountain's deep, dark secrets.

If you are running this series of adventures as an ongoing campaign, you may now continue with the next adventure, "The Fall of Illefarn."



ADVENTURE 3: THE FALL OF ILLEFARN

By Christopher Perkins, Shawn Merwin, and Matt Sernett

If all has gone according to plan, the Red Wizards of Thay have three elemental keys in their custody and are close to obtaining the fourth. By now, the adventurers are well aware of the Red Wizard threat, as well as the location of the fourth and final key, which is trapped inside an altar dedicated to Imix, the Prince of Evil Elemental Fire.

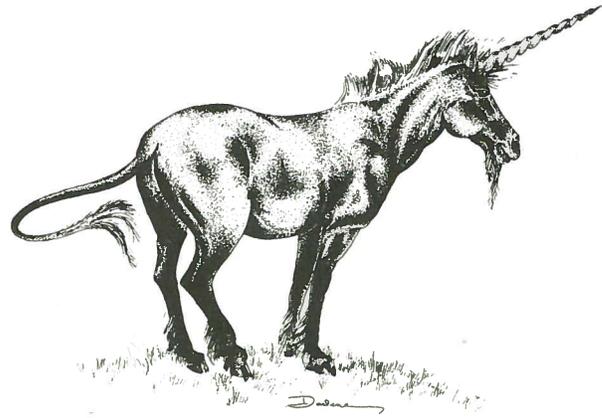
"The Fall of Illefarn" is designed for four to six 6th- or 7th-level characters, and the adventuring party should reach at least 8th level by its conclusion. There's a time gap between this adventure and the next one, so even if the characters do not reach 8th or 9th level by the end of this adventure, you can assume that enough time passes for them to achieve the desired level through training or by completing personal quests (which you may develop as you see fit).

SETTING THE STAGE

For centuries, the Iron eater clan of shield dwarves occupied their tunnels beneath Mount Illefarn and mined the nearby quarry in the Laughing Hollow. Around 1257 DR, King Derval Iron eater declared that due to diminishing numbers, the Iron eater clan could no longer hold the tunnels. He ordered the clan to disperse into the wider world. Most of the dwarves went to Secomber and Waterdeep, while Derval and his brother Korin landed in Daggerford. The king's youngest brother, Derwin, decided to travel abroad.

Korin was never satisfied with his brother's decision to abandon the enclave under Mount Illefarn, and after a century of argument, decided to reoccupy Mount Illefarn despite Derval's edict. By then, younger brother Derwin had returned with a massive anvil-shaped altar in tow. (Derwin believed it was an altar of Moradin, when in fact it was dedicated to Imix, the Prince of Evil Elemental Fire.) The elemental cult had hidden the altar, but Derwin found it and brought it home. Korin took it as a sign that Moradin wanted the brothers to reclaim Mount Illefarn.

Korin recalled other shield dwarves who agreed with his point of view and marched back to Mount Illefarn to reclaim it, only to find their crumbling enclave infested with orcs. It took Korin's dwarves three years to send the orcs packing. During that time, Derval refused to send aid. Eventually, help arrived from Daggerford in the form of some adventurers, who also helped Korin deal with a group of bandits led by a necromancer named Kelthas, who was polluting the River Delimbiyr.



After reclaiming Mount Illefarn, Korin declared himself King Korin Ironaxe of the newly minted Ironaxe clan. He also gave his subterranean home a new name: Ironaxe Halls. The dwarves of the Iron eater clan do not speak of Korin and his ilk; they are *beldarakin*, a Dwarvish word meaning "treacherous creatures."

Life under Mount Illefarn has been a constant struggle for the Ironaxe clan. Kelthas, the evil necromancer, returned as an undead menace, and although he was defeated yet again, some dwarves fear that the necromancer's evil spirit haunts them still, while a few believe the spirit has taken refuge in their age-addled king. The gnomes all died or left, the original Ironaxe clan members are ancient or dead, and the dwarves' numbers are in steady decline.

Two decades ago, the Clotskull orc tribe was nearly wiped out by elves. The survivors came to Mount Illefarn seeking refuge, and the Ironaxe dwarves were in no condition to properly defend themselves. The orcs moved in, enslaved the dwarves, and used them as breeding stock to replenish their decimated tribe. The past two decades have borne witness to an unprecedented development: a dwarf clan and an orc tribe both on the verge of extinction, inexorably bound together and given new life by their half-orc offspring.

While time has not been good to the dwarves of Mount Illefarn, it has been especially unkind to their home. Whole sections of the enclave have begun to collapse, and even the slightest earthquake is cause for panic. Just as the dwarves and orcs were preparing to abandon Ironaxe Halls, the Red Wizards arrived.

A Red Wizard named Arvik Zaltos, along with four of his apprentices, came to Ironaxe Halls seeking the anvil-shaped altar brought to Mount Illefarn. In exchange for a key hidden within the altar, Zaltos promised to stabilize Ironaxe Halls by inscribing circles of elemental magic on floors throughout the complex. The dwarves and orcs agreed, and the Red Wizards got busy. As more and more circles were inscribed, the collapses grew less and less frequent.

The Red Wizards have so far been unable to "coax" the Fire Key out of the altar, and the dwarves (who consider the altar a sacred relic of Moradin) aren't

willing to let the wizards relocate it. The altar has proven both impervious and defiant, and the Red Wizards are rapidly running out of time and patience.

The Party's Goal

By now, the characters should realize that the Red Wizards of Thay are after four elemental keys, and that the Fire Key is hidden somewhere below Mount Illefarn. The characters might have a strong desire to retrieve the other keys as well, two of which (the Water Key and the Earth Key) narrowly escaped their grasp.

The characters have a real shot at keeping the Fire Key out of the Red Wizards' clutches (see "The Fire Key" below). However, this adventure is, first and foremost, intended to be a memorable dungeon crawl with lots of fun roleplaying opportunities. The party's true goal is to meddle in the Red Wizards' affairs and deliver a message to Szass Tam: Daggerford is ready and able to defend itself against the Red Wizards' evil plots and incursions. This adventure is also an opportunity for characters to solidify their local reputations and strengthen their ties to various non-evil NPCs, Sir Isteval in particular.

The Fire Key

The last of the four elemental keys is sealed inside a seemingly indestructible, anvil-shaped altar that the dwarves regard as a relic of their faith in Moradin. In fact, evil elemental cultists originally crafted the altar for the worship of Imix, and its presence in the temple of Moradin is a desecration.

The altar was brought to Mount Illefarn by a shield dwarf noble named Derwin. To obtain the Fire Key, one must strike the altar of Imix with a magical warhammer that Derwin recovered along with the altar. After Derwin died, the hammer was buried with him. However, someone recently removed it from Derwin's crypt and hid it elsewhere.

The thief is actually Derwin's brother, King Korin Ironaxe himself. Although age has left him decrepit and delusional, Korin has flickers of lucidity, and the only thing he hates more than his older brother Derval are evil necromancers! The Red Wizards think the foolish old king harmless, and he intends to prove them wrong.

Nadir's Role

Determined to help the Red Wizards accomplish their goals, Nadir the rakshasa has assumed the form of Arvik Zaltos and traveled to Ironaxe Halls to help Arvik's apprentices locate Derwin's hammer and obtain the Fire Key from the altar of Imix (see "The Fire Key" above). Nadir believes that someone in Ironaxe Halls is hiding Derwin's hammer, so the rakshasa has been reading minds, looking for the thief (or thieves) responsible.

ILLEFARN

Mount Illefarn is named after an ancient empire of elves that fractured into three smaller kingdoms roughly 2,500 years ago. Although the empire is no more, the mountain has kept its name and is currently home to the Ironaxe clan of shield dwarves and the Clotskull tribe of orcs.

In the course of its investigation, the rakshasa learned that one of Arvik Zaltos's apprentices is a traitor. This apprentice was hoping to obtain the Fire Key and flee with it. The apprentice, Skannon Tolker, has been confined and placed under heavy guard; however, Nadir is convinced that she was *not* involved in the theft of Derwin's hammer.

When the rakshasa read King Korin's mind, all it could sense were the mad delusions of a withered old fool who thinks he's the ruler of a vast and bright kingdom of dwarves. Nadir doesn't know that the dwarven king has lucid moments during which he remembers where he hid his brother's hammer and why.



PART 1: LONG LIVE THE KING

This part of the adventure assumes that the characters return to Daggerford after their harrowing exploration of the Ambergul crypts in the previous adventure. If the characters head straight to Mount Illefarn instead, skip to Part 2: Ashes of Illefarn (page 71).

Wildfire!

When you're ready to begin the adventure, read the following boxed text to the players. It assumes that the characters were successful in their quest to find Darwa Dalion in "The Cursed Crypts of Ambergul." If the characters haven't completed that adventure, or if they failed to bring Darwa to justice, skip down to the third read-aloud box in this section.

The people of Daggerford know a good thing when they see it. Folks wave as you pass by, and occasionally someone will buy you a drink, toss you a freshly baked roll, or point you out to a young child or unwed sibling. The town isn't much to look at, but the hospitality of its citizens is second to none.

Captain Sherlen Miller of the town guard approaches you in the street. "Hey! You owe me a new sword!"

For more information on Captain Sherlen Miller, see page 138. Give the characters a chance to react before proceeding.

The captain breaks into a wide smile. "Just kiddin'! I was hopin' to catch that Red Wizard, what's-her-name, and get the reward. Guess you beat me to it! I hear Lady Morwen has planned a feast in your honor. Lucky bastards. Say, my shift just ended. How 'bout I buy you a drink and—"

The captain is interrupted by the approach of another guard whose scowl appears genuine. "Cap'n! Cap'n! They need you on the east wall!"

"Aw, did Hengus get drunk and fall over the battlements again?"

"No, ma'am. The whole sky's turning orange!"

Captain Miller follows the guard across town, to the top of the east wall. The characters are free to join her. As they approach the east wall, read:

KILLING NADIR

It's possible that Nadir might be killed in the course of this adventure. That's okay. Nadir's corrupt soul is banished to the Nine Hells for a time, but eventually is released and sent back to the world with fiendish purpose.

If its soul is banished to the Nine Hells, the rakshasa convinces its infernal masters to send it back to the world to complete a task of great import. The characters won't have a means to permanently destroy Nadir until the next adventure, which begins one year after "The Fall of Illefarn" concludes—plenty of time for the rakshasa to return to Daggerford and carry out its fiendish plot.

For more information on Nadir's ultimate goal, see "Dragonspear Castle" (page 109).

You follow several guards as they skirt around the duke's estate to the east wall, atop which you see a line of soldiers, their hands pressed atop battlements, their eyes looking outward. You clamber up a flight of stone steps to the crowded parapet, where an extraordinary view awaits you. The Delimbiyr River snakes toward the eastern horizon, flanked by golden fields, green pastures, vast orchards, and rustic cottages. The sky far to the east of the Shining Vale has turned a bright, hazy orange.

"Must be a wildfire!" shouts one of the guards.

If the characters ask what lies beyond the valley to the east, a nearby guard replies, "An old forest haunted by witches and wood elves!"

If the characters ask about Laughing Hollow's proximity to Mount Illefarn, Captain Miller replies, "Yeah, you gotta go through Laughin' Hollow to get to Illefarn. They're close, that's for sure."

There's nothing more to be done at this point. The captain tells the other guards to resume their duties then informs the characters that she needs to "wake the sergeants and start sendin' out patrols." She hopes to catch up with them later, but for now the characters are free to go about their business.

Word of a possible wildfire to the east puts the town on edge, but apart from sending out more patrols, little can be done. The eastern sky remains lit up throughout the night and the following day. After that, a black shroud hangs over the eastern horizon, and patrols on horseback begin to return with news of a raging forest fire in Laughing Hollow.

Dinner with the Duke

Up to this point in the campaign, the characters have enjoyed very little interaction with Duke Maldwyn Daggerford, but that's about to change.

The duke's older sister, Lady Morwen, has learned about the characters' exploits and wants to meet them. She has planned a meal in their honor. Duke Maldwyn isn't happy about it; he doesn't trust adventurers any farther than he can throw them.

As Captain Miller said, you have an invitation to join Duke Maldwyn Daggerford and his sister, Lady Morwen, for dinner. If nothing else, it would be interesting to hear what they have to say about recent events.

Characters who were born and raised in Daggerford or the surrounding vale know that Duke Maldwyn Daggerford, is a fair and just leader who often shows concern for the welfare of his people. He is known to be a connoisseur of good food and wine.

While praise for the duke seems faint, it's more than what the average citizen gives to Lady Morwen. People who don't know her well think she's a stern, humorless woman, when in fact there's more to her than meets the eye. Those who know her well, including Sir Isteval, believe that she's a natural leader and much better equipped to rule Daggerford than her brother, who prefers a fine wine more than the burdens of responsibility.

If the characters accept the dinner invitation, a well-dressed valet escorts them to the duke's castle, where a handful of guards in ducal livery stand at attention. If one or more characters are openly carrying weapons, the valet asks them to leave said weapons in the guards' care until the characters are ready to depart. If the characters refuse, the valet gets flustered until Lady Morwen arrives to dull the edge:

"If our guests wish to festoon themselves with weapons, who are we to question their customs?"

Lady Morwen has no problem entertaining armed guests. She adds, dryly, "I myself have a dagger hidden under my blouse." (This is clearly meant as a joke.)



It seems Lady Morwen has forsaken the traditional dinner gown and jewelry in favor of an orange silk blouse and tan leather pants, and her white hair is cropped short. Although she has the poise and stillness of a true noblewoman, her stride belies military training. "My brother will be delighted to see you," she says. "He wasn't sure you'd accept our invitation, but I reminded him that not every day is an adventure."

Lady Morwen makes small talk as she leads her guests to an upstairs dining hall, where Duke Maldwyn has already begun indulging his vices.

Seated next to a tall window overlooking the castle courtyard is Duke Maldwyn Daggerford, a handsome man with a face that has not yet seen middle age, his neatly trimmed beard showing no signs of gray. Joining him for drinks are three other men—Lord Floshin, Sir Isteval, and the duke's half-elf huntmaster, Kelson Darktreader. All four are dressed in their finest clothes. As the duke, Kelson, and Lord Floshin rise to greet you, Isteval nods politely but remains seated, one hand resting on the pommel of his cane.

The duke sips from a glass of wine, gestures toward the window, and smiles. "Our view is to the west this evening, but it seems we have trouble to the east. I say we forget about it for one night and enjoy ourselves! What do you say?"

As servants begin laying food on the table, footmen seat Duke Maldwyn and Lady Morwen at opposite ends of the dining table. Lord Floshin, Sir Isteval, Kelson Darktreader (see page 136), and the characters fill chairs along the table's sides.

The characters are given the latitude to speak freely, and the duke does his level best to remain interested in their ramblings, although with every glass of wine, it becomes more of a strain to be polite. Morwen and Isteval do their level best to head off arguments before they happen.

Each of the five NPCs has come to dinner with a specific agenda:

- ◆ Duke Maldwyn likes to feel safe in his home, and if the adventurers can help keep Daggerford safe, he's happy to let them carry on about their business. He has no interest in being their friend, however.
- ◆ Lady Morwen doesn't like mercenaries, but if the characters are kind and motivated by something other than greed, she will bend over backward to keep them happy and may, in time, learn to like them a great deal.
- ◆ Lord Darfin Floshin wants to discuss an important matter. While repairs to his estate are "well and truly underway," he is seeking the duke's permission to turn part of his refurbished estate into an asylum for mentally ill nobles. "Waterdeep has more than its fair share of them, I'm afraid," he says in all seriousness. Floshin hopes Isteval will support the plan.
- ◆ Isteval is here at Morwen's request, to keep the adventurers in check in case Maldwyn says something foolish to provoke them. Isteval uses the opportunity to provide characters with some helpful information (see "Isteval's Lead" below). The paladin is surprised by Lord Floshin's request and doesn't think an asylum is what Daggerford needs right now.
- ◆ Kelson Darktreader was a last-minute invite. The duke felt he needed protection in case the adventurers proved untrustworthy. The taciturn Master of the Hunt doesn't say a word unless spoken to directly, and he rarely says more than one or two words even when prompted to speak. His spends the evening looking forward to its end.

At the risk of incurring looks of disapproval from Lady Morwen and Isteval, and in light of Lord Floshin's recent misfortunes, Duke Maldwyn grants the noble's request to open an asylum but insists that Floshin pay a tax on each committed patient. "We can use the Waterdhavian gold to buy new armor for our guards," the duke says with a satisfied grin.

If the characters brought Darwa Dalion to justice in the last adventure, the duke assures them that the Red Wizard will be hanged for her crimes. Characters can

petition to keep Darwa alive if they think she might be useful, in which case the duke grants a stay of execution and orders the Red Wizard remanded to their custody if they so desire. His Grace is reluctant to loan them horses until Morwen reminds him that time is of the essence. The duke graciously yields to his sister's "divine wisdom," smiles drunkenly at the heroes, and tells them, "You owe me one." Morwen says nothing, but she is clearly appalled by her brother's behavior and draws the evening's festivities to a close as quickly and politely as possible, much to Kelson's relief.

Isteval's Lead

As the evening's reverie concludes, Isteval takes the characters aside.

"Mount Illefarn was abandoned by the shield dwarves centuries ago, by order of their king, but apparently a group of dissident dwarves led by the king's brother reclaimed and repopulated their ancestral home years later. Among the things they brought with them was an altar shaped like an anvil, which I suspect most or all of them mistook as a relic of Moradin. I'm betting that's where the Fire Key is hidden.

"Before you run off to Mount Illefarn, you'll need your weapons sharpened and your armor repaired. I've contacted Derval, the dwarf blacksmith, and told him to expect you in the morning."

Have the characters make a DC 12 Wisdom check. Any character that succeeds at the check knows Isteval is speaking in code; he wants the party to visit Derval, but not for the reasons he suggests.

Through his network of spies and operatives, Isteval has obtained information about Mount Illefarn's history, up to the point when the Clotskull orcs arrived (see "Setting the Stage" on page 65). With the aid of divination magic, he also learned about the anvil-shaped altar containing the Fire Key.

Dwarf characters born and raised in the area probably know that King Derval Ironeater retired to Daggerford. They also know that members of his clan are scattered up and down the Sword Coast, and that Derval has a few family members living with him.

If the characters visit Derval as Isteval suggests, proceed with the next section.

King of the Ironeaters

Derval Ironeater and his family came to Daggerford over two hundred years ago after abandoning their home beneath Mount Illefarn (see "Setting the Stage" on page 65). The dwarf king is so old that no one knows what year he was born, and thick cataracts have turned eyes that once glittered like emeralds into blind white orbs.

Derval is highly regarded in Daggerford, but it's the younger members of his family who keep his business running. Despite being hailed as one of the greatest blacksmiths in Delimbiyr Vale, Derval spends nearly all day sitting in an iron chair welded with iron lifting rods so that family members can carry him around. He hasn't picked up a hammer in almost one hundred years, nor is he likely to anytime soon.

A storm front is moving in. Even as Daggerford basks in the morning sun, you see dark clouds creeping in from the west.

The wind begins to pick up as you enter Derval's smithy. You see a gaggle of dwarves at work, hammering iron and crushing bellows. Smoke and soot fill the air. You finally catch sight of Derval—a blind, thin husk of a dwarf sitting in an iron chair tucked in a corner.

When you introduce yourselves, the ancient dwarf replies, "Isteval may be young, but he's no fool. He thinks you're destined for great things.

"Before you head off to Mount Illefarn, there is stuff you need to know. Come closer, my young friends. Let me tell you my secrets."

Derval Ironeater doesn't say another word. He just stares off into space, mouth agape.

Characters who check Derval realize he's dead. Careful examination of the corpse and a successful DC 10 Intelligence check confirm that Derval died right before their eyes from old age (heart failure). This discovery takes all of the dwarf workers by surprise.



"Holy horseshoes!" one family member exclaims. "I just assumed he'd live another five hundred years!"

Because he died of natural causes, Derval cannot be raised from the dead. However, characters can communicate with his spirit using a *Speak with Dead* spell. If they don't have the spell, they can visit one of the local temples and make a modest donation (at least 50 gp) to have it cast for them. Derval's family have misgivings about disturbing Derval's spirit but won't object if a character convinces them it's important with a successful DC 15 Charisma check.

A *Speak with Dead* spell allows its caster to ask Derval up to five questions. The dwarf king's spirit speaks truthfully but keeps its answers brief. The spirit is willing to share the following information (additional information is given in brackets in the event the characters ask follow-up questions).

What can you tell us about Mount Illefarn? "My old stomping ground. Not much left. Once-great halls full of dust and *beldarakin*." (Derval is referring to his brother's "clan." Anyone who speaks Dwarvish knows that *beldarakin* means "treacherous creatures.")

What can you tell us about the inhabitants? "Korin and his kin chose to ignore my decrees. I know not what has become of them, nor do I care." (Derval is referring to the eldest of his two younger brothers, Korin, the uncrowned "king" of Mount Illefarn.)

Any defenses we should know about? "It's been so long since I last walked those halls. I can barely even remember what the inside looks like."

Do you know anything that might help us? "Find Alagarthas. He lives in Laughing Hollow and might be able to help you. His father is Melandrach, a great elf king." (Kelson Darktreader is the only living soul in Daggerford who knows of Alagarthas, and he loathes the elf prince for reasons he won't discuss.)

Anything else? "The owls are not what they seem." (This phrase has special meaning to Korin Ironaxe. Derval won't explain what the phrase means. He expects the characters to figure it out once they confront his long-lost brother under Mount Illefarn; see area 26 on page 90 for details.)

Development

Derval's family takes three days to decide where to bury the dead king. Once family members arrive at the conclusion that Daggerford was Derval's one true home, the dwarves get permission from Duke Maldwyn to build a tomb under a hill east of town that overlooks the Delimbiyr River. If the characters are lucky, they'll get back from Mount Illefarn after the funeral but before the big party the Ironeaters plan to throw in Derval's honor (see "Free Ale for Everyone!" on page 108).



PART 2: ASHES OF ILLEFARN

In Daggerford, characters can secure horses from Duke Maldwyn and follow the Delimbiyr River east toward Mount Illefarn. It takes one day on horseback to reach the perimeter of Laughing Hollow, a woodland realm devastated by wildfire. It takes half a day to cross the charred wasteland to an old rock quarry carved into the base of the mountain. Therein lies the main entrance to the dwarven enclave of Ironaxe Halls. Two other entrances are hidden, but if Thord is with the party, he can lead characters to them (see page 53 for more information on this NPC).

If the characters do not return to Daggerford after their exploits in the previous adventure, they probably don't have horses. If they wish to avoid Daggerford, their best option is to approach the river east of town and either beg, borrow, or steal a boat from one of a handful of cottage owners along the river's south shore. They can use the boat to cross the river or travel up the river. It takes three days to reach the edge of Laughing Hollow by either route.

Trip to Mount Illefarn

If the characters ride to Mount Illefarn on horses, read:

With a storm at your backs, you travel east across the valley, following the Delimbiyr River toward a horizon black with smoke. Along the way, you pass farmers and peasants who have no comprehension of the danger toward which you ride. They are simply vexed by your armor, weapons, and urgency.

If the characters walk to Mount Illefarn or travel upriver in a boat, read:

A cold front blows across the Vale, giving the summer air a faint chill. A storm is sweeping in from the coast, and you see farmers and peasants scrambling to finish their chores before the rain comes. They pay you little heed as you follow the Delimbiyr River east toward a black, smoky horizon.

The overland trip is best handled using exploration turns, described below.

Exploration Turns: The journey to Mount Illefarn can be handled using exploration turns. An exploration turn is 1 hour long, and during each exploration turn, check to see if a random encounter occurs (see "Wilderness Encounters" below). To expedite the journey, you can increase the interval of the exploration turns and check for encounters every 3 or 4 hours instead.

Wilderness Encounters

During each 1-hour exploration turn, roll a d20. On a result of 17-20, the characters have a random encounter. To determine the specific encounter, roll a d12 and a d8, add the results together, and consult the table below. If you wish to keep the encounter easy, roll 2d6 instead. You may also select the encounter instead of rolling randomly.

Many of the encounters with hostile monsters can be avoided if the characters are riding horses, since very few monsters can keep up. A few of the encounters on the table below aren't monsters at all, but rather places that adventurers can explore or friendly NPCs with whom they can interact.

The burning of Laughing Hollow has driven a lot of wildlife from the forest south. Consequently, the following encounters can occur regardless of where the characters happen to be on the map.



DELIMBIYR VALE AND LAUGHING HOLLOW ENCOUNTER TABLE

d12 + d8	Encounter
2	Ancient ruin*
3	1d4 ankhegs
4	2d6 bugbears
5	Cottage*
6	1d6 giant spiders
7	1d6 horses*
8	1d6 centaurs*
9	1 owlbear
10	Daggerford patrol*
11	2d6 wood elves*
12	2d6 goblins riding dire wolves (worgs)
13	1 bulette
14	1d4 fire elementals
15	3d6 gnolls and 1 gnoll pack lord
16	1d6 hill giants
17	1d4 manticores
18	1d4 treants*
19	1d6 trolls
20	1 green dragon*

Wilderness encounters marked with an asterisk (*) are special and described below.

Ancient Ruin: The characters discover a ruin consisting of little more than a few moss-covered walls and broken pieces of statuary. Characters who search the site find clues (bits of pottery, chiseled elven runes, crumbling sundials, stone arrow heads, and other evidence) that tell something of the ruin's history. A character well versed in history can, with a successful DC 20 Intelligence check, ascertain the truth.

The ruin might be the remains of an elven outpost destroyed during the Crown Wars or a keep that fell with the empire of Illefarn (making it extremely old), or it might be the remains of something more recent, such as a primitive orc fortification or a crumbled estate harkening back to the Barony of the Steeping Falls, which was founded in 133 DR (the Year of the Arduous Journey) and fell to ruin in 403 DR (the Year of the Black Dagger).

Ancient ruins tend to attract monsters and curious passersby. If the characters linger in the ruins for more than an hour, feel free to stage an encounter here.

Cottage: The characters come upon a crumbling stone cottage with a sagging thatch roof. Roll a d12 and consult the following table to determine what, if anything, lives in the cottage.

d12	Cottage Occupants
1-4	Abandoned
5-10	1d6 friendly peasants (human commoners)
11	1d6 werewolves (in human form)
12	2d6 bugbears (squatters)

Friendly Peasants: The peasants are a mix of adults and children. They have little to offer besides shelter, and meager accommodations at that.

Werewolves: These creatures moved into an abandoned cottage and are disguised as commoners. They offer shelter, hoping to kill the heroes in the dead of night, but they are otherwise hesitant to blow their cover or attack a well-armed group.

Bugbears: The bugbears recently killed and ate the cottage's former occupants.

Horses: These wild horses can be caught and ridden. A character hoping to tame a horse must succeed at a DC 12 Charisma check. If the check fails, the horse runs away; otherwise, it allows the character to approach without bolting. Another check is required to make the horse go where the character wants it to go.

Centaur: The centaurs were forced to abandon their forest glade, but they don't know who or what started the fires. They are on good terms with Alagarthas, the elf prince. If the characters seem interested in finding him, the centaurs offer to help. With the centaurs' assistance, the characters locate Alagarthas in 1d4 exploration turns. The elves can also be persuaded to escort the party to the foot of Mount Illefarn while avoiding danger along the way; as long as the elves remain with the party, random encounters occur only on a result of 19-20 (instead of 17-20).

Daggerford Patrol: A typical Daggerford patrol consists of 1d6 human warriors riding horses.





Wood Elves: The elves are furious at being driven from their home in Laughing Hollow. A character can attempt to earn the elves' trust by succeeding at a DC 15 Charisma check. If the party includes an elf, the character gains advantage on the check.

If the characters earn the elves' trust, they can persuade the elves to help them locate Alagarthas (see "The Elf Prince" below). With the elves leading the way, the characters locate Alagarthas in 1d4 exploration turns. The elves can also be persuaded to escort the party to the foot of Mount Illefarn while avoiding danger along the way; as long as the elves remain with the party, random encounters occur only on a result of 19-20 (instead of 17-20).

The elves don't know what set off the wildfires that destroyed their homeland, but they expect to be around by the time the forest has recovered.

Treants: These ancient creatures are not hostile. Wildfires drove them from their grove in Laughing Hollow. They describe "creatures of flame" (fire elementals) moving through the forest, burning everything in their path. The treants don't know where the elementals came from or if they started the wildfires.

Green Dragon: The characters encounter Chuth (pronounced *chooth*), an adult green dragon. The dragon is lurking in a stand of trees, and when it sees the party, it turns invisible (using an *invisibility* spell) and closes in. Chuth has a taste for elves; if the dragon sees an elf in the party, he attacks the elf. If the party contains no elves, he swoops invisibly over the characters' heads to startle them and their horses, then flies off. Mounted characters must make a DC 10 Dexterity saving throw. *Failed Save:* The character falls off his or her mount and lands prone, taking no damage.

If Chuth takes 30 damage or more from the party, he flies away in a huff. The dragon makes a return appearance at the end of the adventure (see "Part 4: Dragon's Rain" on page 106).

Laughing Hollow

When the characters come within sight of Laughing Hollow, read:

You've heard the stories that tell of an eerie, shadowed place—a forest of ancient trees with crowns to humble the mightiest kings. Even in daylight, the shade from these elder trees would create a perpetual twilight effect—an idyllic home for elves and other sylvan creatures.

What you see before you is nothing like what you imagined. Instead of a sylvan forest, you behold a charred wasteland full of ash and embers. The smoldering skeletons of trees resemble giant black claws erupting from the scorched ground. Boiling ponds and small fires dot the landscape, and above it all hangs a smoky black shroud that blots out the hills beyond. Only the dark and looming silhouette of Mount Illefarn is visible through the haze.

As you head north toward the mountain, light rain begins to fall. Looking back the way you came, you see thunderclouds creeping up behind you.

The wildfires that swept through Laughing Hollow were merciless, leaving no corner untouched. A few fire elementals scour the wasteland (see "Wilderness Encounters" above), but it's unclear whether they're at fault or if they were somehow spawned by the inferno.

Players might think the wildfires are the work of evil forces somehow tied to their quest for the Fire Key. They might even suspect Imix's involvement. In this case, the mystery is more important than the truth, and the truth is, Laughing Hollow had plenty of secrets both magical and mundane—too many for survivors to know for certain what triggered the blaze.

The wildfires have mostly burned out, and with the coastal storm moving inland, there's no risk of the fires spreading to Delimbiyr Vale or Daggerford.

At any point during the party's "stay" in Laughing Hollow, they may encounter Alagarthas the elf prince (as described below).

Forest not depicted on overland map. Hence decision to burn it down.

The Elf Prince

Alagarthas is a royal-blooded elf, a descendant of the ancient kings of Miyeritar. His father is Melandrach, the elf king of the Misty Forest, who has a long and illustrious history in these parts.

Alagarthas believes he would be the heir apparent to the kingdom of Miyeritar if his ancestors hadn't "let everything collapse into ruin." It bothers him that great leaders such as his father are satisfied with forest kingdoms, when in the days of ancient Illefarn, elven nations stretched from the sea to the distant horizons of the north, south, and east. Alagarthas wants to resurrect ancient Illefarn and rule it as king, and toward that end, he's emerged from his father's shadow to form alliances with wood elves scattered up and down the Sword Coast.

Of course, what Alagarthas feels he's entitled to and what he deserves are two very different things. He has a lot to prove. As the characters make their way through the smoldering ruins of the forest, they stumble upon the haughty elf prince and some of his wood elf friends.

Through the rain and the smoke, you see more than a dozen dark shapes that turn out to be elves covered in soot. They form an arc in front of you, but appear more weary than hostile. A steady voice addresses you in Common. "I don't suppose you know who did this?"

The voice belongs to Alagarthas the elf prince, who is joined by 18 wood elves (see page 233 for their statistics).

Alagarthas came to Laughing Hollow to get away from his father's woodland court and make a name for himself. Although he's "deeply saddened" by the loss of the forest in Laughing Hollow, it's not his home that burned to the ground. The wildfires have afforded Alagarthas the perfect opportunity to demonstrate his natural leadership ability. Since the fire, the prince and his new friends have been scouring the forest for survivors and attempting to ascertain what happened.

If the characters speak to Alagarthas of their quest, he sees yet another opportunity to forge his destiny by helping them—not because he cares about the Red Wizards of Thay or their evil schemes ("Thay is a thousand miles from here!") but because he thinks he can befriend the dwarves of Mount Illefarn and gain some powerful dwarven allies. Neither Alagarthas nor the elves in his company know that the Ironaxe dwarves are pariahs, and that helping them is likely to antagonize every other dwarven clan from Secomber to Mirabar!

Alagarthas doesn't care about the why's and what-for's of the party's quest, and he's tired of searching for missing elves and wounded bears. He's ready to blame



the wildfires on fire elementals and lead his companions alongside the adventurers to Mount Illefarn.

Alagarthas might one day make a fine leader. He certainly has the breeding, the intelligence, and the charisma, not to mention superior fighting skills. To demonstrate what he's capable of, he's willing to use his forces to create a diversion, luring enemy orcs out of Mount Illefarn so that the characters can enter unmolested.

Development

If allowed to join the party, Alagarthas splits his warband in two. He tells nine wood elves to "continue the search, and let others know of the great quest we have taken up!" He keeps the remaining nine with him, and then tells the characters to "lead the way." The prince is prepared to play by the adventurers' rules, but if the characters ever find themselves vexed by indecision, the elf prince steps in to make the call.

Alagarthas's kindness only extends so far. If the characters treat him (and, by extension, his fellow wood elves) poorly, he has no compunctions about leaving them to complete their quest alone.

Alagarthas can't remember the names of all the elves in his remaining retinue, but the six men are named Beiro, Daruach, Ganalan, Lovain, Maingalad, and Tarthagal; the three women are named Antarra, Jelenneth, and Ulaqui.



PART 3: IRONAXE HALLS

The Ironaxe dwarves were in decline when the Clotskull orcs stormed their hallowed halls two decades ago. Hunted by elves, the orcs were looking for a place to hide. They thought the shield dwarves had abandoned Mount Illefarn long ago.

The dwarves put up a fight, but the orcs simply overwhelmed them. Still, many Clotskulls died in the conflict. King Korin Ironaxe offering his enemy a safe haven, treasure, and food in exchange for his clan's freedom. Prook, the orc chieftain, wasn't particularly bright, but he understood that his tribe and Korin's "tribe" were both on the verge of extinction. Instead of agreeing to Korin's plan, Prook ordered his orcs

to mate with the dwarf prisoners and repopulate the tribe. The orcs were content, the dwarves less so.

It took the Ironaxe dwarves a long time to adjust to their new way of life—the notable exception being King Korin himself, who never really came to grips with what happened. The realization that he'd failed his clan on all fronts gradually drove Korin mad.

Today, the Clotskulls are a tribe of orcs and half-orcs ruled by Prook's successor, a domineering ettin named Harglevargle. The dwarves remain the orcs' prisoners. The resentment that the dwarves bear toward their captors is couched by the love they possess for their half-orc children. Without a strong king to back them, they feel powerless to oust their orc captors and believe in their hearts that the destinies of the Ironaxes and the Clotskulls have become hopelessly entwined.

ROLEPLAYING DARWA DALION

Darwa "Boo Boo Doll" Dalion is a short, pudgy woman in her late 20s, with a shaved head and beady black eyes. She lived in Daggerford for years, pretending to be a doting midwife and herbalist, and knows how to play nice and keep her true goals hidden. Darwa does nothing to provoke her captors and does everything she can to help them, until such time as she gains the upper hand. She has no compunctions about killing her captors, particular if it means escaping the hangman's noose that she can already feel tightening around her neck.

For more information on what Darwa knows, see pages 62-63.

The Quarry

As the characters approach the foot of Mount Illefarn, read:

Mount Illefarn rises above the foothills like a giant among dwarves, a dark and brooding mound of rock with pine trees jutting from its timeworn slopes. Carved into the mountain's foot is a sprawling quarry—a multi-tiered excavation site full of marble and granite. On the first tier, 20 feet above ground level, two heavy stone doors have been smashed, exposing a passage leading into the mountain's base. Four more tiers extend up the mountainside.



The distance from the edge of the charred forest to the lowest tier of the quarry is roughly 250 feet. Orc sentries are usually posted throughout the quarry, but the wildfires and smoke have driven them inside, leaving the entrance poorly defended.

The quarry resembles a giant set of stairs, each step 50 feet higher than the one below it.

Entrances: The main entrance to Ironaxe Halls (area 1) is on the lowest tier. However, there are secret entrances on the two tiers above that (areas 31 and 43, respectively).

The secret entrances are hidden behind rubble and impossible to spot from a distance. Even characters searching the vicinity have a hard time finding them unless they know exactly where to look. If the characters have Thord with them (see page 53), he can show them where the secret entrances are located. He is especially inclined to show them the secret door to the middle level, since that's closest to where he expects to find his son, Grit (see area 29).

Dungeon Collapses and Magic Circles

Over the years, earthquakes have weakened the structural integrity of the tunnels and chambers under Mount Illefarn. The three-level dungeon complex dubbed "Ironaxe Halls" is completely cut off from whatever's left of the old dwarven city, and the lingering dwarves, so few in number, have done little to make their home safe. Consequently, the entire dungeon (or large sections thereof) could collapse at any time.

To make the dungeon safe while they search for the Fire Key, the Red Wizards of Thay have inscribed magic circles in various chambers to stabilize the

rock around them and prevent further collapses. (This work is ongoing as the Red Wizards continue to inscribe new circles.) However, there's a weakness in these circles that characters can exploit: If a circle is defaced, it not only ceases to function but also sends out a magical "pulse" that actually causes the dungeon around it to collapse—a fact that a character with knowledge of arcana or forbidden lore can ascertain with a successful DC 10 Intelligence check. Clever characters can use these collapses to selectively destroy parts of the complex.

Magic Circles: The magic circles created by the Red Wizards are 20 feet in diameter and carved into the floor. An intricate series of symbols empowers each circle, stabilizing the rock around it while absorbing the energy from earth tremors and quakes.

To disable a circle, a creature must use an action to deface one or more of its arcane symbols (which can be chiseled away) or cast a *dispel magic* spell on the circle, which causes the circle to release its stored energy. Either act triggers a collapse at the end of the creature's next turn.

The collapse triggered by a disabled circle begins with a deep rumbling, followed by dust and bits of stone falling from the ceiling. It ends spectacularly as all tunnels and chambers within 50 feet of the disabled circle (5 squares on the map) fill with rubble and become impassable. Any creature in the area when the ceiling finally collapses is buried and killed beneath the weight of the mountain. A mobile creature within 10 feet of a safe location can make a DC 5 Dexterity check to reach that location; otherwise, it is crushed and killed.

A collapse on one level of the dungeon does not affect other levels, as they are far enough apart.

ROLEPLAYING THE CLOTSKULL ORCS

The Clotskull orcs are brutish bumpkins. A long tradition of inbreeding has greatly diminished their intellectual capacity, making them fairly easy to outwit. A Clotskull orc without a strong leader wouldn't think to surrender, trusting in its size and strength to overcome any threat.

The half-orc members of the tribe are a little smarter and have better survival instincts.

If the characters manage to charm or incapacitate an orc, it can reveal the following useful information:

- ◆ Harglevargle, a “two-headed giant,” is chief of the Clotskull tribe.
- ◆ The Red Wizards have taken over the upper level. Orcs aren't allowed up there.
- ◆ The Red Wizards are looking for a weapon called Derwin's hammer, but they can't find it.
- ◆ To open the iron safes, you need iron coins (see “Iron Safes and Iron Coins” below).
- ◆ Korin Ironaxe, the ancient dwarf king, is on the middle level (area 26).

Characters who speak with orcs might learn some of their names. Sample names are included below.

Male Orc Names: Amok, Drek, Hrax, Krog, Lunk, Rulk, Shag, Thulk, Ulaag, Verk.

Female Orc Names: Brul, Droga, Krumma, Murka, Okk, Pruka, Trulla, Tulug, Vonka.

Characters must be careful when collapsing sections of the dungeon, not only to avoid burial but also to avoid becoming trapped behind tons of rock with no route to the surface. They could die of starvation or suffocation if they are reckless.

Unfinished Circles: Several areas contain circles that are incomplete. These circles are not yet fully empowered, and nothing happens if they are defaced or dispelled.

Elf Reinforcements

If the characters convince Alagarthas and his elves to accompany them (see “The Elf Prince” on page 74), you can simplify combat encounters between elves and orcs by not making attack rolls and assuming that (a) the elves kill one orc every round and (b) the orcs kill one elf every *other* round, until one side or the other is wiped out. Alagarthas's statistics are on page 233, and his hit points should be tracked normally.

Iron Safes and Iron Coins

Shortly after leading his dwarves back to Mount Illefarn, Korin Ironaxe realized he had no secure vault in which to hide his treasure, so he commissioned a

ROLEPLAYING THE IRONAXE DWARVES

The Ironaxe dwarves were angry and ashamed for a very long time, but most have come to accept their fates. Being lawful creatures, they stand by their king even as his grasp on reality weakens. Until Korin dies or leaves of his own volition, they are trapped under Mount Illefarn anyway, with or without the orcs.

The Ironaxe dwarves have been unable to procreate on their own, and they fear that Moradin has cursed them. The dwarves try to impress their values upon their half-orc children before they are taken away and trained by the Clotskull orcs.

The dwarves know their history (see “Setting the Stage” on page 65) as well as the following bits of useful information:

- ◆ The Red Wizards control the upper level, which is guarded by undead creatures.
- ◆ The Red Wizards' leader is Arvik Zaltos, a human with serpent tattoos. Arvik is searching for Derwin's hammer, which was stolen from Derwin's tomb (area 35). Meanwhile, Arvik's apprentices have been inscribing magic circles throughout the dungeon. The circles are designed to keep Ironaxe Halls from collapsing, and they appear to be working.
- ◆ Arvik recently locked one of his apprentices—the human woman, Skannon—in a cell (area 23).
- ◆ To open the iron safes in Ironaxe Halls, you need iron coins (see “Iron Safes and Iron Coins” below). King Korin hoards several of them.
- ◆ Some believe that King Korin is possessed by the spirit of an evil necromancer named Kelthas, who is driving Korin insane while also keeping him alive.
- ◆ The king is confined to his private quarters on the middle level (area 26). Arvik Zaltos has stationed an undead guard outside Korin's door.

Characters who speak with the dwarves might learn some of their names. Sample names are included below.

Male Dwarf Names: Arum, Brusky, Dalmar, Gil-drul, Hewgarr, Karn, Kerwin, Runok, Telrun, Vylgar.

Female Dwarf Names: Dirrinda, Heznir, Jalsalyn, Krimhyld, Mynkarin, Prismira, Sevishaan, Vora.

dwarf named Daernora to design a series of iron safes and then tasked his subjects to embed them in walls throughout the dwarven enclave.

The iron safes were built to defy would-be thieves. Each safe is basically a hollow cube of 3-inch-thick seamless iron, 3 feet on a side, secured behind a molded iron frame bolted to the surrounding wall.

Most of the safes are 2 feet off the floor, putting their contents within easy dwarven reach.

The front of each safe is a solid iron door with hidden hinges and a coin slot in the middle. Any standard-sized coin can be fed into the slot, but it takes a special kind of iron coin to unlock the door. Coins that are fed into the slot (including iron ones) drop into a hollow cavity in the door. The dwarves used to have another type of coin designed to open this cavity (so that the iron coins could be removed and reused), but these cavity-opening coins have been lost and are nowhere to be found in this adventure.

Iron Coins: The Ironaxe dwarves minted thousands of special iron coins, but only a few dozen remain. (The rest have been lost or misplaced.) Each coin has the image of a cloven orc skull molded on one side (a symbol favored by the Ironaxe clan) and a mountain stamped with the Dwarvish glyph for the letter “I” on the other (some dwarves believe the “I” stands for “Ironaxe,” while others claim “Illefarn”).

Placing one of these iron coins in the slot unlocks the door of the iron safe and causes it to swing open. However, the coin is forever lost (see above).

Iron Door: Whenever a safe door is closed tight, it locks automatically. A crank mounted to the inside of the door allows it to be opened from within.

A safe door can be magically opened with a *knock* spell, but it cannot be picked open using thieves’ tools. The door and the surrounding framework are also impervious to most kinds of damage, as noted below.

Iron Safe Door: AC 20; hp 100; resistant to acid, force, and necrotic; immune to all other forms of damage. If the door is reduced to 0 hit points, 1d6 - 1 iron coins spill out of the cavity within it.

LOWER LEVEL (AREAS 1–15)

The orcs control this level. They also removed all of the doors so that sounds of combat in one area can be heard throughout the entire level. This poses an interesting challenge not only for the characters but also for you, the DM.

Reinforcements: Unless the characters are able to take out enemies quickly and quietly, any fight on this level draws reinforcements from other areas. Thunderous explosions likewise attract reinforcements. Creatures in nearby rooms arrive in 1 round, while reinforcements that are farther away show up a round or two after that.

All creatures inclined to join a battle on this level are listed below for ease of reference. There are a few creatures on this level that do not respond to alarms, and they are described in their individual encounter locations.

Area	Inhabitants
2	10 orcs and 10 half-orcs
3	5 orcs and 1 orc shaman
8	5 orcs and 5 half-orcs
9	Harglevargle (ettin)
10	1 ogre, 6 orogs, and 3 half-orcs

Light: Inhabited areas are lit by 1d4 torches set in rusty iron brackets. Uninhabited areas (including tunnels) are dark.

Ceilings: Unless noted otherwise, ceilings throughout this level are 10 feet high and flat.

1. Main Entrance

Rusted iron hinges jut from the walls, but the stone doors that hung from them have been smashed to rubble. A foul odor issues from the darkness, and you hear brutish laughter and swearing up ahead.

The foul odor and voices belong to the orcs and half-orcs in area 2. Characters who understand Orcish get the sense that the creatures are playing some sort of physical game, while characters with low-light vision or darkvision who peer inside can see the inhabitants of area 2 quite clearly.

Creatures: Although the entrance is unguarded, any audible disturbance outside attracts 1d6 orcs from area 2. The remaining orcs and half-orcs follow if and when battle erupts.

2. Clotskull Hall

The first time characters peer into this hall, read:

This crumbling hall contains no furniture, just piles of debris. A pair of half-orcs are wrestling and throwing each other around in the middle of the hall, surrounded by several more orcs and half-orcs who are keeping the fight contained while goading the two combatants.

All of the half-orcs are shorter than their orcish kin, and many of them have bristly beards.

Members of the Clotskull tribe gather here to eat, play games, and form hunting parties. Orcs also sleep here at night, on the stone floor.

Creatures: There are 10 orcs (see page 253 for statistics) and 10 half-orcs (see page 242 for statistics) in the room. The half-orcs are the offspring of dwarves and orcs and have features common to both races.

A battle in this area is likely to draw reinforcements (see “Reinforcements” above), but not immediately. The orcs in area 3 first need to herd the orc children to area 4, and the occupants of areas 8 and 10 need time to get here. Harglevargle (see area 9) arrives last.

IRONAXE HALLS

One square = 10 feet





Treasure: The half-orcs have no treasure, but each orc carries a pouch containing 3d6 cp, 2d6 sp, and 1d6 ep.

3. Crumbling Playroom

The walls and ceiling of this torchlit room are cracked and pockmarked with holes, and the floor is strewn with rubble. Two deep, rubble-filled alcoves flank a stone ramp to the north that leads up. To the south, the rubble has been cleared away to make room for a circle of runes inscribed on the floor.

If the characters reach this area without triggering an alarm, add:

Several orc children armed with sticks chase each other around the room. A few hurl rocks at the frustrated adults watching over them.

This room (as well as area 4) is where the Clotskull orcs keep their young. There are no half-orc children here because the orc children mistreat them. When an alarm sounds, the adults herd the children into area 4.

Creatures: Five orcs (see page 253 for statistics) and an orc shaman named Mahmu (see page 254 for statistics) stand guard here, watching over ten orc children (noncombatants with AC 10 and 1 hit point each).

A battle in this area is likely to draw reinforcements (see “Reinforcements” above). The first to arrive are the guards in area 2.

Magic Circle: See “Dungeon Collapses and Magic Circles” (page 76) for more information.

Ramp: The ramp to the north slopes up at a 20-degree angle but comes to a dead end after 50 feet. It used to connect to area 25 on the middle level, but now 20 feet of rubble separate the two areas.

4. Nursery

This room is strewn with rubble and shattered bits of furniture, none of it salvageable.

The orc children sleep here, on the floor, when they’re not playing in area 3. They are also herded here if the complex comes under attack.

Treasure: One orc child stole a 500-gp ruby from Harglevargle’s room (area 9) and hid it under the rubble in the northwest corner. Any character searching the rubble finds it.

5. Buttressed Room

Everything, including the dust and rubble, has been swept from this chamber. Several wooden beams support the 10-foot-high ceiling, which appears to be on the verge of collapse.

There are ten wooden beams buttressing the ceiling. A beam can be knocked down or removed as an action; when that happens, roll a d10. If the result is higher than the number of beams currently supporting the ceiling, the ceiling collapses, filling the room with rubble. Any creature inside the room at that time must make a DC 7 Dexterity saving throw. The saving throw fails automatically if the room is sealed off and the creature has nowhere to go. *Failed Save:* 35 (10d6) bludgeoning damage, and the creature buried under rubble. While buried, the creature is prone, restrained, and unable to stand. A buried creature can use its action to make a DC 20 Strength check. If the check succeeds, it can crawl 5 feet through the rubble on its turn. If it is still in the room at the end of that movement, the creature is restrained again.

A creature outside the room can clear away enough rubble to grant a buried creature within 5 feet advantage on its Strength check to escape.

6. Storage Niche

At the end of this hall, to the north, is a 10-foot-square niche lined with stone shelves and pegs. Several spikes, hammers, picks, pulleys, ropes, and levers are stored here.

Dwarf laborers who worked in the quarry would store their equipment here. Among the mundane gear are

23 iron spikes, eight hammers, seven picks, and three 50-foot coils of hemp rope.

7. Abandoned Armory

The orcs are aware of the pit trap in the northwest corner (see “Pit Trap” below) and have disabled it so that it doesn’t open.

Stone slabs covered in tattered and rotting cloth line the south wall of this dusty room, while the west and east walls are lined with stone weapon racks, now empty.

The north wall is adorned with an elaborate, 20-foot-long carving that depicts a squad of armored dwarves fighting back-to-back against two red dragons, one on each end. The tip of the westernmost dragon’s tail is bent in a very strange way.

Any character that inspects the red dragon carvings on the north wall can tell that the tip of each dragon’s tail is hinged. The westernmost dragon’s tail has been pulled down, locking and effectively disabling the pit trap (see “Pit Trap” below). If the tail is moved to its “up” position, there is a loud “clunk” from somewhere under the floor as the pit trap is enabled. Pulling down on the easternmost dragon’s tail opens a secret compartment in the wall above one of the stone slabs to the south (see “Treasure” below).

Pit Trap: The northwest corner of the room contains a 20-foot-deep pit with a bed of iron spikes at the bottom. The pit’s 10-foot-square stone lid is disguised to look like the surround floor, and detecting it while closed requires a DC 20 Intelligence check.

The pit’s hinged lid is currently locked in the closed position, allowing creatures to walk over the pit trap without triggering it. The lid can be unlocked and the trap enabled as described above, after which any weight placed on the lid in excess of 300 pounds caused it to open. (Most likely two human- or orc-sized creatures with equipment need to stand on it before it gives way.) Creatures standing in the trapped area when the lid snaps open must make a DC 15 Dexterity saving throw to jump clear before falling. *Failed Save:* 7 (2d6) bludgeoning damage from the fall, and 3 (1d6) piercing damage from the iron spikes, or 10 (3d6) piercing damage if the save fails by 5 or more.

The pit walls are smooth and require a DC 20 Strength check to climb.

Treasure: A secret compartment in the south wall can be detected with a DC 20 Intelligence check and opened by pulling down the hinged tail of one of the dragon sculptures on the north wall (as described above). The secret compartment contains a *potion of healing* and a gold necklace bearing an onyx pendant shaped like a warhammer (worth 250 gp).

8. Mess Hall

If no alarm has been raised, soft snores can be heard issuing from this room.

Stone tables and chairs, many of them crumbled, have been shoved against the walls of this room, forming a clear path in the middle. Rat bones cover the floor.

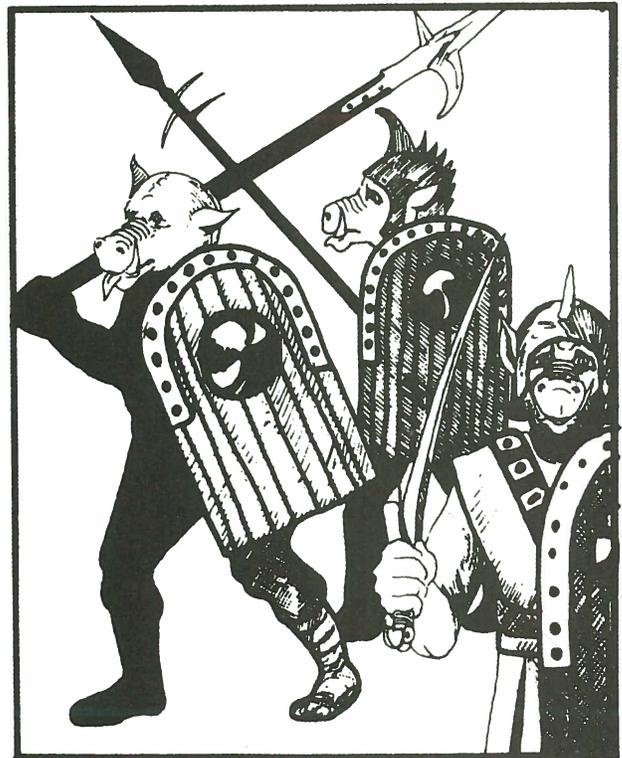
Dwarven laborers used to gather here after a hard day’s work in the quarry. Now, the room is used by orcs as a lounge.

Creatures: Five exhausted orcs (see page 253 for statistics) and five exhausted half-orcs (see page 242 for statistics) are sleeping soundly in stone chairs. Characters (including those dressed in heavy armor) can cross the room, cracking rat bones as they go, without waking any of the orcs or half-orcs. Attempting to kill one of the sleeping creatures has a 50% chance of waking the others.

If combat erupts elsewhere on this level, Hargle-vargle (see area 9) awakens these sleeping guards with his bellowing.

A battle in this area is likely to draw reinforcements (see “Reinforcements” above). The first to arrive are the inhabitants of areas 2 and 9, followed by the creatures in area 10. The orcs from area 3 arrive last.

Treasure: The half-orcs have no treasure, but each orc carries a pouch containing 3d6 cp, 2d6 sp, and 1d6 ep.



9. Harglevargle

Harglevargle the ettin, reigning chieftain of the Clotskull tribe, has claimed this room. When the characters get close enough to peer into the room, read:

An ornate, 20-foot-diameter circle is inscribed on the floor of this torchlit room, which appears on the verge of collapse.

The floor is strewn with gnawed rat bones. Heaps of broken granite and marble are scattered about, and in each corner of the room stands an 8-foot-tall stack of marble slabs. Someone has tucked a battered wooden chest in the narrow gap between the southeastern stack and the ceiling.

The ceiling in this room is 10 feet high, and Harglevargle is 11 feet tall, which means he needs to hunch over to fit in this room.

The battered wooden chest atop the stack of marble in the southeast corner belongs to the ettin and contains its treasure, minus one ruby (which can be found in area 4).

Creature: If an alarm has not sounded, the ettin (see page 234 for statistics) is down on all fours, searching the floor and nearby piles of rubble for a lost gem. The stolen gem is hidden in area 4; if the characters return it to Harglevargle, the ettin is willing to listen to anything they have to say (see the “Roleplaying Harglevargle” sidebar for guidance on how to portray the ettin).

A battle in this area attracts reinforcements (see “Reinforcements” above). The first to arrive are the inhabitants of area 10, followed by the creatures in areas 2 and 8. The orcs from area 3 arrive last.

Magic Circle: See “Dungeon Collapses and Magic Circles” (page 76) for more information.

Treasure: Harglevargle’s battered chest is unlocked and contains 450 ep, four 100-gp gems, and five 50-gp gems. Buried under the coins and gems is a lapis lazuli figurine of Moradin (worth 250 gp). It depicts Moradin bringing his mighty hammer down on an altar, upon which rests a tiny, half-formed dwarf. (Although the figurine is meant to represent the forging of dwarvenkind, it unintentionally looks like Moradin is threatening to smash the tiny dwarf to pulp.)



ROLEPLAYING HARGLEVARGLE

Harglevargle has two personalities. The “Hargle” half is serious and narrow-minded. The “Vargle” half is curious and imaginative. Despite their differences, they get along fairly well because there are many things they enjoy doing together (smashing stuff, counting coins, busting heads).

The ettin became chieftain of the Clotskull tribe after the previous chief, a mighty orc named Prook, died when part of the dungeon collapsed. (Prook’s chambers were north of area 10.) Harglevargle served Prook as a bodyguard for years and learned a lot about leadership watching him. Those lessons boil down to: “Walk loudly and carry a really big stick (or axe).” That said, the ettin knows better than to maim or kill an enemy who might have something useful to offer—again, something Harglevargle learned by watching Prook.

If Harglevargle is reduced to 10 hit points or fewer, Vargle suggests to Hargle that it might be time to flee, or, if escape is impossible, surrender. Hargle tells Vargle to shut up, and that’s the end of that argument. If a character successfully charms the ettin (difficult given its two heads), it can be persuaded to stand down and call off its minions.

Had to cut some not-so-witty banter between Hargle and Vargle. Poop jokes, mostly.



10. Training Room

Orcs and their kin train here, day and night. If the characters have gotten this far without tripping an alarm, they hear voices (in Orc) coming from the room. When they are close enough to see inside, read the following text.

This room is bare of furnishings, but far from empty. Six particularly brutish orcs in ring mail are training three young half-orc warriors to fight. The half-orcs are shorter than the orcs and swing greataxes at invisible enemies while the orcs bark instructions.

A fat ogre sits on the floor near a staircase going up. It appears to be reading a small book with one finger up its nose. It wears a cloak made from owlbear hide, complete with beaked cowl and feathered mantle.

This room is kept clean and free of rubble.

Creatures: One ogre (see page 252 for statistics), six orogs (see page 254 for statistics), and three half-orcs (see page 242 for statistics) are here. The orogs are training the half-orcs to fight while the ogre looks at the pictures in a book it found (see “Treasure” below).

A battle in this room is likely to attract reinforcements (see “Reinforcements” above). The first to arrive is Harglevargle from area 9, followed by the guards in areas 2 and 8. The orcs from area 3 arrive last.

Staircase: The stairs climb almost 30 feet before ending at a wall of collapsed stonework. Any attempt to clear the rubble triggers a further collapse that fills the entire staircase with debris. All creatures in the staircase must make a DC 9 Dexterity saving throw. *Failed Save:* 10 (3d6) bludgeoning damage.

Treasure: Each orog carries a pouch containing 3d6 sp, 2d6 ep, and 1d6 gp. The ogre’s owlbear cloak is sized for a Large creature and worth 5 gp.

While hunting in Laughing Hollow a few months ago, the ogre found a spellbook hidden in a dead tree trunk. The spellbook’s cover is made of bright autumn leaves varnished with tree sap, and its pages are rectangles of green papyrus adorned with arcane diagrams and pictures of material components.

On the first page of the spellbook are written the following words in Gnomish: “Property of Hobarth Williwick, Mage Extraordinaire!” The spells are also written in Gnomish and have peculiar names (although they function as the spells noted in brackets):

1st: Williwick’s razzle-dazzle (color spray), Williwick’s bedtime story (sleep)

2nd: Williwick's spectacular disappearance (invisibility), Williwick's mighty mirage (phantasmal force)

3rd: Williwick's fancy footwork (haste), Williwick's glorious gills (water breathing)

4th: Williwick's back door (dimension door), Williwick's fantastic form (polymorph)

5th: Williwick's captive audience (hold monster), Williwick's instant arrival (teleportation circle)

Development

Tracking down the rightful owner of the spellbook is beyond the scope of this adventure, and not necessarily in the party's best interest. Feel free to do what you wish with Hobarth "Hobbie" Williwick, Mage Extraordinaire!

11. Toolmaker's Shop

Three-foot-high blocks of granite protrude from the eastern and southern walls, forming an L-shaped workspace cluttered with tools, loose bolts, and scraps of metal. Embedded in the west wall is an iron safe.

Dwarves repair broken tools in this room. Among the instruments found here are a vice, a saw, a hammer, a whetstone, an iron file, and a chisel.

Iron Safe: For rules on how to open this safe, see "Iron Safes and Iron Coins" (page 77). The safe holds one object: a cube-shaped puzzle box made of marble and gold, and measuring 6 inches on a side. If the box is shaken, coins jingle within.

The puzzle box is made of movable parts and is worth 500 gp intact. Opening it requires 1 minute of tinkering followed by a successful DC 18 Intelligence check. If the check fails by 5 or more, the box releases a cloud of sleeping gas. All creatures within 5 feet of the box when the gas is released must make a DC 12 Constitution saving throw. *Failed Save:* The creature falls unconscious for 1 hour. The creature cannot be awakened by normal means, but a *lesser restoration* spell wakes the sleeping creature immediately.

The box can be busted open by forcibly hurling it against a heavy object, smashing it with a blunt weapon, or dropping it from a height of 20 feet or more; however, smashing the puzzle box releases a 15-foot-radius cloud of sleeping gas (see above). The shattered box's value drops to 50 gp for the loose bits of gold alone.

The puzzle box contains 30 gp and one iron coin (see "Iron Safes and Iron Coins" on page 77).

12. Sculptor's Shop

This dark room is strewn with sculptor's tools and broken blocks of granite and marble. Against the far wall, hidden under gray leather tarps, are three large shapes.

The tarps are made of elephant hide and cover three half-finished statues from head to toe.

Statues: The three statues stand between 6 and 7 feet tall and show exquisite dwarven handiwork. The upper half of each statue is basically complete, but the statues become less finished toward the bottom.

Left Statue: This statue is made of marble and depicts a female dwarf cradling a dwarf baby in her arms. A character that inspects the statue closely and succeeds at a DC 15 Intelligence check realizes that the baby is actually a separate sculpture. A *detect magic* spell cast on the baby reveals faint auras of abjuration and conjuration. If the baby is taken from its mother's arms, it begins to wail, alerting the creatures on this level. Placing the baby back in its mother's arms stops the wailing. Destroying the baby (!) also ends the effect. It has AC 10 and 5 hit points, and it is immune to nonmagical weapons, cold, fire, poison, psychic, and all conditions.

Middle Statue: This statue is made of granite and portrays an armored male dwarf in mid-leap, swinging an iron hammer downward. The statue depicts Derwin, beloved brother of King Derval and King Korin, and the hammer held tightly in the statue's grip is a facsimile of Derwin's real hammer and is nonmagical. Pulling the hammer free requires a DC 13 Strength check.

Right Statue: This statue depicts an armored male orc with a heavy brow and wide smile and giving a big "thumbs up!" This sculpture, which the orcs demanded, is a fairly glamorous yet wholly inaccurate depiction of Prook, the last orc chieftain. Harglevargle didn't like the way it was turning out and told the sculptor to stop working on it.

13. Lump's Room

Characters approaching this room hear deep sobs from within.

Sputtering torches illuminate this room. Another hallway stretches toward the west, and a marble bathtub with six clawed feet rests against the east wall. Squeezed into the bathtub is a hideous monster that looks like a cross between an ogre and an orc. "SCRATCHES!" it cries out, then buries its ugly face in its hands.

ROLEPLAYING LUMP

Lump is distraught because Scratches—his beloved cave rat—was turned to stone in the last adventure (see page 62). After delivering the Earth Key to the Red Wizards, Lump returned to his tub for a good cry.

If the characters rescued Scratches and brought the rat with them, they can reunite Lump with his furry friend and earn the ogrillon's everlasting gratitude and loyalty. If Darwa Dalion killed Scratches in "The Cursed Crypts of Ambergul" and she's with the party when Lump learns the truth, the ogrillon tears her limb from limb unless prevented from doing so.

Lump is about as sharp as a balloon. A character that captures another cave rat (the orcs ate all the ones on this level, but there are several wandering the level above) can trick Lump into thinking the captured rat is Scratches with a successful DC 10 Charisma check. Lump wants nothing more than to be reunited with Scratches, so he's easily convinced. If the check fails, Lump is incensed by the failed deception and attacks.

Both of Lump's parents were killed by elves, so he harbors some resentment toward pointy-eared folk. If the party includes one or more elves or half-elves (PCs or NPCs) and doesn't have Scratches to bargain with, Lump attacks the elf closest to him. Otherwise, Lump is too upset to fight except in self-defense. He doesn't even respond to general alarms.

The tunnel leading west comes to a rubble-filled dead end after 30 feet. Buried in the rubble is some treasure (see "Treasure" below).

Creature: The creature in the bathtub is Lump, an ogrillon (the offspring of an ogre and an orc). If Lump gets into a fight, use the statistics for the ogre on page 252, and see the "Roleplaying Lump" sidebar for advice on how to portray him.

Treasure: Lump has buried an unlocked wooden chest in the rubble at the end of the western tunnel. Characters digging through the rubble find it automatically. It appears to be stuffed full of colorful bird feathers, but underneath the feathers is a marble chalice sculpted with three grinning dwarf faces that have tiny amethysts for eyes (worth 600 gp).

14. Temple of Moradin

The altar of Imix is displayed here. The dwarves are convinced it's an altar dedicated to Moradin, their god of creation.

If they haven't already encountered Lump in area 13, characters cannot approach this room without hearing the ogrillon's sobbing.

Granite benches surround a large iron anvil, which stands against the south wall of this dusty, torchlit shrine. A ribbon of arcane runes is carved into the walls at a height of roughly 5 feet, encompassing the entire chamber. It appears a few of the runes have been defaced.

The large anvil doubles as an altar (see "Altar of Imix" below). The runes carved into the walls are magical glyphs that protect the shrine against scrying and theft (see "Arcane Runes" below).

Altar of Imix: The altar is solid iron, weighs 2,500 pounds, and measures 7 feet long, 4 feet wide, and 3 feet tall. Carved into the floor in front of it are the words "PRAISE MORADIN" in Dwarvish script.

If struck with Derwin's hammer (see area 26), the altar instantly becomes red hot, and a creature touching it with bare flesh takes 1 fire damage. After 1 minute, the altar begins to glow red as the Fire Key—a fist-sized orb of bright molten lava lodged in the anvil's heart—begins to melt the surrounding iron. After most of the altar has turned to slag, the orb (now visible) forms a solid shell of black magma around itself, allowing it to be picked up and handled without dealing damage to its possessor. The orb's core remains in a hot liquid state (and is visible through the outer shell as a dull orange glow), while the magma shell is merely warm to the touch.

Arcane Runes: The "ribbon" of runes stretches around the entire circumference of the room. As long as the runes' power holds, no one can scry upon this temple or any creature in it. Furthermore, creatures and objects cannot be teleported into or out of the room. Finally, the altar cannot be moved or damaged in any way. All of these effects end when all 150 runes are defaced or destroyed. Characters with knowledge of arcana who spend 5 minutes or more studying the runes can, with a successful DC 15 Intelligence check, determine what the runes do, but not what happens if they're defaced or destroyed.



Would-be thieves have destroyed seven of the runes already, leaving 143 intact. A character can use his or her action to deface or destroy a rune with a melee weapon or chisel, but each time a rune is defaced or destroyed, roll a d20 and consult the following table to determine the effect:

d20	Rune Effect
1-10	The vandal takes 10 (3d6) radiant damage.
11-13	Poison gas is released from a compartment hidden behind the rune. All creatures in the room and the 20-foot-long hallway north of the room must make a DC 11 Constitution saving throw. <i>Failed Save:</i> 16 (3d10) poison damage.
14-16	Acid sprays from a compartment hidden behind the rune. Creatures in the 10-foot square directly in front of the rune must make a DC 13 Dexterity saving throw. <i>Failed Save:</i> 36 (8d8) acid damage. <i>Successful Save:</i> Half damage. Any creature reduced to 0 hit points by the acid is completely dissolved.
17-19	A fireball detonates, filling the room and the 20-foot-long hallway to the north as well. Creatures in these areas must make a DC 15 Dexterity saving throw. <i>Failed Save:</i> 17 (5d6) fire damage. <i>Successful Save:</i> Half damage.
20	No harmful effect.

15. Stairs Up

This staircase made of crooked, ill-fitting stones climbs 50 feet to area 16 (on the middle level).

OBTAINING THE FIRE KEY

If the characters obtain Derwin's hammer and use it to strike the anvil of Imix, they can obtain the Fire Key. However, unless they have already defeated Nadir or found a way to keep him from reaching area 14, the rakshasa shows up in his "Arvik Zaltos" guise to collect the key before the characters can flee the room. Six wights and six wraiths accompany him.

Nadir knows what the runes inscribed on the temple walls can do, and as long as they are intact, characters cannot teleport away. The rakshasa demands that the characters surrender the Fire Key and promises to leave them and the inhabitants of Ironaxe Halls in peace—a promise he genuinely intends to keep. (He is nothing if not lawful.)

The characters will doubtless refuse the rakshasa's offer or make some sort of counteroffer. As the serpentine tattoos on his body begin to writhe, "Arvik Zaltos" commends their stubborn resolve but insists they give him the Fire Key, attacking if they don't (see area 51 for the rakshasa's tactics).

MIDDLE LEVEL (AREAS 16–38)

Most of the dwarves are confined to this level, joined by a handful of orc mates and their half-orc offspring. Adult dwarves fight only in self-defense and to protect their children and fellow dwarves.

Most of the Ironaxe dwarves have come to accept the Clotskull orcs as allies, but if forced to choose between the life of an orc and the life of an endangered adventurer, they will usually side with the adventurer unless there's a good reason not to (for example, if the adventurer acts in a rude or threatening manner).

The orcs, on the other hand, are protective of their "breeding stock" and quick to attack those who try to turn the dwarves against them.

This level of the dungeon isn't in quite as bad shape as the lower level, but there are still lots of crumbling walls and ceilings.

Light: Torches in iron brackets brightly illuminate corridors and occupied rooms, except where noted in the text. Uninhabited rooms are dark.

Doors: All doors are made of pale, polished marble. Most are unlocked, and those that can be locked are noted specifically in the text.

Marble Door: AC 15; hp 30; resistant to piercing and slashing; immune to cold, fire, poison, psychic, and all conditions.

Ceilings: Unless noted otherwise, ceilings throughout this level are 10 feet high and flat.

Wandering Monsters: The middle level of Ironaxe Halls is a busy place; creatures and NPCs tend to move around. Whenever the characters loiter in any unoccupied area (including corridors and staircases), there is a chance that a wandering monster (or group of them) rounds the nearest corner and heads in their direction. Unless they are in a magically silenced area, characters can always hear a wandering monster approaching and attempt to hide before it sees them.

Wandering monsters appear at your discretion, but avoid using them too often. You can roll a d6 and consult the following table to determine what appears, or simply choose the result you like.

d6	Wandering Monster(s)
1	1 cave rat
2	1 dwarf
3	1d4 half-orcs
4	1 orc
5	Grit (see area 29)
6	Arvik Zaltos (see area 51), 6 wights, and 6 wraiths

16. Unfinished Circle

An incomplete circle of runes is inscribed on the floor of this otherwise empty room.

In the southeast corner of the room, a staircase made of crooked, ill-fitting stones descends 50 feet to area 15 (on the lower level).

Unfinished Circle: Skannon Tolker, one of Arvik Zaltos's apprentices, was working on the magic circle before she was imprisoned in area 23. See "Dungeon Collapses and Magic Circles" for more information on unfinished circles.

17. Mixed Quarters

Multiple rooms are keyed to this entry. Characters who approach one of these locations can hear voices speaking in Dwarvish (50% chance) or snoring (50% chance) within.

Four columns made of stacked cubes of granite reinforce the ceiling of this cluttered chamber. Some of the cubes have small niches carved into them that hold various knickknacks.

Against the walls rest five granite slabs covered with the tattered remains of mattresses and blankets. An ordinary broom leans in one corner.

If there are children present (see "Creatures" below), there are crude toys (wooden blocks, miniature mine carts, painted tin statuettes, and so forth) scattered about the floor.

Each support column consists of five 2-foot-thick granite cubes stacked one atop another. A column has 1d4 - 1 niches carved into it, and each niche contains sundry items of little monetary worth (stone mugs, beard combs, statuettes, and so forth). Knocking over the granite columns won't cause the ceiling to collapse, as they are merely precautionary.

Creatures: Each of these rooms contains 1d4 adult shield dwarves (see page 230 for statistics), 1d4 - 1 adult orcs (see page 253 for statistics), and 1d4 - 1 half-orc children (noncombatants with AC 10 and 1 hit point each). The adults and children are either awake or sleeping (see above). See the "Roleplaying the Ironaxe Dwarves" and "Roleplaying the Clotskull Orcs" sidebars (page 77) for guidelines on how to portray the dwarves and orcs.

18. Dwarf Quarters

Multiple rooms are keyed to this entry.

Four columns made of stacked cubes of granite reinforce the ceiling of this cluttered chamber. Some of the cubes have small niches carved into them that hold various knickknacks.

Against the walls rest four granite slabs covered with the tattered remains of mattresses and blankets.

These rooms accommodate dwarves who don't have children, including elders and advisors to the king. See area 17, above, for more information on the room's support columns.

Creatures: Each of these rooms contains 1d4 - 2 adult shield dwarves (see page 230 for statistics) and 1d4 - 2 adult half-orcs (see page 242 for statistics). They are either all awake or all sleeping (see above). See the "Roleplaying the Ironaxe Dwarves" sidebar (page 77) for guidelines on how to portray the dwarves. The half-orcs follow the dwarves' lead.

19. Latrine

Situated at the end of this short tunnel is a stone chair with a hole carved into its seat, an iron chamber pot tucked underneath, and loose rubble all around. Cracks and holes in the ceiling paint a clear picture of where the rubble came from.

Some nasty dwarf left his dirty business in the chamber pot. Beyond that, the latrine contains nothing of interest. Although the ceiling here needs repairs, it's not going to collapse anytime soon.



20. Benches and Safe

Two beautiful benches with white marble seats and frames of sculpted gold sit across from one another in this T-shaped hall. Set into the northern wall between them is an iron safe.

The benches are beautifully crafted and quite valuable (see “Treasure” below).

Iron Safe: The safe has a magical trap that triggers if the door is opened. The trap releases a cloud of poisonous gas that fills the entire T-shaped corridor. All creatures in the area must make a DC 12 Constitution saving throw (dwarves have advantage on the saving throw). *Failed Save:* The creature falls unconscious for 1 hour. The creature cannot be awakened by normal means, but a *lesser restoration* spell wakes the sleeping creature immediately.

The safe contains three shelves: The top shelf is empty; the middle shelf contains two scrolls (*protection from energy* and *teleportation circle*) and a miniature wooden mine cart (a child’s toy) with 25 10-gp gems in it; and the bottom shelf holds a suit of green dragon scale armor.

Treasure: Each bench weighs 400 pounds and is worth 1,500 gp.

Development

Characters knocked unconscious by the safe trap and left here unguarded are discovered by one or more wandering monsters (see page 86) and imprisoned in area 23 with their armor. Their other gear is placed in the safe (weapons that won’t fit are stored in area 21).

21. Food Supplies

This room holds five stone tables of different shapes and sizes, and piled on each table are open sacks of foodstuffs. Two fat rats nibble on a turnip and a wild carrot that have fallen onto the floor, while a third rat has its head buried deep in a sack of apples. Piled in the corners are several empty wooden casks, and embedded in the western wall is an iron safe.

The dwarves keep their food supplies here. All of the food was gathered from the wilderness, since the Ironaxe dwarves have no ties to the rest of civilization. In addition to turnips, carrots, and apples, there are bruised apples, wild cabbages, and rhubarb stalks.

Creatures: Five cave rats—three in plain view and two hidden from view—lurk here (see page 256 for statistics). They are shy and only attack characters that threaten them or try to steal their food.

Empty Casks: Lying on the floor are nine wooden casks that used to contain home-brewed dwarven



ale. Branded into the top of each cask is the Ironaxe symbol: an axe cleaving an orc skull.

Iron Safe: A locked iron safe in the west wall contains one full cask of homemade dwarven ale—the last of the Ironaxe clan’s supply. (The section of Ironaxe Halls containing the brewery collapsed a little over a year ago. There were many tears.) The ale is surprisingly bad but drinkable. Branded into the top of the cask is the symbol of the Ironaxe clan (see above).

See “Iron Safes and Iron Coins” (page 77) for rules on how to open the safe.

22. Safe Vaults

The hallway curls to the north and ends at a pair of marble doors that face one another.

Behind each door is a dusty 10-foot-square vault with an iron safe set into the back wall. See “Iron Safes and Iron Coins” (page 77) for rules on how to open each safe.

Iron Safes: The safe in the western vault contains a folded, gold-tasseled red quilt (worth 250 gp) beneath a suit of +1 *banded mail*.

The safe in the eastern vault contains a desiccated corpse that spills out when the door of the safe is opened. These remains belonged to a middle-aged male dwarf named Larloss, who “disappeared” from Ironaxe Halls a year ago, shortly after a major collapse destroyed the clan’s brewery. His fellow dwarves assumed that Larloss left because he was unhappy with elders’ decision to ration ale, when in fact he was killed by Von, the mad dwarf, and stuffed here after he was caught poking around Von’s secret lab (see area 33). If a *Speak with Dead* spell is cast on Larloss’s corpse, he claims that Von “jumped him” while he was searching for an iron coin to unlock the safe in area 21 (wherein the last of the clan’s ale supply is kept). He can also describe what he saw inside Von’s lab.

23. Prison Cells

Three marble doors set into the walls have embedded iron locks and small windows with iron bars set at dwarven eye level. Just around the corner, hanging from a stone peg on the eastern wall of the corridor, is an iron ring with several iron keys dangling from it—some long, some short.

There are two 10-foot-square cells to the west and one double-sized cell to the south. All three cell doors are locked.

The western cells each contain a set of iron manacles bolted to the back wall. The southern cell contains two sets of manacles. The inhabitants of each cell are described below under “Creatures.”

The key ring hanging on the wall has three longer keys that unlock the cell doors and four shorter keys that unlock the manacles.

Creatures: The northern cell contains a human Red Wizard of Thay named Skannon Tolker (see page 256 for statistics). She has rotting flesh like a zombie but is actually alive and healthy (see the “Roleplaying Skannon Tolker” sidebar for details).

The middle cell contains four wraiths (see page 264 for statistics). They remain out of sight, phasing through doors and walls to attack anyone who tries to free the prisoners. They also attack intruders that enter their cells. The wraiths take orders from the Red Wizard they think is Arvik Zaltos.

The southern cell contains eight prisoners: three elves (Aurelia, Balán, and Tallori), two humans (Amil and Roan), two halflings (Narlo and Pilfer), and a dwarf (Jaral). They are noncombatants with AC 10 and 4 hit points each. These servants were captured during the orc raid on Lord Darfin Flosin’s estate and brought back to Mount Illefarn as “breeding stock” for the orcs. Before the orcs could take advantage of their new prisoners, the dwarves made a plea to the Red Wizards to confine the prisoners instead, which they did. A dwarf brings the prisoners food twice a day. The dwarf prisoner, Jaral, tried to negotiate with his captors and appeal to their decency, until he realized the Ironaxe dwarves have none.

Development

If Alagarthas and his elves are still around after the battle against the wraiths, the prince offers to stay with the party while his remaining elves escort Lord Flosin’s servants to safety.

ROLEPLAYING SKANNON TOLKER

Skannon Tolker stands 6 feet tall and, thanks to a ritual, appears to be an undead creature. Skannon has always been drawn to decay and rot, and so she created a ritual to transform her appearance while preserving her health and vitality. Even though she is very much alive, she has rotting, purplish-gray skin and sunken eyes. The flesh around her mouth has peeled off, giving her a toothy rictus grin. There remains one vestige of her former beauty: a long black ribbon of hair stemming from the back of her scalp. Her red robes are dusty and tattered.

Skannon believes that Arvik Zaltos and other Red Wizards like him are pursuing elemental magic with the goal of overthrowing Szass Tam, and she strives to undermine their efforts and gain Szass Tam’s favor. She was able to keep her feelings hidden from her master, Arvik Zaltos, but not from the rakshasa that replaced him. She assumes “Arvik” used some sort of mind-reading magic on her, but she doesn’t know that he’s being impersonated.

Skannon is lawful evil, bereft of compassion, and prefers the company of undead creatures to living ones. If released, she begins plotting her escape and has no compunctions about abandoning or killing her liberators.

24. Safe Room

A 20-foot-diameter circle of inscribed runes covers almost the entire floor of this dark room. Embedded in the south wall is an iron safe.

This room has been cleared of dust and debris.

Iron Safe: A locked iron safe in the south wall contains a black cloth sack filled with 350 gp, a purple silk pouch holding four 100-gp gems, a scroll of *create food and water*, and a *potion of invisibility* (see page 217) in a red crystal flask (worth 100 gp).

See “Iron Safes and Iron Coins” (page 77) for rules on how to open the safe.

Magic Circle: See “Dungeon Collapses and Magic Circles” (page 76) for more information.

25. Collapsed Foyer

This room has partially collapsed. Its original function is unclear.

This room used to be a foyer that connected to a stone ramp leading down to area 3 on the lower level. Every time the dwarves tried to clear the stone, more rubble rained down from above, so they gave up trying to repair the damage.

26. King's Chamber

Nadir (in the guise of Arvik Zaltos) has stationed a guard in the alcove outside of this room.

A hunched creature stands in front of a marble door set into an alcove. The creature clutches a rusted sword, is clearly undead, and wears a corroded metal skull mask that hides most its face except for its hate-filled eyes.

The masked guard (see “Creatures” below) is a wight that attacks anyone it doesn't recognize.

The door to the room is locked, and the wight carries the key to unlock it. Characters can peer through the keyhole to spy on the room's interior.

This dusty room contains furnishings fit for a dwarven king, most of them carved from marble. They include a bed covered with a stuffed leather mattress, a trunk adorned with painted frescoes of dwarven warriors, a table, a cushioned chair, two matching wardrobes, and a polished desk with matching stool. An impressive dwarven greataxe is mounted above the desk. Set into the middle of the far wall is an iron safe.

Walking in a circle about the room is a gaunt dwarf dressed in cobweb-covered robes that have long since gone out of style. His shoulders are hunched like an owl's, his long white beard drags on the floor, and his bald head is speckled like an egg. Numerous rings adorn his knob-knuckled fingers, and a weighty amulet shaped like a bejeweled golden treasure chest hangs from a silver chain around his neck. He appears to be mumbling to himself quietly.

King Korin Ironaxe was a firebrand in his day, full of bluster, pride, and arrogance. Brief flashes of the once-haughty king can be glimpsed from time to time, but for the most part, he is a worn-out shell of his former self with a mind so addled he can barely remember his name, let alone the names of his brothers and the great battles he has fought. He never had a wife or children but claims to have “commanded nine sons and eight daughters from his queen's iron womb.” In his mind, Ironaxe Halls is the gleaming jewel of a great dwarven kingdom that stretches to every horizon and is the envy of the world. Of the Clotskull orcs, he says, “Oh, please! I scraped them off my boots years ago!” If asked about Derwin's hammer, the addled king retorts, “Is that what they call it nowadays? Well, no one has a bigger hammer than me! I am KING, after all!”

Nadir (in the guise of Arvik Zaltos) searched the king's quarters (including the iron safe) and found nothing that would lead him to Derwin's hammer.

THE MAD KING'S MUMBLINGS

Whenever King Korin Ironaxe is delusional, he mumbles all sorts of nonsense. If the characters try to interact with the mad king, feel free to sprinkle in a few of the following “Korinisms”:

- ◆ “A king should have a thick, weighty beard.”
- ◆ “Where is my queen? I wish to mate with her.”
- ◆ “Tonight we dine on basilisk eggs. Tomorrow, we send the devils of Dragonspear Castle back to hell!”
- ◆ “I can't attend the banquet in this nightgown! Von, you spineless weasel, where are my clothes?”
- ◆ “What is a king without a crown? Damn you, Derval, you thief, you sack of wine!”
- ◆ “I slew Death with my greataxe. I shall not miss his hollow face.”
- ◆ “A necromancer once tried to test me. I ate his liver with some fava beans and a nice Chianti.”

Characters searching the king's desk, clothes trunk, and wardrobes find nothing of value either.

Creatures: A lone wight (see page 263 for statistics) stands guard outside the king's quarters, denying all access to the king while keeping Korin confined to quarters. Only Arvik Zaltos is allowed to enter unmolested.

The venerable dwarf king is a noncombatant, with barely enough strength to draw breath let alone wield a weapon in his own defense. Although delusional most of the time, the king has fleeting lucid moments. Characters who wish to learn anything useful need to watch and listen to Korin closely, and wait for his next lucid moment (see “King Korin's Secret” below). In the meantime, Korin invites them to “stay and rest for a while,” even if he has nothing meaningful to say.

Contrary to opinions voiced of many of his subjects, Korin is *not* possessed by the spirit of an evil necromancer—he's just old and crazy.

Iron Safe: A locked iron safe in the middle of the north wall contains a half-empty cask of bad dwarven ale with a spigot sticking out of it, a platinum flagon (worth 500 gp) stamped with the name KORIN IRONAXE in Dwarvish and emblazoned with the symbol of an owl clutching two battleaxes in its talons, and a *potion of invisibility* (see page 217).

See “Iron Safes and Iron Coins” (page 77) for rules on how to open the safe.

Treasure: The tiny, bejeweled treasure chest around Korin's neck is worth 1,000 gp and holds three iron coins (see “Iron Safes and Iron Coins” on page 77). It is also the key to retrieving Derwin's hammer, as described under “King Korin's Secret” below.



The silver chain around Korin's neck is nonmagical and worth 25 gp.

The greataxe mounted above the desk belongs to Korin and has the name VIGILKEEPER in Dwarvish embossed on the blade. The weapon used to be magical, but Korin drained its magic long ago and used that magic to prolong his life. (This was a special property of the weapon, hence its name.) A *detect magic* spell reveals an extremely faint necromantic aura about the greataxe, and a character with knowledge of arcana or forbidden lore can guess as to how it lost its power with a successful DC 18 Intelligence check.

King Korin's Secret

Every hour that the characters spend in Korin's company, roll a d20 twice. If the first die's result is 18 or higher, Korin has a lucid moment at the end of that hour lasting for 1d10 minutes. Any character that spends the hour trying to spur Korin's memory or appeal to his reason can, with a successful DC 15 Charisma check, add 1 to the d20 result for that hour. If the second die's result is 18 or higher, Nadir (in the guise of Arvik Zaltos) arrives at the end of the hour to question the king yet again on the whereabouts of Derwin's hammer (see "Arvik's Visit" below).

While lucid, the king regains all of his mental faculties and memories. If the characters ask the lucid king about Derwin's hammer, he claims to have stolen the weapon from Derwin's tomb (area 35) and hidden it from the Red Wizards, but he won't say where. He

doesn't trust the characters any more than he trusts the Red Wizards.

"The Owls Are Not What They Seem": If a character mentions the phrase "The owls are not what they seem" to the lucid king, Korin pretends not to know what it means. Any character that succeeds at a DC 10 Wisdom check can tell the king is lying, but Korin Ironaxe, Vanquisher of Orcs and Defender of Mount Illefarn, doesn't like being called a liar and turns away in disgust. A character that rolls a 15 or higher on the Wisdom check sees the king fondle the tiny treasure chest hanging from his neck as he turns away.

Korin is too old and weak to prevent a character from taking the tiny treasure chest from around his neck and using it (see below).

If a character mentions the phrase "The owls are not what they seem" to Korin while he's delusional, the addled king removes the tiny chest from around his neck and repeats the phrase, with effects as described below.

Korin's Secret Chest: The tiny bejeweled treasure chest around Korin's neck is a miniature replica of a much bigger chest cast adrift in the Ethereal Plane. Holding the miniature chest and speaking aloud the phrase "The owls are not what they seem" (in any language) causes the larger chest to materialize within 5 feet of its tiny replica. The larger chest is unlocked and contains Derwin's hammer (see "Treasure" below). Repeating the action of speaking the phrase while holding the replica chest causes the larger chest to return whence it came. If the larger chest (which is 2 feet tall, 2 feet wide, 3½ feet long, and worth 5,000 gp) contains one or more living creatures, it cannot return to the Ethereal Plane.

Treasure: Derwin's hammer is a +1 *cold-forged iron warhammer* enchanted with a special property. When struck against the altar of Imix (area 14), it releases the Fire Key trapped inside the altar.

Arvik's Visit

The longer the characters hang out with King Korin, the more likely they are to receive an unannounced visit from Nadir, in the guise of Arvik Zaltos (see "King Korin's Secret" above). Frustrated by its inability to find Derwin's hammer, the rakshasa wants to see what "gems" it can pry from the rotten treasure chest better known as Korin's time-addled brain.

Creatures: Nadir the rakshasa (see page 255 for statistics) arrives with six wights and six wraiths (see pages 263 and 264 for statistics, respectively). If the guard stationed in front of the king's door is slain or missing, Nadir sends the wraiths into the room to scout it out while ordering the wights to watch the corridor.

If the wraiths report that the king is missing, "Arvik" tells his undead lackeys to split up and search for the king while he scours the room for clues.

If the characters are in the room when the wraiths appear, the wraiths attack. “Arvik” sends in the wights to reinforce the wraiths and waits to see what happens next. If the rakshasa has reason to believe the characters are with the king, it turns invisible and shadows them, hoping they find Derwin’s hammer. If the characters possess the hammer, the rakshasa waits to ambush them in the temple (see area 14).

27. Machinations of Ulan Zev

One of Arvik Zaltos’s apprentices, Ulan Zev, keeps himself busy in this room, which the dwarves used as an infirmary in times of war.

This large, torchlit chamber has been swept clean. Nine hollow, freestanding suits of antique dwarven plate mail stand against the walls, but otherwise the room is bereft of furnishings.

In the middle of the room, three half-orc children gather around a pale, thin man with a shaved head, red eyes, and red robes. The man is kneeling over a large, half-finished circle inscribed on the floor, a chisel in one hand.

If the characters are not hidden and have already encountered Luuthgar Zev (see area 42), add:

The wizard puts down the chisel, gives you a crooked smile, and says, “We meet again.”

The red-robed man scribing the circle isn’t the only threat in this room.

Creatures: Ulan Zev, a Red Wizard of Thay (see page 256 for statistics), is trying to finish the magic circle in this room, but he relishes any chance to test his magic and his mettle against the characters. Next to Ulan is an invisible imp (see page 226 for statistics) that serves as the wizard’s familiar. As long as the two are within one mile of each other, Ulan can see through the imp’s eyes and hear through its ears.

The three half-orc children standing around Ulan are noncombatants with AC 10 and 1 hit point each. Their proximity to Ulan makes it difficult to target the Red Wizard with area effect spells. A character can intimidate the children and frighten them away with a successful DC 8 Charisma check. Otherwise, Ulan might grab one of the children and keep it close by, just in case.

While Ulan hurls spells at enemies, the imp harries enemy spellcasters. If Ulan is injured, he flees somewhere where he can’t be cornered, using the suits of armor to cover his escape (see below). If he can swing it, Ulan flees west, through area 38, and joins his brother upstairs in area 42. If necessary, he defaces

THE ZEV TWINS

Luuthgar and Ulan Zev are spellcasting prodigies. In addition to their learned spells, these human albinos are able to do things most mages study all the lives to accomplish and never do, at least when it comes to harnessing the power of dead flesh and lost spirits. They are Arvik Zaltos’s most prized disciples, and they desire nothing more than to become lichs and serve Szass Tam for eternity, enslaving all other souls that cross their vile path. They are irredeemably evil.

The twins also share a psychic bond. When one of the Zev twins has an emotional reaction to something, the other senses it. When one twin is wounded, the other can feel his brother’s pain. When one dies, his spirit uses the surviving brother as a receptacle, much like a lich’s phylactery. These effects are represented mechanically as follows:

- ◆ While conscious and in sight of one another, the twins can communicate telepathically.
- ◆ While on the same plane, the twins can sense each other’s emotions, and a twin knows when his brother is in jeopardy. (This power does not let him know the nature of the jeopardy or his brother’s location.)
- ◆ When one brother takes damage, the other brother takes psychic damage equal to half the amount of damage dealt (rounded down). This effect ends once a twin dies.
- ◆ When one twin dies, his spirit is contained inside his living brother for 1d10 days, after which the brother “grows” a new twin from his own body—a bifurcating process that takes 24 hours, during which the living brother is comatose. At the end of the process, the dead brother is reborn as his spirit occupies the new body, and both brothers regain consciousness at full hit points.

the magic circle in area 38, triggering a collapse and effectively cutting off access to the upper level (except from the outside). If he knows his brother is dead, he flees Mount Illefarn so that he can “birth” a new twin (see “The Zev Twins” sidebar).

There are nine animated suits of armor (see page 218 for statistics) along the walls—all of them fashioned from antique armor and imbued with dwarven spirits bound by necromancy. They appear inanimate until Ulan commands them to attack, and they obey only the commands of Ulan and his twin brother, Luuthgar (see area 42).

Unfinished Circle: See “Dungeon Collapses and Magic Circles” (page 76) for more information on unfinished circles.

27a. Room of Rejuvenation

A L-shaped bench of smooth granite hugs the northern and western walls of this 20-foot-square chamber. Dwarvish runes are chiseled into the side of the bench.

A character that can read Dwarvish can translate the runes. They read: REST AND BE HEALED, FRIEND.

A *detect magic* spell reveals a moderate and ambient conjuration aura throughout the room. A character with knowledge of arcana can ascertain the room's effect: Each hour that a living creature spends in this room, it regains 1 hit point.

27b. Room of Repose

A L-shaped bench of smooth granite hugs the northern and western walls of this 20-foot-square chamber. Dwarvish runes are chiseled into the side of the bench.

A character that can read Dwarvish can translate the runes. They read: LET THE DEAD REST WITHOUT WORRY. A *detect magic* spell reveals a moderate and ambient abjuration aura throughout the room. A character with knowledge of arcana can ascertain the room's effect: A dead creature does not decompose while stored in this room.

27c. Room of Recollection

A L-shaped bench of smooth granite hugs the northern and western walls of this 20-foot-square chamber. Dwarvish runes are chiseled into the side of the bench.

A character that can read Dwarvish can translate the runes. They read: WHAT MAGIC IS LOST CAN BE FOUND. A *detect magic* spell reveals a moderate and ambient divination aura throughout the room. A character with knowledge of arcana can ascertain the room's effect: Each hour a living spellcaster spends in this room, it rolls a d4 and regains one spent spell slot of a level equal to or lower than the die result.

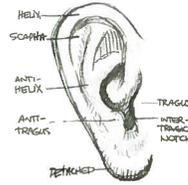
28. Torch Storage

Characters entering this room from the south are close enough to area 27 to see into that room as well.

Seven large trunks carved from white marble have been pushed against the walls of this room.

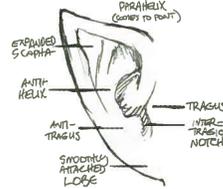
These trunks once contained supplies for the infirmary (area 27), but now they hold 2d10 torches each. Their lids are quite heavy and require a DC 13

Humans



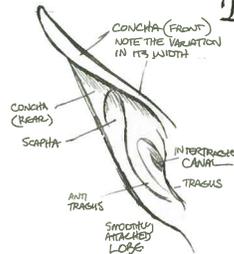
HUMAN EYES
YOU KNOW THE DRILL,
LOOK IN A MIRROR-C

Half Elves



HALF ELVEN PUPILS
ARE CIRCULAR, BUT
THEIR EYES ARE MORE
ANGLED.
IF THEY CHOOSE TO FOLLOW
THE PATH OF THEIR ELVEN
ANCESTORS IN A BLOODLINE
COMMITMENT, THEIR PUPILS
AND IRIS WILL BECOME
OVAL IN SHAPE.

Elves



ELVEN EYES (EARS)
ARE ASLANT.
THEIR PUPILS &
IRISES ARE LOW
VERTICAL OVALS
AND ARE LIGHT
REFLECTS OFF THE
BACK INTERIOR
SURFACE THAN IN
HUMANS, GIVING
THEIR EYES A "GLOW"
(EVEN LOW LIGHT)

Strength check to open. There are no locks built into the trunks to hold the lids shut.

A trunk weighs 500 pounds and has an interior cavity large enough (when emptied) to contain two Medium humanoids or up to eight Small humanoids.

29. Grit's Room

This is where Grit hangs out when he's not wandering the dungeon (see "Wandering Monsters" on page 86). The door to his room is rigged with a trap (see "Door Trap" below).

If the characters listen at the door while Grit is here, they hear faint elven music through the stone. If they knock on the door, Grit ignores them. If they don't let up, he shouts, "Get lost!"

This room contains a granite slab with tattered blankets strewn atop it. Someone has scratched graffiti into the walls with a dagger or other sharp object.

Hidden under the blankets is the worn dagger that Grit uses to scratch graffiti on the walls. Grit's treasure is hidden under the slab (see "Treasure" below).

Creature: Grit is the love child of an orc mother (Tulug) and a dwarf father (Thord). Both of his parents are alive, but they don't live together. Grit doesn't like being around either of them, and in the case of his mother, the feeling is mutual.

ROLEPLAYING GRIT

Grit is a 15-year-old half-dwarf/half-orc punk who doesn't like to hang around other half-orcs because it's like looking into a mirror and seeing ten kinds of ugly reflected back at him. He stays away from the orcs because they keep trying to make him into a fighter, when he really wants to be a rogue. He doesn't like being with the dwarves because he thinks they should rise up and kick the orcs out of their home. Basically, he hates everyone in his life.

Grit jumped at the chance to accompany Darwa Dalion, one of the Red Wizards, on an expedition to the Ambergul estate (see "The Cursed Crypts of Ambergul" adventure for details). He was upset when his father, Thord, insisted on tagging along. The first chance he got, he ditched his dwarven dad, leaving him at the mercy of minotaurs while he returned to Mount Illefarn with the Earth Key and that "big ijit," Lump (see area 13)—another useless meat-sack if ever there was one.

A while back, Grit found a green, fist-sized stone in Laughing Hollow. It was engraved with dancing elves, and when he picked it up, it started singing and playing instrumental music. Grit thinks the music is "killer" and listens to it all day long. He sometimes walks the halls with the stone pressed up against his ear, but he's careful to keep it hidden from greedy orcs. Most of the dwarves can't stand the music, and eventually the music became so obnoxious that Grit was told to go sleep elsewhere, which is how he got a room to himself (area 29). Like any good rogue, he rigged the door to his "lair" with a trap.

If anyone mentions the wildfires in Laughing Hollow, Grit claims he started them. It's a lie, but he thinks it'll be great for his "rep."

If the characters show up with his dad in tow, Grit immediately loses respect for them, saying, "You should've left him in that rotten old tomb."

Grit lounges on his "slab" and listens to his "tunes" when he's here. He spends long hours dreaming of a life far, far away from Mount Illefarn. For tips on how to play Grit, see the "Roleplaying Grit" sidebar.

Grit uses the half-orc statistics (see page 242) but can also speak a smattering of Elvish. He wields a +1 *short sword* stolen from the Ambergul crypts (see "Treasure" below). Replace Grit's greataxe attack with the following attack:

Melee Attack—+1 *Short Sword*: +5 to hit (reach 5 ft.; one creature). *Hit*: 6 (1d6 + 3) slashing damage.

Door Trap: If the door is opened without first disabling the trap, a spring-loaded sledgehammer swings down from above, slamming into the first creature through the doorway. The hammer misses

automatically if the creature is Small; otherwise, the target must make a DC 15 Dexterity saving throw. *Failed Save*: 5 (1d10) bludgeoning damage.

The door can be opened an inch or two without triggering the trap, which allows a character to spot the trip wire that releases the catch on the hammer with a successful DC 10 Intelligence check. The trap can then be disabled with a DC 7 Dexterity check.

Graffiti: The graffiti on the walls is scrawled in a mixture of Dwarvish and Orc and appears to be lyrics from three songs (Grit calls them "Elvish songs"):

*Well I got a woman
Way cross town
She's good to me
Oh yeah*

*I'm gonna rip it up
I'm gonna rock it up
I'm gonna shake it up
I'm gonna ball it up
I'm gonna rip it up
And ball tonight*

*There's no joy in my heart
Only sorrow
And I'm sad
As a man can be
I sit alone in the darkness
Of my lonely room
And this room
Is a prison to me*

Lyrics by Elvish Presley :-)

Treasure: Any character that searches the granite slab and succeeds at a DC 10 Intelligence check sees scratch marks on the floor that indicate the slab has been moved away from the wall several times. The stone slab can be pulled away from the wall with a successful DC 15 Strength check, revealing a cubby hole in the floor containing a large sack with 150 cp, three flawed gems (worth 5 gp each), two black basalt dice with inlaid gold pips (worth 10 gp each), a horned leather helm with electrum studs and horn-tips (worth 50 gp), and a thick, dog-eared book that translates Dwarvish to Elvish (which Grit purloined from the king's chamber).

Grit carries a +1 *short sword* with a handle wrapped in black leather. Engraved on the hilt in Common is the name AMBERGUL. He also carries an elven *song stone* with him wherever he goes. It looks like polished green rock engraved with silhouettes of dancing elves. The stone plays music with Elvish lyrics when held, and it has six different songs "recorded" in it. The stone plays the songs one after another in random order. Grit has the lyrics of all six songs memorized.

30. Rat Haven

This room is strewn with rubble, and cracks in the walls and ceiling suggest the area is unsafe. A few cave rats congregate here, as though conspiring in the darkness. They watch you ruefully.

Any explosion or loud, concussive spell cast in this room has a 25% chance of causing parts of the ceiling to collapse. All creatures in the room during such an event must make a DC 10 Dexterity saving throw. *Failed Save:* 10 (3d6) bludgeoning damage. The collapse fills the room with difficult terrain, but after that, no further collapses occur.

Creatures: There are five cave rats here, minding their own business. They do not attack unless provoked (by a ceiling collapse, for instance). If statistics for the rats become necessary, see page 256.

31. Buried Secret Door

Buried behind loose rocks is a secret door that leads to the middle level of Ironaxe Halls. A single character taking 10 minutes can clear enough rocks to enter or leave via this portal.

Unless it is contained with the area of a *silence* spell, the secret door cannot be opened or closed without the creature in area 33 hearing it.

32. Peephole

This unlit, 20-foot-square room has a deep alcove in its northeastern corner.



Von the mad dwarf (see area 33) can see and hear almost everything that happens in this empty room, thanks to a tiny peephole drilled into a secret door (see below).

Iron Safe: Embedded in the back wall of the eastern alcove is an iron safe containing a climber's kit, a healer's kit, three flasks of alchemist's fire, a merchant's scale made of bronze (worth 5 gp), and a magnifying glass (worth 100 gp).

See "Iron Safes and Iron Coins" (page 77) for rules on how to open the safe..

Secret Door: Set into the north wall is a cleverly hidden secret door (a fine example of dwarven ingenuity and craftsmanship) that would be hard to spot except that someone has drilled a tiny peephole through it at dwarven eye level. A character searching for secret doors along the north wall can, with a DC 13 Intelligence check, spot the peephole; on a result of 20 or higher, the character also sees the outline of the secret door.

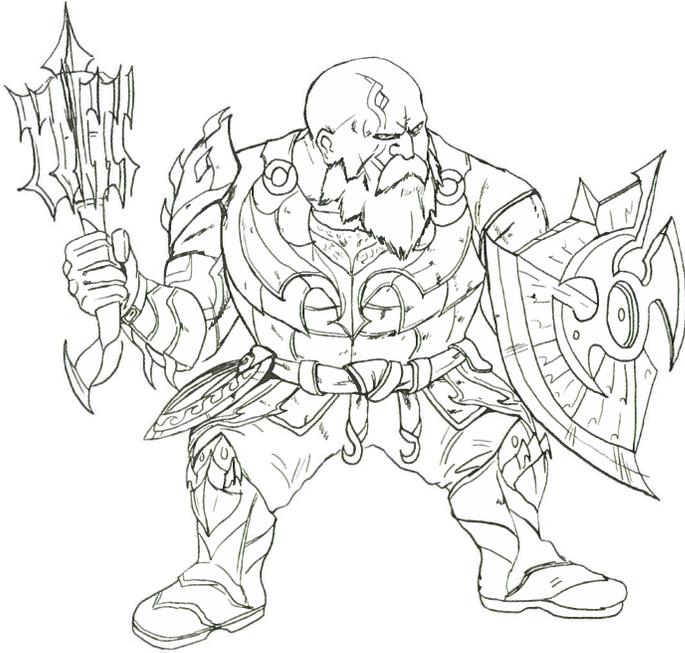
Peering through the peephole in the secret door permits a glimpse into Von's eyeball or, if he's not on the other side of the peephole, his laboratory (area 33).

To open the secret door, one merely presses on it and slides it into a narrow cranny to the west.

33. The Mad Dwarf

An insane dwarf named Von lives in this room, which can only be accessed through secret doors.

Northern Secret Door: This secret door requires a DC 20 Intelligence check to spot. To open the secret



door, one merely presses on it and slides it into a narrow cranny to the west.

Southern Secret Door: See area 32 above.

Beyond the secret door is a dusty room strung with cobwebs and reeking of oil, ale, and urine.

Several stone chairs surround three tables of white marble, upon which you see three contraptions. One looks like it might be an alchemical lab used for brewing ale. Another is some kind of lightning coil powered by cave rats running in a carousel. The flickering lightning appears to the room's sole source of illumination. The final contraption bristles with spring-loaded axes and hammers. Best guess: It's some sort of a vegetable chopper and rat-mangler. You see diced carrots and splattered gore everywhere.

Standing between the contraptions, looking irate, is a greasy dwarf wearing a stained leather apron with a bulging pocket. He clutches a handaxe in one hand and has a creepy sock puppet on the other. The puppet says, "Go. Away."

This secret room was originally built as a shelter for the king in case the complex was overrun.

Creature: The mad dwarf is named Von, and he's not a threat unless provoked. (Use the shield dwarf statistics on page 230 as needed.) Several years ago, he made a friend named "Aldo" out of a wool sock with black stone buttons for eyes. The two have become inseparable. The other dwarves aren't surprised that Von went crazy; it happens sometimes. The fact that he

used to be the king's valet and food taster might have contributed to his madness.

Von lets Aldo do most of the talking. If the characters seem interested in the contraptions without seeming "too interested," Von is happy to demonstrate how they work, but Aldo takes umbrage at the intrusion and suggests to Von that "They know too much!"

Contraptions: Von's contraptions are described below. Each contraption has AC 5 and 5 hit points, and reducing a contraption to 0 hit points renders it nonfunctional.

Alchemical Distillery: Von makes a truly vile "turnip beer" using an alchemical process he calls "ripen-squeezing." The gases produced by this contraption are highly combustible. Any torch, lantern, fire spell effect, or lightning spell effect within 5 feet of the contraption causes it to explode. When it does, all of the contraptions in the room are destroyed, and all creatures in the room must make a DC 15 Dexterity saving throw. *Failed Save:* 10 (3d6) fire damage and 4 (1d8) bludgeoning damage and 2 (1d4) lightning damage and 4 (1d8) piercing damage and 10 (3d6) slashing damage. *Successful Save:* Half damage of each type (15 total).

Lightning-Go-Round: This contraption stands apart from the others and uses a rat-powered merry-go-round (and three live cave rats) to create arcs of lightning between a pair of copper rods. Any creature touching the rods or any metal-armored character standing next to the table is zapped for 2 (1d4) lightning damage.

Food Wrangler: Axes and hammers slice and crush bits of food and anything else stuck in this device. Each time it is used, there is a 50% chance that it jams

and starts making loud clanking noises like it might explode. However, it never does; it just shuts down until Von spends 1 hour repairing it.

Treasure: Von has sewn a hidden pocket inside his sock puppet. The pocket, which is clearly visible if “Aldo” is turned inside out, contains one iron coin (see “Iron Safes and Iron Coins on page 77).

Development

If the characters accuse Von of killing Larloss (see area 22), Aldo replies, “You can’t prove anything!” If they claim to have an eyewitness, Aldo says to Von, “Don’t let ‘em take us alive!” On his next action, Von pulls a flask of alchemist’s fire out of the “bulging pocket” of his apron and hurls it at the alchemical distillery.

If the characters attack Von or threaten physical violence, the dwarf tries to escape through the nearest secret door and then hurls the flask at the distillery, hoping to escape the explosion.

34. Weak Ceiling

Several granite beams help to support the ceiling of this room, which appears on the verge of collapse. An ascending staircase in the east wall is choked with rubble and impassable.

Any explosion or loud, concussive spell cast in this room has a 75% chance of causing large chunks of the ceiling to collapse. All creatures in the room during such an event must make a DC 10 Dexterity saving throw. *Failed Save:* 21 (6d6) bludgeoning damage.

A ceiling collapse fills the room with difficult terrain, but after that, the chance of further collapse drops to 25%, and damage from a lesser collapse is only 10 (3d6) bludgeoning damage on a failed save.

The staircase used to lead up to a part of the dungeon that collapsed long ago.

35. Ironaxe Tombs

The most honored members of the Ironaxe clan are entombed here.

You come to a dark stretch of corridor with five open archways spaced evenly along the north wall. Beyond these arches lie dusty dwarven tombs.

Each crypt contains a single granite sarcophagus nearly 10 feet long, its sides adorned with painted frescoes. Of the five sarcophagi, only the middle one appears to be opened, its lid off-kilter. The others are closed up tight.

Inscribed on the lid of each sarcophagus (in Dwarvish) is the name of the dwarf entombed within; see areas 35a-e for details.

Sarcophagi: The painted frescoes on the sides of each sarcophagus illustrate the trials and tribulations of the tomb’s occupant—a chronicle of one dwarf’s life. The top edges of the sarcophagus have stone ball bearings, allowing the immense lid to be rolled aside with surprising ease.

The inside of each sarcophagus is much larger than it needs to be to house the bones of a dwarf. That’s because the interior is divided into several stone compartments, the largest being an elongated octagonal cavity in the middle containing the dwarf’s remains. Around this central cavity are numerous smaller niches containing 6-inch-tall granite, marble, and iron statuettes of the dwarf’s family and friends—a symbol that no dwarf dies alone or forgotten. Each sarcophagus contains 75 of these smaller compartments, each containing a single statuette.

35a. Tomb of Gorn the Bright

This sarcophagus holds the remains of King Korin’s priest, friend, and advisor, Gorn the Bright, who was cut down by orcs in 1357 DR while helping to reclaim Mount Illefarn for the Ironaxe clan.

Creatures: As soon as someone opens Gorn’s sarcophagus, three hungry xorns (see page 265) emerge through the nearby walls (using their Earth Glide trait). They are after the tasty quartz in Gorn’s sarcophagus (see “Treasure” below) and attack anything that gets in their way. If two of the xorns are killed, the third flees by “gliding” through the nearest wall.

Treasure: Gorn’s skeleton is clad in tattered chain mail, his bony fingers wrapped tightly around an iron staff adorned with arcane sigils but completely drained of its magic. Neither his armor nor his weapon is magical, characters searching the bones find a gold holy symbol of Moradin worth 500 gp. The dwarf’s remains rest atop a bed of 1,000 quartz dodecahedrons (worth 1 gp each) that glitter like diamonds.

35b. Tomb of Baldour the Architect

This sarcophagus holds the remains of a dwarf named Baldour, a master engineer whom King Korin commissioned to expand the tunnels under Mount Illefarn. Baldour’s plan ultimately proved too ambitious and costly, but Korin admired the dwarf’s vision and became good friends with the architect, who was never afraid to speak his mind. Baldour was killed in a dungeon collapse and his body was never recovered, so Korin had a skeleton of Baldour fashioned out of gold. (No one said the mad king spent his coin wisely.)

Treasure: In the absence of Baldour’s earthly remains, his sarcophagus contains a dwarf skeleton made of sculpted gold (worth 2,500 gp). The skeleton can be taken apart for easy transport.

35c. Tomb of Derwin the Drinker

This open sarcophagus holds the remains of King Korin's younger brother, Derwin. Characters who study the painted frescoes on the sides of Derwin's sarcophagus find one panel that shows Derwin standing atop a large anvil (the altar of Imix) being hauled by dwarven priests of Moradin. Derwin clutches an iron hammer in the scene. Other panels show Derwin standing with his brother against hordes of orcs and drinking copious amounts of ale. The final panel shows Derwin sleeping peacefully on a golden bier, suggesting he died not in battle but of natural causes.

Treasure: Nothing of value is buried amid Derwin's bones and dust, but a deep indentation in the dust suggests the dwarf was buried with his hammer, now curiously absent. One of the small niches that surround the main burial cavity contains a 6-inch-tall gold statuette of King Korin Ironaxe wearing a platinum crown studded with tiny gems (worth 2,000 gp), but tomb robbers beware! The statuette is trapped.

Looped around the base of the statuette is a wire that requires a DC 15 Wisdom check to spot. Unless the wire is cut or otherwise disabled with a DC 13 Dexterity check, a cloud of poisonous gas erupts from the sarcophagus when the statuette is removed. The trap also triggers if the Dexterity check fails by 5 or more. Once the gas is released, all creatures in the 20-foot-square crypt must make a DC 14 Constitution saving throw. *Failed Save:* 24 (7d6) poison damage.

35d. Tomb of Daernora the Crafty

This sarcophagus holds the remains of the illustrious dwarf named Daernora Marblemane, who came to Mount Illefarn in 1361 DR to persuade King Korin and his dwarves to leave and join their fellow dwarves in the outside world. Korin wound up convincing Daernora to stay. During her stay, she invented the iron safes (see page 77) and the "goblin smasher" trap in area 36. These accomplishments are documented in the painted frescoes that adorn the sides of Daernora's sarcophagus, as is the dwarf's friendship with the king.

Treasure: A taxidermist prepared Daernora's corpse, which in death looks remarkably lifelike. The female dwarf wears a black-gold death mask adorned with a short, trimmed beard made of platinum wire (worth 1,750 gp). Her body is stuffed with straw, making it surprisingly light, and clad in dusty black robes. Around Daernora are six marble jars containing the wizard's desiccated internal organs, which radiate faint necromantic auras under scrutiny of a *detect magic* spell. Any creature that devours the contents of a jar (which takes 1 minute) gains the benefits of a *potion of healing*.

Lying next to the wizard's stuffed corpse is a carved walking stick made from a dragon's wing bone and capped by a chunk of amber with a tiny purple wormling trapped inside it (worth 500 gp).

35e. Tomb of Skalzar the Hungry

This sarcophagus holds the remains of Skalzar the Hungry, the fattest and most bloodthirsty dwarf ever to stand by King Korin's side in battle.

The main cavity of the sarcophagus contains a full suit of plate mail and a warhammer resting atop a bed of shattered orc skulls. The armor looks like it was made for an enormously fat dwarf, and the suit animates as soon as the sarcophagus is opened (see "Creatures" below). There is no treasure in this tomb.

Creatures: Opening this sarcophagus causes the animated suit of armor (see page 218 for statistics) to rise and swing its warhammer with the intention of slaying all who would defile Skalzar's tomb. It fights until destroyed or until the tomb robbers are dead. Through gaps in the armor shell, characters can see what look like bats dangling within.

When the armor is reduced to 9 hit points or fewer, 2d6 zombified stirges erupt from a hatch in the belly of the armor and flutter around like hungry bats. They have statistics identical to normal stirges (see page 259) but roll a d6 instead of a d20 for initiative. They attack the nearest living creatures. (Skalzar was eccentric and made several odd requests on his deathbed, among them the placement of stirges in his belly to guard his remains. King Korin spared no expense to honor his requests.)

36. Goblin Smasher

The marble door at the end of this hall is oversized (9 feet tall and 5 feet wide), as though made to accommodate Large creatures. It has heavy iron hinges on the left side and an iron pull ring on the right.

Door Trap: The door is false, and hidden behind it are the mechanisms that operate the trap.

A character that searches the door for traps and succeeds at a DC 15 Intelligence realizes the door's iron hinges are fake, while a result of 20 or higher is enough to notice well-hidden hinges along the door's base.

Tugging on the pull-ring causes the door to slam down against the floor with alarming speed and force, flattening creatures in front of it. One second later, the door returns to its original closed position. A character standing to either side of the door can't be hit and can, with a successful DC 14 Dexterity check, jam a sturdy object into the trap mechanisms before the door retracts, preventing the door from retracting. A character who can reach the trap mechanisms can permanently disable the door trap with a DC 19 Dexterity check.

Creatures in front of the door when it slams down must make a DC 16 Dexterity saving throw. *Failed Save:* 22 (4d10) bludgeoning damage, and the creature is knocked prone. *Successful Save:* The creature moves out of the way, taking no damage.



37. Water Supply

This side chamber contains a pair of stone tables covered with copper mugs that have names stamped into them. Protruding from the ceiling in the western portion of the room are six copper pipes with water dripping from three of them. Underneath these pipes, catching the droplets, are six stone drums surrounded by a carpet of greenish mold. Behind the drums, bolted to the wall, is a rusted iron crank-wheel.

This room was connected to an underground system of aqueducts that channeled rainwater coming off the mountain. The water would work its way down to this room and fill the stone drums on the floor. The iron wheel mounted to the west wall controlled the flow of water by opening and closing valves hidden in the ceiling. Unfortunately, earthquakes destroyed the aqueduct system years ago, and none of the dwarves have the know-how or the gumption to repair it. Even with the valves wide open, there is precious little water. Three of the pipes are bone dry, and groundwater seeping into the others fills the three southernmost drums at a rate of one gallon every 24 hours. The 3-foot-tall drums are capable of holding 20 gallons each.

The green mold that grows around the drums is perfectly natural and harmless.

Creature: Roll a d6. On a roll of 6, there's one adult shield dwarf here, drinking water from a mug. See the "Roleplaying the Ironaxe Dwarves" sidebar (page 77)

for guidelines on how to portray the dwarf. Statistics for the shield dwarf appear on page 230.

Treasure: There are 75 copper mugs on the tables, each one stamped with the name of its original owner (in Dwarvish). Many current members of the Ironaxe clan don't have their names on mugs; instead, they use mugs that once belonged to former (and currently deceased) members of the clan. Each mug is worth 1 gp.

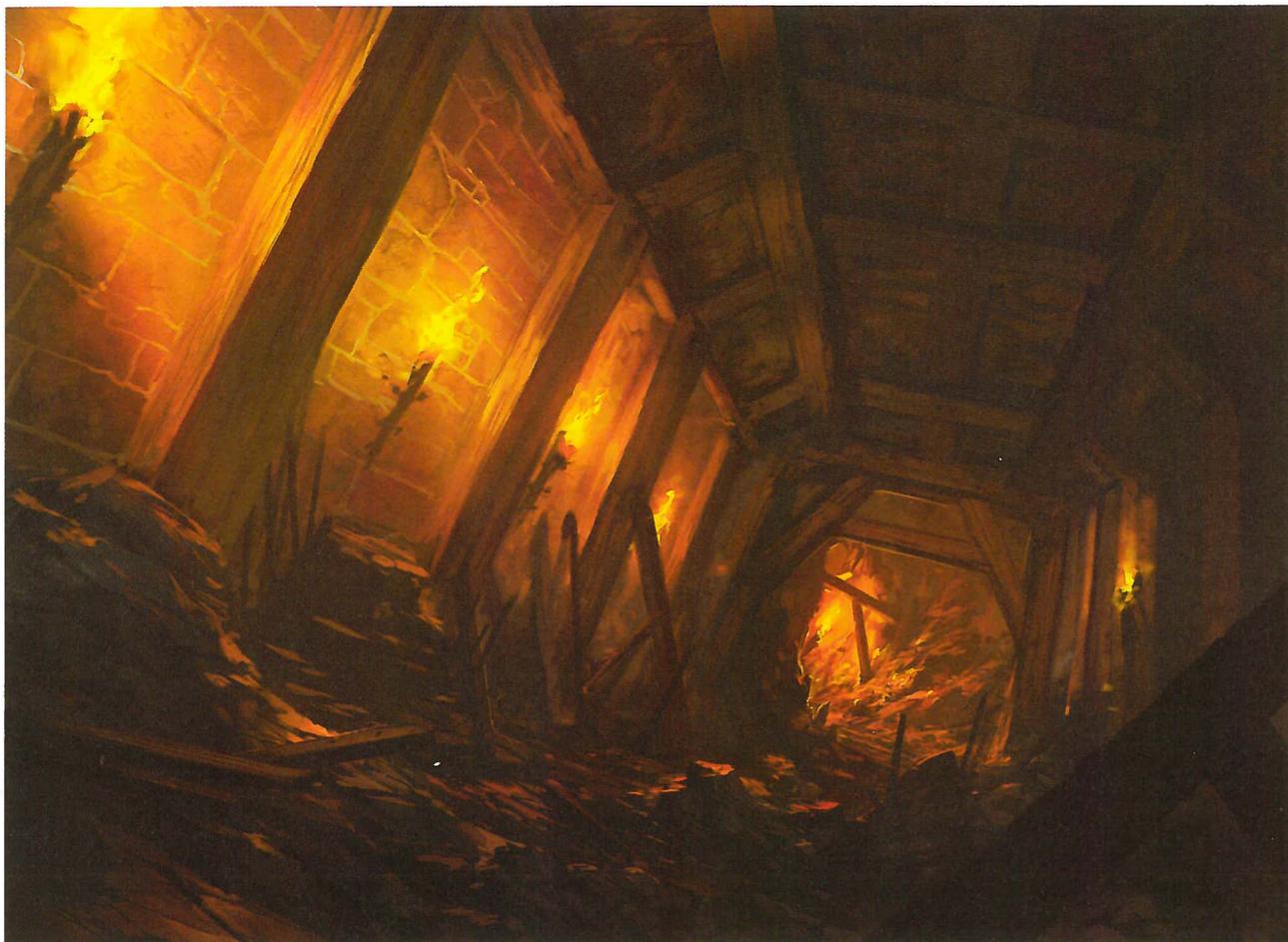
38. Übervault

This large, torchlit room contains no furnishings but has a 20-foot-diameter circle of runes carved in the middle of the floor. The corners contain large piles of rubble that look like the remains of pulverized stone furniture. A dusty staircase leads up toward the east.

Set into the north wall are four iron safes, arranged side-by-side.

The piles of rubble in the corners are exactly what they appear to be . . . until someone tries to break into one or more of the safes without using iron coins.

Creatures: If one or more of the iron safes are opened improperly (that is, without using iron coins), the piles of rubble in the corners rise as four earth elementals (see page 231 for statistics) bound to this room by ancient dwarven magic. Originally, the elementals were confined to the room, but the Red Wizards disrupted the dwarves' magic when they inscribed the circle on the floor. Now, the elementals are free to



pursue thieves, attacking any and all creatures they encounter along the way.

There's another creature hidden in one of the safes (see below).

Iron Safes: See "Iron Safes and Iron Coins" (page 77) for rules on how to open these locked safes. The contents of each safe are described below.

Safe #1 contains four well-preserved historical texts worth 200 gp each to a historian or sage. The first, titled *The Warrior's Gate*, chronicles events leading up to the destruction of a portal to Myth Drannor in 714 DR (the Year of Doom), and the devastation wrought upon the kingdom of Delimbiyran. The second text, *Oskilar of Phalorm*, is a detailed biography of the dwarf king Oskilar, who died defending his kingdom against orc hordes in 614 DR (the Year of the Shattered Scepter). The third tome is titled *Athalantar Avenged* and, through interviews with elves and dwarves, explains how the moon elves of Ardeep and the dwarves of Dardath came together to destroy the orc horde that wiped out the city of Athalantar in 342 DR (the Year of Cantobele Stalking). The last book, *Dawn of Daeros*, is written for children but contains an accurate account of the life of Daeros Dragonspear, a human adventurer of dwarf-like stature who plundered a beholder's hoard to build Dragonspear Castle in 1255 DR (the Year of Raging Flame) before inviting his friends to join him.

Safe #2 contains an unlocked iron chest full of caltrops (enough to cover a 10-foot-square area), a healer's kit, three flasks of alchemist's fire and four flasks of acid on an iron shelf, and a pair of *gauntlets of ogre power* (see page 215).

Safe #3 contains a battered copper chest (worth 50 gp) that contains a slightly smaller silver chest (worth 150 gp), which in turn contains an even smaller electrum chest inset with lapis lazuli (worth 500 gp). Inside the exquisite electrum chest is a gold-stitched *bag of holding* (see page 214) containing 200 pp and a corked flask of transparent crystal (worth 100 gp) carved to resemble a fat djinn with its arms crossed. The decanter appears to be empty. If its cork is removed, a berserk air elemental (see page 231 for statistics) escapes and attacks.

Safe #4 is empty.

Magic Circle: See "Dungeon Collapses and Magic Circles" (page 76) for more information.

Development

Due to its size and emptiness, this room amplifies sound. The dwarves in areas 17 and 18 can hear loud noises here; so can the Red Wizard in area 42 (on the upper level), and he sends an invisible will-o'-wisp to investigate and report back to him.

UPPER LEVEL (AREAS 39–53)

The Red Wizards control the topmost level, and Nadir (disguised as Arvik Zaltos) is here when he's not searching high and low for Derwin's hammer. Structurally, this level is in better shape than the levels below and is relatively free of dust and debris.

Light: Torches in iron brackets brightly illuminate corridors and occupied rooms. Uninhabited rooms are dark.

Doors: All doors are made of pale, polished marble and unlocked. A barricaded door can be smashed.

Marble Door: AC 15; hp 30; resistant to piercing and slashing; immune to cold, fire, poison, psychic, and all conditions.

Ceilings: Unless noted otherwise, ceilings throughout this level are 10 feet high and flat.

39. Red Wizards' Study

In the middle of this square room is a handsomely sculpted stone table surrounded by six marble chairs. The room also contains three granite slabs covered with leather mattresses and three wooden chests carved with leering skulls.

Embedded in the middle of the western wall is an iron safe.

Arvik Zaltos's apprentices use this room to study and relax. The table, chairs, and granite slabs are of sturdy dwarven craftsmanship but otherwise unremarkable.

Iron Safe: A locked iron safe in the middle of the west wall contains an onyx game board with electrum inlay (and a silk-lined marble box containing a set of green quartz and smoky-black quartz game pieces shaped like dwarf kings, queens, knights, priests, wizards, and warriors. The onyx board and game pieces are worth 1,500 gp total.

See "Iron Safes and Iron Coins" (page 77) for rules on how to open the safe.

Wooden Chests: The wooden chests belong to Arvik's three apprentices and are magically locked.

The owner of each chest is the only one who can open it, although casting a *knock* spell on the chest works just as well. A chest can also be smashed open; it has AC 5, hp 8, and immunity to necrotic, poison, psychic, and all conditions. When a chest is first damaged, it releases a gaseous alchemical substance called withering mist. All creatures within 10 feet of the damaged chest must make a DC 12 Constitution saving throw. *Failed Save:* 18 (4d8) necrotic damage. *Successful Save:* Half damage.

Each chest contains a disguise kit and outfits the apprentice can wear while traveling abroad. Hidden in a false bottom that can be detected with a successful DC 13 Intelligence check is the apprentice's spellbook,

which contains all of the spells he or she has prepared (see the Red Wizard of Thay statistics on page 256). Once the characters find one false bottom, they don't need to make Intelligence checks to find the others.

Development

The Red Wizard in area 42 can hear loud noises emanating from this room and sends an invisible will-o'-wisp to investigate and report back to him.

40. Watchful Statues

Each corner of this room holds an 8-foot-tall marble statue of a dwarf. Every statue is unique in more ways than one, but they all share one common trait: their eyes seem to follow you wherever you go.

The statues depict a smiling female dwarf commoner holding a flagon (northwest corner), a male dwarf priest wearing a holy symbol of Moradin around his neck (northeast), a female dwarf blacksmith with a stone hammer (northeast), and a male dwarf warrior in heavy armor wearing a horned helm and clutching a stone greataxe (southwest corner).

The statues are hollow and mostly inanimate except for their eyes, which are loose stony orbs embedded in round cavities. Long wires and hidden mechanisms connect the eyes to pressure plates in the floor. When a creature walks across the room, the pressure plates cause the statues' eyes to follow it. If there are multiple creatures in the room, a statue's eyes follow whichever creature is closest to them. Characters who cross the room without touching the floor do not cause the statues' eyes to follow them. Regardless, the effect is completely harmless, and the eyes can be easily disabled.

41. Giant Skull

This room looks like it once served as a dwarven barracks, as evidenced by the bed-shaped granite slabs, the granite tables, and the sculpted marble chairs. However, there's no sign of habitation. An iron safe is embedded in the north wall directly across from you.

In the far corner of the room is a giant skull with a wide, mocking smile. Its hollow interior is filled with green flame—**GREEN FLAME!**

The Red Wizards kicked the dwarves out of these barracks to make room for the giant skull, which they brought with them. None of the other creatures in Ironaxe Halls (except for the Red Wizards' undead servants) know the skull is here, and they are forbidden to approach this room.

Giant Skull: This magically enlarged human skull serves as a teleportation device. A *detect magic* spell

cast on the 5-foot-diameter skull reveals auras of conjuration and transmutation magic.

The green flame inside the skull does not generate heat. Any inanimate object placed in the skull (through the eye sockets, nose hole, or gaping mouth) is instantly teleported to an undisclosed location known only to Arvik Zaltos (who's dead) and his rakshasa impersonator (who isn't telling). If the rakshasa obtains the Fire Key from area 14, it places the elemental key inside the skull, thus "delivering" it to Red Wizards anxiously waiting on the other end.

If the skull is destroyed or targeted by a *dispel magic* spell, its green flames die out, and the skull loses its teleportation ability. Attacking the skull attracts the creatures in area 42 and prompts the guard in area 44 to alert the occupants of area 51.

Enlarged Human Skull: AC 8; hp 40; resistant to nonmagical weapons; immune to poison, psychic, and all conditions.

Iron Safe: The locked iron safe in the north wall contains a pair of buckskin boots, a furry white cloak made from winter wolf hide (worth 100 gp), and three sacks of coins. Sack #1 is made of warty green troll hide and contains 180 cp. Sack #2 is made of soft, midnight-blue displacer beast hide and contains 250 sp. Sack #3 is made from gray orc hide and contains seven 50-gp gems and a bejeweled *music box of sobriety* set with panels of red enamel trimmed with gold leaf (worth 750 gp). The music box is a minor wondrous magic item that plays a sobering tune when opened. Any intoxicated creature that listens to the music for 1 minute is no longer intoxicated.

See "Iron Safes and Iron Coins" (page 77) for rules on how to open the safe.

42. Luuthgar's Funeral Pyre

If the characters make a lot of noise in surrounding areas, the inhabitants of this room cannot be surprised.

A smoldering pile of corpses fills in the middle of this room. The mound of charred flesh and bone includes both humanoid and animal remains. Behind the pyre, embedded in the eastern wall, is an iron safe.

North of the corpse-mound is a larger adjoining room, its ceiling buttressed with granite beams, its floor inscribed with a half-finished circle of runes.

Standing in the doorway between the two rooms is a pale, thin man with a shaved head, red eyes, and red robes. He holds a torch in one hand.

Luuthgar Zev, the twin brother of Ulan Zev (area 27), works here. He has orders to finish the magic circle in the northeast corner; however, he finds the work tiresome. When he heard about the wildfires that swept

through Laughing Hollow, he took some wights on an "excursion," gathered a bunch of charred corpses (elves, gnomes, and beasts mostly), and brought them here . . . because that's what necromancers do. He thinks he can create life from the burnt remains.

If the characters are not hidden and have already encountered Luuthgar's brother, add:

The wizard gives you a crooked smile, and says, "We meet again. How do you like my funeral pyre?"

Luuthgar is not the only threat in this area (see "Creatures" below).

Creatures: Luuthgar Zev is a Red Wizard of Thay (see page 256 for statistics). Before coming to Ironaxe Halls, he devoured all kinds of lore about the Elemental Princes of Evil and created a new ritual. As soon as he can, he uses his action to toss a lit torch on the mound of charred corpses, causing it to burst into flames. These flames take the form of a fire elemental (see page 232 for statistics) that obeys Luuthgar's commands for 1 hour before returning to the Elemental Plane of Fire.

Two invisible will-o'-wisps (see page 263 for statistics) lurk in the northern room. As soon as battle erupts, they skirt around the edges of the room and try



to attack the party from behind. Luuthgar calls these two evil balls of light “Willy” and “Wispy.”

Luuthgar has a psychic connection to his twin brother (see “The Zev Twins” sidebar on page 92). If Ulan is slain, Luuthgar doesn’t take any unnecessary risks and attempts to flee if seriously wounded. If escape is impossible and his minions are destroyed, he surrenders and waits for the first chance to escape.

Iron Safe: The safe located behind the pile of corpses is empty except for a tiny statuette of a frog made of green marble. It has the word “Gog” carved into the base. The statuette, which is small enough to fit in the palm of a halfling’s hand, is actually a magical figurine called a *marble frog*.

Once per day, when the holder of the *marble frog* speaks the command word (“Gog”) while stroking the frog’s warty back, the figurine comes alive, leaps from the holder’s hand, and transforms into a giant frog before it hits the ground (see page 234 for statistics). The giant frog follows its owner around and obeys simple one-word commands such as “Attack!” and “Jump!” The giant frog shrinks and reverts to statuette form when reduced to 0 hit points or when its owner commands it to “Rest!” It can remain in statuette form or giant frog form indefinitely.

See “Iron Safes and Iron Coins” (page 77) for rules on how to open the safe.

Unfinished Circle: Luuthgar’s chisel lies on the floor inside the circle. See “Dungeon Collapses and Magic Circles” (page 76) for more information on unfinished circles.

43. Buried Secret Door

Buried behind loose rocks is a secret door that leads to the upper level of Ironaxe Halls. A single character taking 10 minutes can clear enough rocks to enter or leave via this portal.

Unless it is contained with the area of a *silence* spell, the secret door cannot be opened or closed without the creature in area 44 hearing it.

44. Wight This Way

A hunched creature stands in an alcove carved into the eastern wall of this corridor. The creature clutches a rusted sword, is clearly undead, and wears a corroded metal skull mask that hides most its face except for its hate-filled eyes.

The masked guard (see “Creatures” below) attacks anyone it doesn’t recognize.

Creature: The wight (see page 263 for statistics) has been told to guard the secret exit (see area 43). If it sounds like someone is unearthing the secret door from the outside, the wight goes to area 51 to warn its master and returns with six additional wights and six wraiths (see page 264 for statistics). This takes all of 6 rounds.

45. Abandoned Armory

Exquisitely crafted marble statues of armored dwarves stand at attention along this hallway. Each statue is life-sized and stands atop a 1-foot-high semicircular granite pedestal. Across from these sentinels are three marble doors.

The marble statues are secured to their pedestals. They can’t be easily toppled, but they can be smashed to pieces.

Rooms: The three rooms to the north once held weapons and armor. Now, they are mostly empty and serve little purpose. Stone pegs and holes in the walls conjure images of hanging shields and weapon racks, none of which remain. Marble statues similar to the ones in the hallway adorn the two easternmost rooms.

Unfinished Circle: The westernmost room contains an unfinished magic circle. See “Dungeon Collapses and Magic Circles” (page 76) for more information.

46. Abandoned Barracks

Dust and bits of rubble have been swept into piles near the entrance of this room, which contains two rows of granite slabs. Leaning in the northeast corner is a broom.

Before the Red Wizards arrived, this room was used as a barracks. Now, at the wizards’ insistence, it is vacant.

47. False Dwarven Crypt

The corridor bends to the west and opens into a dusty, 20-foot-square room full of cobweb “drapes.” Resting in the middle of the floor is an empty granite sarcophagus, its lid lying against it. The granite lid is shaped in the likeness of a grinning orc.

Both the sarcophagus and its lid radiate strong auras of transmutation magic when scrutinized with a *detect magic* spell.

Sarcophagus: Close inspection of the sarcophagus reveals a tiny air hole bored into each side (two total).

The granite lid requires a DC 18 Strength check to move. If the lid is returned to its proper place atop the empty sarcophagus, nothing happens. However, if there’s a creature in the sarcophagus when it is sealed shut, the carving on the lid instantly alters its shape to look like a grinning effigy of the creature trapped within, and it holds that shape until another creature is sealed within the sarcophagus.

Nothing happens to a creature in the sarcophagus unless the lid is closed, whereupon it is rendered comatose until the sarcophagus is opened. The

comatose creature can breathe normally thanks to the tiny air holes in the sides of the sarcophagus, but if those holes are plugged, the creature inside will suffocate and die after 2d6 + 3 minutes.

Secret Door: A secret door in the southwest corner of the room requires a DC 20 Intelligence check to spot. Once detected, it can be pushed open with a DC 13 Strength check, revealing area 48 beyond.

48. True Dwarven Crypt

An even dustier tomb lies beyond the secret door. In the far corner of the room is a featureless granite sarcophagus shrouded with cobwebs.

The sarcophagus appears empty but has a false bottom that can be detected with a DC 13 Intelligence check.

Treasure: Resting in a compartment under the false bottom of the sarcophagus is a dusty +1 *greataxe* with dwarven faces worked into the haft. Whenever the greataxe strikes a creature or object, a programmed spell causes one of the faces to shout a compliment aimed at the wielder, such as “Well struck!” and “Don’t stop now. You’re doin’ great!” These compliments, spoken in Dwarvish, might suggest that the weapon is intelligent, but it is not.

49. Abandoned Quarters

A short hallway leads to a 20-foot-square room with cracked walls and thin trails of dust fall from more cracks in the ceiling. The floor is covered in rat droppings, and you see a few ugly cave rats scurrying about. Set apart from the room, to your right, is an alcove with a black basalt table wedged into the back of it. Above the table, set into the back wall of the alcove, is an empty iron safe, its door hanging open.

The basalt table beneath the iron safe is covered with stains and scratch marks, suggesting that objects once rested atop it. However, those objects are long gone.

Creatures: The western room contains four cave rats (see page 256 for statistics). They are docile and quite approachable, particularly if offered food.

Iron Safe: The iron safe set into the north wall of the alcove is empty. See “Iron Safes and Iron Coins” (page 77) for more information.

50. Laboratory

Arvik Zaltos and his apprentices have set up a wizardly laboratory in this room.

This dusty side-chamber contains a number of stone tables covered with flasks, vials, small jars of rotting flesh and organs, skulls, jumbled bones, needles, and spools of black thread. Steam rises from a small iron cauldron that contains a bubbling yellow broth.

The items in this room have sentimental value to Arvik’s apprentices but no monetary worth. However, a thorough search of the room yields two items of interest, described under “Treasure” below.

Treasure: The small iron cauldron has handles, weighs 30 pounds, and is a magic item called a *cauldron of boiling*. It can hold up to a gallon of liquid. Any liquid placed in the cauldron comes to a boil after 1 minute, while the handles and outside surface of the cauldron remains cool to the touch. The cauldron is worth 100 gp. The yellow broth in the cauldron is soup. It has a rich, sweet smell and tastes pretty good.

A dwarf skull lying next to the cauldron has a tiny necrotic symbol carved into its forehead. When a living creature touches the skull, several of the jumbled bones on other tables knit together, forming a headless dwarf skeleton that leaps onto the floor and blindly begins searching for its missing head. If a character places the dwarf’s skull atop its skeletal body, it becomes a fully animated skeleton (see page 258) under the character’s control. If the skeleton is destroyed (that is, reduced to 0 hit points), it turns to dust and cannot be reanimated. The skeleton understands Common and Dwarvish, but cannot speak.

51. Red Wizard Sanctuary

This great hall is adorned with dusty tapestries, marble statues of armored dwarves, and frayed rugs. Two arcane circles on the floor emit lurid purple light, while torches in iron brackets add some much needed warmth and brightness.

Toward the back of the hall, past the glowing circles, is a magnificent white marble table consisting of a heavy slab with legs carved like dragons. Sculpted granite chairs surround the table on three sides.

If the characters have already encountered Nadir (in the guise of Arvik Zaltos) elsewhere in the dungeon, the rakshasa is not here. Similarly, if Nadir has already obtained the Fire Key and delivered it to the Red Wizards via the skull in area 41, he’s gone by the time the characters reach this room.

If the disguised rakshasa is present, continue with the following description:

Sitting in the farthest chair is a bald man in a sleeveless red robe, his arms covered in writhing serpent tattoos. When last you saw him, he was swinging from the gallows in Daggerford's town square.

If Nadir sent his undead bodyguards to reinforce the guard in area 44, or if they were destroyed elsewhere, they are not present. Otherwise, they are positioned as described below:

The Red Wizard is not alone. Standing within the purple circle closest to him are six thin, undead soldiers with rusty blades and corroded metal skull masks that leave only their hate-filled eyes uncovered. Hovering above the circle closest to you are six black apparitions with long claws.

How Nadir reacts to the characters depends on what's happened in the adventure so far. First and foremost, the rakshasa knows that the real Arvik Zaltos never met the characters, so while in the guise of Arvik, Nadir pretends that the adventurers are unknown to him.

Creatures: "Arvik Zaltos" is actually Nadir the rakshasa in disguise (see page 255 for statistics). He has six wights and six wraiths under his command (see pages 263 and 264 for their statistics).

The only thing Nadir/Arvik wants at this time is the Fire Key (see area 14). To get the key, he needs Derwin's hammer (see area 26). Once he obtains the key, his plan is to deliver it to the Red Wizards via the giant skull in area 41, then leave Ironaxe Halls and all of its trappings behind (including Arvik's apprentices and undead bodyguards).

The only thing the wights and wraiths want is to serve their creator, Arvik Zaltos—or rather, the creature they *think* is Arvik Zaltos. If the characters somehow expose the rakshasa's duplicity, they can turn the undead against Nadir—assuming the players suspect Arvik isn't what he appears to be. (Given the Red Wizards' penchant for necromancy, it's easy to believe that the real Arvik Zaltos somehow cheated death in Daggerford and that he is, in fact, still alive.)

Nadir considers the characters instrumental in his plot against Sir Isteval (which comes to light in the next adventure). He doesn't want to kill the adventurers—not yet. If he can't wrest the Fire Key from them without also killing them, he's prepared to let them keep the key. If he's forced to flee rather than fight, he does so. That said, Nadir doesn't like to fail and takes whatever steps he can to have his cake and eat it, too.

If the rakshasa dies, its true form is revealed. The image of the tattooed Red Wizard melts away, replaced by a tiger-headed humanoid with backward claws. The rakshasa's body rapidly decomposes until nothing remains but a pool of filthy ichor.

Marble Table: The white marble slab that forms the tabletop has a sunken surface, carved into which is an elaborate map showing terrain, settlements, and landmarks around Mount Illefarn circa 1315 DR (the Year of Spilled Blood).

Necromantic Circles: The 20-foot-diameter circles on the floor do not possess the same properties as the other magic circles in Ironaxe Halls. These circles have the following two properties:

- ◆ Undead creatures on or above a circle cannot be turned or rebuked. In addition, undead creatures outside of the circles but still in the room are considered to have double their current hit points with regard to turn and rebuke attempts.
- ◆ The circles siphon life energy from living creatures that dwell on them. Any living creature that ends its turn on or above a necromantic circle takes 5 (1d10) necrotic damage.

A *dispel magic* spell cast on a necromantic circle destroys it, causing it to fade away. A character with knowledge of forbidden lore or religion can destroy one of these blasphemous circles by uttering a half-forgotten prayer at succeeding at a DC 15 Intelligence check. Whether it succeeds or fails, the attempt requires the character to use an action.

Secret Door: Set into the north wall is a magically locked secret door that requires a DC 15 Wisdom to spot and a DC 25 Strength check or a *knock* spell to open. The secret door opens into area 53.

52. Elevator to Nowhere

A crumbling staircase leads down to a 10-foot-square landing with a door set into the western wall. The door opens onto the landing. If the characters open it, read the following:

Pulling open the door reveals a dusty, 10-foot-square room with no other exits and a ceiling too high to see. Clearly, this room sits at the bottom of some kind of shaft. A wooden chest rests on the floor against the back wall.

A character who inspects the floor and succeeds at a DC 15 Intelligence check spots a continuous seam the runs along the perimeter, suggesting that the floor is a stone slab separate from the walls.

The wooden chest contains a stubby iron lever, and both the lever and the chest are bolted to the floor. If someone pulls the lever, loud gears and other mechanism hidden under the floor begin make loud clunking and grinding noises as the floor (which is actually a column of solid rock) begins to rise up the shaft at a rate of 20 feet per round.

The shaft was originally connected to another level, but after 180 feet, it becomes clogged with over

50 feet of broken stone. The floor doesn't stop rising until it slams into this wreckage, dealing 55 (10d10) bludgeoning damage to all creatures on the lift. Fortunately, setting the lever back to its original position causes the floor to sink back down.

53. Blasphemous Tome

A marble table stands against the north wall of this 20-foot-square chamber, and resting open on the table is a tome written in blood on pages of soft flesh.

The book resting on the table is a unique item loaned to Arvik Zaltos by Szass Tam himself. Arvik hid the tome here to keep it from falling into the hands of his apprentices, who would surely be destroyed by it.

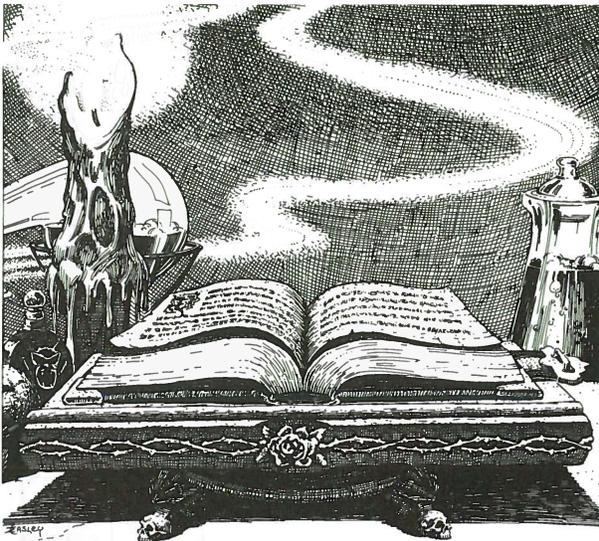
Treasure: The book is titled *The Tome of Blasphemous Magic*. It has covers made of pressed, powdered bone. Written in the blood of innocents, it contains all manner of heinous blasphemies couched as irrefutable truth, as well as bizarre necromantic rituals that only the most twisted minds can unravel. Among the grisly diagrams and revelations are the following three spells:

Enervating Grasp: This spell is functionally identical to the *shocking grasp* spell, except that it deals necrotic damage instead of lightning damage.

Orb of Black Flame: This spell is functionally identical to the *fireball* spell, except that it deals necrotic damage instead of fire damage.

Withering Tendrils: This spell is functionally identical to the *magic missile* spell, except that the "tendrils" deal necrotic damage instead of force damage.

The book comes with a test: Any creature that willingly reads what's written in the book must make a DC 16 Wisdom saving throw. **Failed Save:** The creature's spirit burns away and is destroyed forever, leaving the body a soulless husk that collapses to the floor. Only a *wish* or divine intervention can restore the creature's



annihilated spirit. **Successful Save:** The creature may read the book and learn its secrets without the book causing harm to it.

PART 4: DRAGON'S RAIN

Once the characters defeat the Red Wizards under Mount Illefarn, they are free to return to Daggerford.

The dwarves and orcs of Ironaxe Halls have no interest in abandoning their home. If the characters kidnap Korin Ironaxe and bring him to Daggerford, they can have the dwarf king committed to Lord Floskin's asylum in the hopes that the king's sanity can be restored. In the meantime, the leaderless Ironaxe clan will be thrown into uproar. The dwarves will be even more upset if the characters plundered their iron safes, branding them thieves and criminals. Any characters loitering under Mount Illefarn are asked to leave.

The Emerald Assassin

When the time comes for the adventurers to leave Mount Illefarn and return to Daggerford, run the following encounter after they exit the mountain and begin to make their way through the quarry.

A stiff coastal wind whistles through the quarry and drives the heavy rain against large granite blocks. Lightning splits the sky.

Something heavy hits the ground behind you. You turn to see an enormous dragon made of pouring rain.

Have the characters make a DC 15 Wisdom check; those that fail are surprised by the "rain dragon," which is actually an invisible green dragon named Chuth (pronounced *chooth*). The rain washing over Chuth's outline makes the dragon visible in a way few people ever get to see.

The adventurers may have encountered the dragon once before as a wandering monster in the wilderness (see page 73).

Creature: The green dragon does not speak to creatures that he hunts, believing it heightens the fear. If the elf prince Alagarthas (see page 74) is with the party, the dragon focuses all of its melee attacks on him. Otherwise, the dragon attacks any elf it sees, staying only as long as it takes to kill his prize, snatch the corpse, and fly away. If there are no elves in the party, the dragon breathes once, then departs (having satisfied itself that there's nothing worth eating or stealing).

Chuth's *invisibility* spell ends as soon as the dragon attacks. Alagarthas has heard of a green dragon that hunts elves of royal blood for sport. He warns the characters, "I fear this dread beast has come for me!"

Chuth was born in the Ardeep Forest in 942 DR, the Year of the Circling Vulture, and has spent nearly

all of his adult life cultivating a taste for elves. He's eaten more than his fair share, moving from forest to forest so that he can't be tracked down and killed. In his younger years, Chuth believed he could steal elves' immortality by devouring them. Maturity has cured him of that ridiculous notion; now, he's simply drawn to the sport of hunting prominent elves, particularly those of noble or royal descent. He passes the time learning about elf kings, princes, and lords and hatching elaborate schemes to lure his chosen prey into isolated corners of the wilderness, where he ambushes and eats them. Wood elves know him as the Emerald Assassin.

Chuth has spies in the Misty Forest and came to Laughing Hollow specifically to hunt down and kill Prince Alagarthas. He was hot on the prince's trail when the wildfires struck and ruined everything. However, Chuth caught a break: he encountered the nine wood elves that Alagarthas left behind (see page 74), devoured eight of them, and convinced the lone survivor to tell him where the prince had gone. When the elf complied, the dragon let her go.

If Alagarthas did not accompany the party to Mount Illefarn for whatever reason, assume that the dragon found the elf prince and ate him. Before his death, Alagarthas tried to bargain for his life by telling Chuth a story about a band of "treasure-laden adventurers headed to Mount Illefarn." After feasting on the prince, Chuth decided to follow up on Alagarthas's lead.

Use the statistics for the green dragon on page 229, but give Chuth the following trait.

Spellcasting: The dragon is a 3rd-level spellcaster that uses Intelligence as its magic ability (spell save DC 13). It has the following spells prepared:

Cantrips—*mage hand, read magic*

1st level (4/day)—*detect magic, feather fall, shield*

2nd level (2/day)—*invisibility*

Dragon Tactics: Chuth knows a handful of spells. The dragon always casts *invisibility* on itself before moving in for the kill. In this particular engagement, the dragon lands as close to Alagarthas and the characters as it can, hoping to catch them all in its breath weapon during the surprise round.

The "Emerald Assassin" did not earn his moniker or reputation by being reckless. Chuth flees if reduced to half his hit points or fewer.

Poor Weather: Due to the wind and heavy rain, creatures have disadvantage when making ranged weapon attacks against targets more than 30 feet away. The dragon uses the weather to its advantage; if attacked by too many enemies, it takes to the air.

Development

If Alagarthas survives the dragon attack, he is grateful to those party members who put themselves in jeopardy to save his life. He promises to speak well of them when he returns to the Misty Forest and shares the tale of his harrowing ordeal. (Of course, in the retelling, the prince is free to embellish his story and paint himself as the main protagonist.) If Chuth escapes, the elf prince makes it his life quest to slay the fearsome Emerald Assassin—preferably with a well-paid and able-bodied group of adventurers on hand in case things go horribly awry.

PART 5: EPILOGUE

You can expedite the party's return trip to Daggerford by assuming there are no random encounters along the way. However, if the characters don't have enough experience points to reach 8th level, consider inserting in a few encounters en route (see pages 71-73).

When the party finally reaches Daggerford, read:

As the summer storm blows east, brilliant rays of sunlight pierce the darkened clouds and shine down upon Daggerford, lighting up its walls and rooftops.

As you pass through the town gates, people gather around to hear your latest exploits and see what treasures you've unearthed from the ancient dwarven enclave under Mount Illefarn.

Captain Miller leans next to a merchant's wagon, gives you a friendly nod, and heads to the Lady Luck Tavern, hoping that you follow and buy her that drink once the crowd has had its fill.

If the characters have one or more elemental keys in their possession, they must decide what to do with them. Sir Isteval has a lot of contacts up and down the Sword Coast and can take the keys off their hands, assuring characters that the Red Wizards will never find them.

Free Ale for Everyone!

If the characters spend more than a week away from Daggerford, they'll miss not only the funeral of King Derval Ironeater but also the grand ale-fest held in his honor. If the characters make it back for the celebration, read the following:

Dwarves of the Ironeater clan converge on Daggerford to celebrate the life of their fallen king. The guards at the main gates are kept busy as heavily defended dwarven ale wagons arrive one after another from Waterdeep, Secomber, and elsewhere. Soon, the town is rumbling with the laughter of stout bearded folk. The celebration also attracts scores of cheery halflings and a few elf dignitaries with longstanding affection for the Ironeater clan.

As the summer sun beats down on your heads, Duke Maldwyn kicks off the festivities by proclaiming Derval's Day as a time to reflect on the great deeds of the past and the importance of family and kinship. As per dwarven custom, he takes a warhammer, smashes in the lid of the first barrel with a mighty blow, and begins plunging flagons into the ale and wood chips. The first mugs are handed to you—Daggerford's newest champions. After picking out the splinters, you take your first gulp to the cheers of a thirsty crowd.

The next two days are something of a blur.



The celebration of King Derval Ironeater's legacy goes swimmingly.

Red Wizards, Dead Wizards

If the characters return with Red Wizard prisoners, the duke has them arrested and hanged as part of the celebration. Some people close to the duke, including Lady Morwen and Sir Isteval, consider the hangings to be in bad taste, while Lord Floshin considers it fitting punishment for the sacking of his estate. The duke's hand cannot be stayed; he considers it dangerous to keep the Red Wizards alive—and he's probably right.

The dead wizards—their eyes and mouths stitched shut—are left on display in the summer heat, attracting flies and crows. Eventually, Lady Morwen does the decent thing and orders Captain Sherlen Miller to cut down the corpses and burn them to ashes.

If the characters had Darwa Dalion in their custody but let her escape, Duke Maldwyn is furious but, to his credit, stops short of accusing the adventurers of incompetence. He simply turns away in a huff and prays that he never sees Darwa Dalion again.

What the Future Holds

By the time the celebration is over, the Red Wizards will know that Arvik Zaltos is dead and their plans in Delimbiyr Vale have gone awry. Heads will roll. Spies disguised as ordinary folk will infiltrate the town and learn as much as they can about the characters before reporting back to their superiors. It's only a matter of time before the Red Wizards strike back, and Sir Isteval knows it.

If the characters learned that "Arvik Zaltos" was a rakshasa, Sir Isteval is taken aback and shares the following tale from his past:

"I encountered a similar creature in Cormyr. My adventuring companions and I were investigating the deaths of three nobles in Suzail. We followed the killer's trail to the King's Castle, where it took the guise of a War Wizard. Fortunately, we confronted and killed the creature before it could infiltrate the royal family.

"There are fiends everywhere, my friends. Such evil is why we are here."

Sir Isteval has no reason to believe the rakshasa impersonating Arvik Zaltos is the same fiend that he and his adventuring companions killed in Cormyr all those years ago—a fact that might cost the paladin his soul.

ADVENTURE 4: DRAGONSPEAR CASTLE

By Christopher Perkins and Robert J. Schwalb

Dragonspear Castle is one of the most famous ruins along the Sword Coast. Built by an adventurer named Daeros Dragonspear, the once-mighty castle has over the centuries become home to a succession of fell beasts and monsters, from orc armies to dragons and devils, only to be scoured out repeatedly by intrepid bands of adventurers and other forces aligned against evil. The adventurers are drawn to the ruined castle by a vengeful foe who knows that evil comes in many forms, and that good doesn't always prevail.

"Dragonspear Castle" assumes the characters are at least 9th level. There is a six-month gap between this adventure and the events of the previous adventure, so it's reasonable to assume that underpowered characters can reach the desired level, either through training or by taking up personal quests in the interim.

SETTING THE STAGE

Adventurers can change the world, and the actions they take and the choices they make can sometimes come back to haunt them.

Almost twenty years ago, a rakshasa named Nadir waged a campaign of terror in distant Suzail by infiltrating the royal court of Cormyr and murdering a handful of Cormyrean nobles. A band of adventurers led by a paladin of Amaunator named Isteval hunted the fiend and found its subterranean lair. Isteval and his companions fought and killed the rakshasa's minions, but Nadir escaped. When Isteval returned to the surface, he found his horse slaughtered and his faithful squire—a promising young man named Eldrin Haunn—missing. Days later, a courier delivered Eldrin's bloody holy symbol to the temple. Isteval kept the holy symbol but never saw his squire again.

With the aid of magical divinations, Isteval and his companions cornered the rakshasa in the royal palace, killing it before it could do untold damage in the guise of a respected Cormyrean War Wizard named Norvin Tarrlock, whose body turned up a week later in the sunken hold of a wrecked Sembian caravel at the bottom of the harbor.

The rakshasa's spirit was banished to the Nine Hells and languished there, tormented and powerless, for more than a decade. Eventually, as happens with all rakshasas, Nadir's spirit was released and his physical form reincarnated. Since then, the rakshasa has resumed its evil ways, but it has taken years to plot its

revenge against Sir Isteval, whose piety and dedication to destroying evil is worthy of Nadir's attention.

Nadir has been tracing Isteval's journey westward from Cormyr to the Sword Coast. The rakshasa finally found the paladin "retired" in Daggerford, although it has since learned that Isteval commands a vast network of adventurers spread across western Faerûn.

Simply killing Isteval isn't enough, for surely someone would have the means to raise the paladin from the dead. No. Nadir's plan is to tear Isteval's spirit from his body and cast it into the Nine Hells, so that Isteval can experience the same torment that Nadir experienced. Moreover, the rakshasa intends to make certain that Isteval's spirit *never* escapes.

No victory would be complete without a record of it, and Nadir knows that history isn't written by victors but by *witnesses*. Thus, Nadir wants Isteval's close friends—respected individuals whose words carry weight—to witness the paladin's downfall and spread news of his ruin throughout Faerûn. Enter the player characters.

Nadir's Plot

Nadir put his dreams on hold to make the dreams of the Red Wizards come true, but now the time has come to get what he came for.

Nadir's plot has already been set in motion, and it revolves around Dragonspear Castle.

A century ago, armies from Waterdeep bolstered by militias from other settlements purged Dragonspear Castle of devils from the Nine Hells that had slipped into Faerûn through a magical portal in the castle's lower levels. Priests of Tempus (the god of battles, also known as the Warbringer) erected a shrine within the castle walls to keep a lid on the portal, but the shrine has long since fallen, its guardian priests eradicated. Nadir has figured out a way to unlock the portal to the Nine Hells, but he has no intention of keeping it open for long.

Prior to the start of this adventure, the rakshasa approached Darrondar Gweth (see page 136), a troubled servant of Tempus living in Daggerford, in the guise of an old friend and fellow Tempus-worshiper named Alwern Mulverax. "Alwern" convinced Darrondar to accompany him to Dragonspear Castle, claiming that he was on a sanctioned quest to renew the ancient rituals that kept the portal to the Nine Hells sealed.

The rakshasa's disguise was carefully chosen. The real Alwern had saved Darrondar's life years earlier when they both served in the Waterdeep militia, so Darrondar felt obliged to honor his friend's request. The two traveled to Dragonspear Castle, where Darrondar was promptly imprisoned and held captive by a vampire coven in league with Nadir. When the time is right, the rakshasa plans to spill Darrondar's blood on the altar of Tempus, weakening the seals on the portal long enough to open it for a short time.

NADIR THE RAKSHASA: BACK FROM THE DEAD

If Nadir died in the third adventure, he's alive by the start of this one.

While the characters have been enjoying a six-month reprieve from the rigors and perils of dungeon crawling (presumably), the rakshasa's spirit has been cutting deals with its infernal masters, tempting them with the spirit of Sir Isteval and promising to deliver it into their waiting arms. The rakshasa is nothing if not persuasive, and its spirit is reincarnated. However, its swift return comes at a price: If Nadir dies before making good on his promise to deliver Isteval's soul, the rakshasa will be reduced to a lemure devil (see page 227) and never again allowed to leave the Nine Hells.

With Darrondar in place, Nadir seeks out the player characters. He approaches them in the guise of Eldrin Haunn, Isteval's long-dead squire, and tells them Isteval needs to see them on an urgent matter concerning Dragonspear Castle.

Isteval fears that the rakshasa is using the guise of his dead squire to lure him to a final showdown at Dragonspear Castle. Knowing that Darrondar Gweth has gone missing and fearing that the rakshasa might have found a way to unlock the ancient portal to the Nine Hells, Isteval asks the characters to accompany him as he confronts his immortal nemesis. Meanwhile, Nadir teleports back to the castle to await the paladin's

arrival, uses Darrondar to open the portal to the Nine Hells, and affords Isteval the chance to close the portal by sacrificing his immortal soul.

The Party's Goal

The characters' ultimate goal is to save Isteval from the wrath of Nadir. The paladin is outraged that the fiend would use the form of Eldrin Haunn, his dead squire, to goad him into a confrontation at Dragonspear Castle. Isteval also cannot ignore the possibility that the rakshasa might be trying to open the gates of hell.

The characters accompany Isteval on what could be his last adventure. In Dragonspear Castle, they are faced with a daunting choice: allow devils to pour through the gate and once more gain a foothold on the Sword Coast, or let Isteval sacrifice himself to close the portal. Clever characters must find a third solution—one that saves Isteval *and* seals the portal. If they do, they can deny the rakshasa its vengeance, slay it, and condemn its spirit to the Nine Hells for all eternity.

Wrath of the Red Wizards

The adventure doesn't end with the rakshasa's defeat. Just as Isteval feels the wrath of a vengeful foe, so, too, do the characters.

The Red Wizards are cross with the characters for meddling in their affairs, and though it's taken them a while to get their act together, they are ready to strike back and strike back HARD. In a shocking campaign climax, they send Lord Karrault—a death knight bound to the service of Szass Tam—to wipe the meddling heroes off the face of Faerûn.



PART 1: REVENGE IS SWEET

Begin the adventure by reading the following text aloud to the players:

It's been six months since you dealt with the Red Wizard threat under Mount Illefarn. Auril the Frostmaiden once again has the Sword Coast in her clutches, sending cold winds from the north to remind everyone that winter is her domain.

Isteval urged you to lie low, maybe spend the winter in Waterdeep or chill out in Daggerford for a season or two and enjoy your popularity. Meanwhile, he would contact a few friends and try to monitor Red Wizard activities in the region. Although he didn't say as much, it's obvious that he fears for your safety. "Above all," he said, "look out for one another."

Given that six months have passed since the last adventure, you should ask each player to imagine what his or her character has been doing in that time. Some options include:

- ◆ Lying low in Daggerford
- ◆ Building an estate and hiring staff
- ◆ Starting a family, either in Daggerford or nearby
- ◆ Exploring the Western Heartlands
- ◆ Completing some personal quest
- ◆ Training with a mentor
- ◆ Visiting Waterdeep (perhaps to deliver the journal of Captain Tesper to her family; see page 29)

Once the players figure out what their characters have been doing for the past six months, read:

As expected, Isteval spends his time in Daggerford, enjoying his retirement. You don't see or hear from him much at all, but you are surprised to learn how far-reaching his network of friends is. Wherever you go, you see strangers watching you from a respectable distance—a guard, a scruffy-looking Northman wearing a furred cloak, a trio of dour-looking dwarves smoking pipes, and so on. They would watch you and follow you, and whenever you seemed the least bit uncomfortable, they'd smile and wave, or they'd walk over, shake your hand, and say, "A friend in Daggerford sends you his regards."

It seems that no matter where you go, Isteval's friends are watching your back.

But in the past week, you've seen no familiar faces. No friendly waves from strangers. No nods or winks from across the street. No free rounds of drinks. You can't help but think that something's up, and the wind is about to change.

Before approaching the characters in the guise of Eldrin Haunn, Sir Isteval's squire, Nadir the rakshasa observes Isteval's spies at work and quietly eliminates them. This takes about a week and is done with utmost care and guile.

Continue with the "Eldrin Haunn" section below.

Eldrin Haunn

The characters might decide to pay Isteval a visit, to make sure he's okay or to see if he's learned something about the Red Wizards and their dark designs. Before that happens, Nadir the rakshasa approaches them in the guise of Isteval's young squire, Eldrin Haunn.

If the party is scattered, "Eldrin" approaches only one or two of the characters, and leaves it to them to bring the party back together.

Read the following text to those players whose characters Eldrin approaches:

A young man with a bright smile finds you. He's bundled in a gray fur cloak and doesn't seem put down by winter's cold bluster. "Greetings from a friend in Daggerford! I am Eldrin Haunn, Sir Isteval's squire. My lord asked me to fetch you . . . although he didn't phrase it quite so rudely. He says it's a matter of great urgency concerning Dragonspear Castle."

The rakshasa knows the real Eldrin Haunn better than anyone save Isteval himself, and its disguise is perfect. If the characters prod Eldrin for more information, the young squire replies:

"Sir Isteval wouldn't tell me much, but I got the impression he's coming out of retirement for this one."

Have the characters make an Intelligence check, with the results determining how much they know or recall about Dragonspear Castle:

DC 5: It's one of the most feared ruins along the Sword Coast.

DC 10: A human adventurer of dwarven stature named Daeros Dragonspear built the castle over three hundred years ago. The forces of good and evil fought many battles there. Today, it's a haunted ruin.

DC 15: Daeros was tricked into opening a portal to the Nine Hells under the castle. The portal is still there, sealed by ritual magic.

DC 20: The ritual magic used to seal the portal weakens over time. For years, priests of Tempus would recast the rituals to make sure the portal remained closed. That practice stopped a little more than a century ago, when a horde of undead overwhelmed the Warbringer's warrior-priests and a deadly mist settled over the ruin. That mist is now gone.

DC 25: The undead infesting Dragonspear Castle have since been purged or trapped in the darkest depths of the castle's dungeons by adventurers. Characters who are suspicious of Eldrin can make a DC 19 Intelligence or Wisdom check to verify that (a) he is being deceptive, and (b) he is using an illusion to conceal his true form. The rakshasa's true appearance can only be discerned with a *true seeing* spell.

By appearing to the characters as Eldrin and mentioning Isteval and Dragonspear Castle, the rakshasa has accomplished what it needs to. If the characters buy the Eldrin disguise, the young squire tells them that he has "other very important errands to run for Sir Isteval" and bids them farewell.

If attacked, "Eldrin" turns invisible and flees. Once out of sight, the rakshasa casts *teleportation circle* and returns to area 20 of Dragonspear Castle.

Isteval's Moment in the Sun

After one or more characters receive a visit from "Eldrin Haunn," the party should feel strongly motivated to pay Sir Isteval a visit. For the past six months, Isteval has been trying to enjoy his retirement while using his vast network of friends to learn more about the Red Wizards' plans for the Sword Coast.

As far as Isteval knows, nothing of consequence is happening at Dragonspear Castle, which is why he's surprised to receive a visit from the characters concerning "a matter of great urgency."

Snow clings to the rooftops of Daggerford as you make your way to Isteval's residence, a drafty third-floor attic with a large fireplace at one end. Through frosty windows, you can see the town in all directions, as well as beyond the walls. Even in retirement, Isteval has a head for tactics!

The paladin wears heavy furs and leans heavily on his cane. "Well met, friends. I'm afraid that I have no information to share about the Red Wizards of Thay. Whatever they're up to, they're being quiet about it. What brings you to me on such a cold day?"

If the characters tell of their meeting with Isteval's squire and mention Eldrin Haunn by name, read the boxed text on the following page.

Sir Isteval

Medium Humanoid (Human)

Armor Class 19 (+1 *plate mail*)

Hit Points 67 (9d10 + 18)

Speed 15 ft.

Str 16 (+3)

Dex 10 (+0)

Con 15 (+2)

Int 14 (+2)

Wis 16 (+3)

Cha 18 (+4)

Alignment lawful good

Languages Common, Dwarvish, Elvish

TRAITS

Aura of Courage: Sir Isteval cannot be frightened, and creatures he designates within 10 feet of him have advantage on saving throws against being frightened.

Divine Smite: Three times per day, when Sir Isteval hits an enemy with a melee attack, he can choose to deal 3d10 extra radiant damage.

Immunities: Sir Isteval is immune to disease.

Spellcasting: Sir Isteval is a 9th-level spellcaster that uses Wisdom as his magic ability (spell save DC 15). He has the following spells prepared:

Cantrips—*light, spare the dying*

1st level (3/day)—*bles, divine favor, protection from evil*

2nd level (2/day)—*lesser restoration, spiritual weapon*

3rd level (1/day)—*speak with dead*

ACTIONS

Melee Attack—+1 **Greatsword:** +7 to hit (reach 5 ft.; one creature). **Hit:** 15 (2d12 + 4) slashing damage.

Divine Sense: Until the end of Sir Isteval's next turn, he knows the exact location of an celestial, fiend, or undead creature within 25 feet of him, and such creatures cannot become hidden from him. Within the same radius, Sir Isteval can also detect the presence of any place or object that has been consecrated or desecrated.

REACTIONS

Aura of Protection: Whenever a creature within 10 feet of Sir Isteval makes a saving throw, Isteval can use a reaction to grant it a +4 bonus to the save.

ENCOUNTER BUILDING

Level —

XP —





Isteval turns pale, his wounded leg wobbles, and it takes every ounce of his strength and fortitude to keep from falling down.

“Eldrin Haunn?”

In an instant, you see Isteval’s expression turn from surprise to horror to deep-seeded anger. He strides across the attic, pulls a key from around his neck, and unlocks a large wooden trunk situated under a tapestry of the sun. He pulls out a device—a holy symbol of Amaunator—and shows it to you. The holy symbol is spattered with old, dried blood.

“This is all that’s left of Eldrin Haunn, my squire. He died twenty years ago in Cormyr.”

If the characters seem interested and amenable, Isteval shares the following tale:

“The royal court had been infiltrated by a rakshasa. By the time we knew what it was, the fiend had already murdered several Cormyrean nobles. My companions and I tracked the creature to its subterranean lair, where we fought and killed its minions, but the rakshasa escaped. By the time we reached the surface, the fiend had slaughtered my horse and . . . Eldrin was gone. Days later, a courier delivered Eldrin’s holy symbol to the Temple of Amaunator in Suzail. It was covered in blood.

“I could not rest until Eldrin’s slayer was destroyed. With the aid of divination magic, my friends and I cornered the rakshasa in the royal palace, killing it before it could do untold damage in the guise of a War Wizard named Norvin Tarrlock. Tarrlock’s body turned up a week later in the sunken hold of a wrecked Sembian caravel, at the bottom of Suzail’s harbor.

“With the villain slain at last, I prayed to Amaunator. I begged him to guide and protect Eldrin’s spirit. His death grieves me more than any other wound. Our souls were as one. Now, I fear, the rakshasa has somehow returned not only to haunt me but also to threaten everything I hold dear.”

The characters are free to comfort Isteval as they wish, or suggest a possible course of action. Ultimately, the retired paladin resolves to confront this latest threat rather than hide in his attic.

“Dragonspear Castle has many ghosts and does not abide ordinary men. Are you with me?”

Isteval feels he has no choice but to stop the creature posing as Eldrin Haunn. If the characters seem hesitant about traveling with Isteval to Dragonspear Castle, the paladin points out the following:

- ◆ There’s a portal to the Nine Hells under the castle. Were that portal to open, the whole Sword Coast—including Daggerford—could be overrun by fiends.
- ◆ Darrondar Gweth, Daggerford’s leading priest of Tempus, left town a week ago. Isteval doesn’t think it’s a coincidence. He thinks Darrondar has been lured to Dragonspear Castle for reasons that have yet to come to light.

PART 2: BEST SERVED COLD

The fastest, safest way to reach Dragonspear Castle is to follow the Trade Way southeast from Daggerford. The road passes through a walled village called the Way Inn at nearly the 60-mile mark—a three-day ride on horseback. From there, the road continues southeast. At the 180-mile mark, it branches into a well-traveled road that continues south to Baldur’s Gate and a disused, broken road that heads east to the ruins of Dragonspear Castle. All told, the journey takes a tenday on horseback.

Tiny hamlets and farmsteads speckle the countryside on either side of the Trade Way for much of the journey. The farther south one travels, the fewer settlements and homesteads there are.

Preparing for the Journey

Isteval secures horses from Duke Maldwyn and packs light, keeping Eldrin Haunn’s holy symbol tied to his belt. He expects the characters to get their affairs in order, for he plans to leave at dawn.

A light snow falls from the dawn sky. Lady Morwen and several of her horsemen ride down from the duke’s castle, their furred cloaks flapping in the wind. As they draw nearer, you see one horse is without a rider—a beautiful gray mare.

“Your mount, Sir Isteval,” says Lady Morwen, nodding toward the riderless mare. “And for your companions, our finest horses, each one as steady as the night is long.” Lady Morwen and her soldiers dismount, offering you their trusty steeds.

Despite his injury, Sir Isteval is able to mount his horse unaided. Lady Morwen is impressed, but when she turns to you, her stern face belies the uncertainty of ever seeing you again.

“With the wind at your backs,” she says, “you should reach the Way Inn in two days. Tell that old cur, the innkeeper, what’s-his-name, that the duke will cover all expenses during your time at the inn.”

Isteval nods to Lady Morwen and gallops away. You follow him through the gates of Daggerford, across Tyndal Bridge, and southeast along the Trade Way toward Dragonspear Castle.

Isteval and the characters ride normal horses (see 244 for statistics). Isteval’s gray mare is named *Ileleste* (Elvish for “falling rain” or “tearfall”).

The Way Inn

As long as the adventurers stick to the Trade Way, they have no hostile encounters between Daggerford and the Way Inn, which lies two days’ ride southeast.

Matt speaks Elvish.
Ask him to translate
“falling rain.”

The cold winter air claws at your flesh as you ride southeast, past the hamlet of Gillian's Hill and the fortified estate of Liam's Hold, heading toward the Way Inn. A cold night spent camping in tents by the roadside reminds you of the simple pleasures of a warm bed and a blazing hearth. Isteval's old wound gives him grief, but he dulls the pain with a keg of brandy plucked from the duke's reserves.

The following morning, Isteval prays to the rising sun with Eldrin Haunn's holy symbol clasped in his cold hands. "I swear on my eternal soul, we will see this through. Amaunator, light our path."

A biting wind from the north turns out to be a blessing in disguise, blowing at your backs and driving your horses onward, past the friendly waypoint of Bowshot before midday. You feel pity for those riding in the other direction, their faces buried in thick wool scarves, and for the merchants in their plodding wagons that still have a long journey ahead of them.

By early evening, you see plumes of white smoke ahead. The road crests near a bald outcropping of rock. Beyond, the road leads to the fortified wooden gates of a village enclosed by a wall of mortared granite and dominated by a large inn.

The Way Inn is a small village of about 100 souls. Another 400 or so live in dependent hamlets within a few miles. The large two-story inn that dominates the village also shares its name.

The village is a popular stopover for weary travelers heading north to Daggerford, Waterdeep, or Neverwinter, or south to Baldur's Gate and beyond. A few travelers come here to make hunting forays into the Misty Forest, particularly wealthy merchants and nobles. The village also serves as a market and central meeting place for folks living in nearby hamlets. The village maintains a force of archers and spear-wielding guards armed with fire pots. This force is sometimes called on to repel trolls and other wandering monsters.

The granite walls surrounding the village are 20 feet tall and about 2 feet thick. Several small stone towers rise slightly higher than the walls and are accessible via ladders.

The Trade Way runs clear through the middle of the village, and the gates at either end have large doors of thick wood clasped in iron bands. These doors can be barred with thick wooden spars stored in the adjacent towers.

Guards stationed at the gates do a cursory check of wagons and carriages just to be sure they don't contain bandits or some other serious threat. Otherwise, travelers are welcome.

The village has stables for the characters' horses. There is also an apothecary, a smithy, a store that sells all manner of mundane items and practical clothing



useful to travelers, and a shrine dedicated to Mielikki (goddess of the forest).

Staying at the Inn

The party can obtain free food and lodging at the inn by doing as Lady Morwen suggested and claiming to be agents of the duke. The inn has more than enough guest rooms, which are small but cozy. Cross Wheeler, the seasoned innkeeper, goes out of his way to make sure Lady Morwen's friends are comfortable.

Darrondar Gweth and Alwern Mulverax

Isteval urges the characters to find out if Darrondar Gweth passed through the village recently.

Characters who spend at least 1 hour making inquiries can learn some useful information by making a Charisma check, with the results determining how much they learn:

DC 5: A man matching Darrondar's description came through town about one week ago. He was not alone.



DC 10: Darrondar was traveling with a friend of similar age—a scruffy, bearded man and retired soldier named Alwern Mulverax.

DC 15: The two men apparently served together in the Waterdeep militia years ago, and both were followers of Tempus, the Warbringer.

DC 20: The two men hitched a ride on a merchant wagon heading southeast but didn't say where they were going.

Shady Guests

There are a two other guests staying at the inn who have a special interest in the characters.

Creatures: Dargus Shallowvein and Elvor Bronze-bender are two shield dwarves (see page 230 for statistics) from Mirabar, a dwarven settlement far to the north. They work for a Mirabarran trade company called Thalorin's Manymetals and carry copper badges of employment to corroborate this fact. Their job is to seek out new trade partners along the Sword Coast, but they're paid on commission, so they supplement their paltry income by spying for a human mage named "Talan" (actually an alias). They don't know that their secret benefactor is a Red Wizard; they only know that they're supposed to contact the wizard if they see individuals matching the characters' descriptions and figure out where they're going.

Dargus tries to befriend the characters by inviting them to play a friendly game of cards, with no more than a few copper coins at stake. Meanwhile, Elvor kicks back and plays his *yarting* (a guitar-like instrument he picked up on his travels through Amn). The dwarves buy the characters several rounds of cheap ale to help loosen their tongues and keep the card game "festive." Characters who indulge themselves must make a DC 7 Constitution saving throw after every drink (adding +1 to the DC for each drink after the first) to avoid becoming intoxicated (see page 165) for the next 1d6 hours. Dwarves have advantage on the saving throw.

The only thing the dwarves need to know is where the characters are going. Being travelers themselves, they claim to know everything about everywhere. If the characters ask them about Dragonspear Castle, Dargus chokes on his drink and Elvor breaks one of the strings on his beloved *yarting*.

"DRAGONSPEAR CASTLE?! By Moradin's iron beard, you must be mad! That place is cursed! Full of DRAGONS and DEVILS and things that won't stay DEAD! A terrible place to perish, if you ask me! May the gods protect you from the evil spirits that haunt that place!"

The dwarves' shock is genuine, and though they'd like nothing more than to discourage the characters from

going there, they quickly realize that doing so is not in their best interest.

After learning what they can, the dwarves retire to their rooms for the evening. Hidden in Dargus's room (in the toe of his right traveling boot) is a fist-sized chunk of bloodrock engraved with arcane runes. Once per day, by grasping the rock and speaking into it, the holder can use the device to transmit a short message (25 words or less) to the person who crafted it, in this case "Talan" the Red Wizard. If the characters revealed their destination to the dwarves, the message that Dargus transmits is short and sweet: "Dragonspear Castle." What the Red Wizards do upon receiving this magical missive is described in "Part 5: Final Resting Place" (page 131).

Wilderness Encounters

South of the Way Inn, the party's journey becomes much more harrowing. All sorts of monsters prowl these lands, many of them with lairs in the Misty Forest or the High Moor to the northeast, or the Trollbark Forest to the southwest. Patrols along the Trade Way are infrequent, and so the road promises little protection.

Random encounters can also take place inside Dragonspear Castle itself, which has always attracted more than its fair share of trouble. Be sure to check for encounters if the characters spend the night there!

Exploration Turns: The overland journey between the Way Inn and Dragonspear Castle is best handled using exploration turns. An exploration turn is 1 hour long, and during each exploration turn, check to see if a random encounter occurs (see below). The journey to Dragonspear Castle takes ten days on horseback, so feel free to increase the exploration turn interval to 3 or 4 hours instead of the standard 1-hour interval to expedite the journey.

At the end of each exploration turn, roll a d20. On a result of 17-20, the characters have a random encounter. To determine the specific encounter, roll a d12 and a d8, add the results together, and consult the table below. If you wish to keep the encounter easy, roll 2d6 instead. You may also select the encounter instead of rolling randomly.

Characters on horseback can avoid many of the encounters, since very few monsters can keep up with them. A few of the encounters on the table below aren't monsters at all, but rather places that adventurers can explore.

DRAGONSPEAR CASTLE AND ENVIRONS ENCOUNTER TABLE

d12 + d8	Encounter
2	Battlefield*
3	Burning homestead*
4	3d6 gnolls and 1 gnoll pack lord
5	2d6 goblins riding dire wolves (worgs)
6	Cottage*
7	1d6 griffons*
8	2d4 harpies
9	1d6 stone giants*
10	Wagon*
11	4d6 hobgoblins and 1 hobgoblin leader
12	4d6 human warriors (bandits)
13	1d6 hill giants and 2d6 bugbears
14	6d6 orcs and 1d4 ettins
15	1d6 ogres and 3d6 orogs
16	1 roc
17	2d6 trolls
18	2d6 wolves and 1d6 werewolves
19	2d6 wood elves*
20	1 black dragon*

Wilderness encounters marked with an asterisk (*) are special and described below.

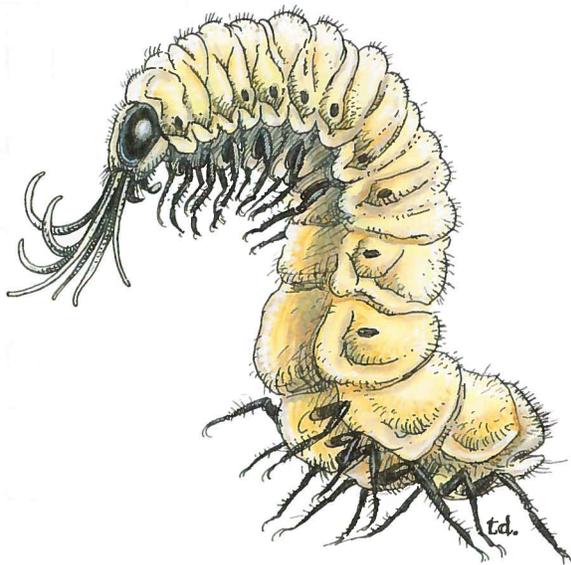
Battlefield: The characters come across the tell-tale signs of a large-scale armed conflict that occurred in the distant past or relatively recently. Roll a d8 to determine the battlefield's age, and roll d6 twice to determine the primary race on each side of the conflict.

d8	Battlefield Age	d6	vs.
1-6	Ancient	1	Wood elves
7-8	Recent	2	Gnolls
		3	Goblinoids
		4	Humans
		5	Orcs
		6	Trolls

An ancient battlefield is strewn with old bones, broken weapons, and bits of corroded armor. A recent battlefield has fly-ridden corpses, rotting heads on pikes, tattered banners, and smoldering funeral pyres left behind by survivors.

Burning Homestead: The characters see a plume of black smoke rising in the distance. If they investigate, they see a homestead that has been sacked and burned by marauders. They can follow the marauders' trail, but it leads away from Dragonspear Castle.

Cottage: The characters come upon a crumbling stone cottage with a sagging thatch roof. Roll a d12 and consult the following table to determine what, if anything, lives in the cottage.



d12 Cottage Occupants

- 1-6 Abandoned
- 7-10 1d6 nervous peasants (human commoners)
- 11 1d6 werewolves (in human form)
- 12 1d4 carrion crawlers

Nervous Peasants: The peasants live in a dangerous wilderness, full of monsters and brigands. They are prepared to defend their home but quick to make friends with well-armed characters who seem friendly. If this encounter occurs within 30 miles of Dragonspear Castle, the peasants live in fear of the vampires that haunt the castle.

Werewolves: These creatures moved into an abandoned cottage and are disguised as commoners. They offer shelter, hoping to kill the heroes in the dead of night, but they are otherwise hesitant to blow their cover or attack a well-armed group.

Carrion Crawlers: Not something you'd expect to find in an otherwise abandoned cottage, but surprising nonetheless! The cottage might (50% chance) contain a nest of carrion crawler eggs.

Griffons: The griffons crave horseflesh and attack the party's mounts.

Stone Giants: Roll a d8 to determine the giants' alignment, which determines how they interact with the characters.

d8 Stone Giants' Alignment

- 1-2 Neutral good
- 3-6 Neutral
- 7-8 Neutral evil

Neutral Good: With a successful DC 16 Charisma check, characters can persuade these giants to accompany them to Dragonspear Castle. The giants help fend off other threats along the way but won't approach within fifty yards of the castle's inner walls.

Neutral: These giants ignore the party unless the characters provoke them.

Neutral Evil: These giants hurl rocks at the characters as they ride by, trying to goad them into a fight.

Wagon: The characters come across a wagon. Roll a d8 to determine the wagon's present condition and a d12 to determine its contents (if any).

d8 Wagon Condition

- 1-2 Destroyed (do not roll for contents)
- 3-4 Intact, but abandoned
- 5-6 Intact, pulled by 1d2 horses, and unguarded
- 7-8 Intact, pulled by 1d2 horses, and guarded by 2d6 human warriors

d12 Wagon Contents

- 1-3 Food and/or drink
- 4-6 Nonperishable supplies
- 7-8 1d6 peasants (farmers)
- 9-10 Well-to-do merchant (see below)
- 11 Wealthy noble (see below)
- 12 Captured monster (see below)

Well-to-do Merchant: The merchant owns a purse containing 5d10 gp (to pay wages or bribes), as well as 1d6 × 50 gp worth of trade goods. The merchant has the statistics of a human commoner (see page 245).

Wealthy Noble: The wealthy noble carries 1d6 × 100 gp worth of personal items and jewelry. The noble is a noncombatant with AC 10 and 1d8 hit points, and is worth 1d6 × 500 gp in ransom.

Captured Monster: The wagon contains a captured basilisk (see page 219 for statistics) locked inside a wooden cage covered with a cloth drape.

Wood Elves: The wood elves are traveling to or from the Misty Forest on some errand or mission. They cannot be persuaded to accompany the characters to Dragonspear Castle, but they can point characters along safe paths and suggest places to make camp. If the characters heed the elves' advice, the chance of a random encounter drops to 19-20 (instead of 17-20) for the next 1d4 + 1 exploration turns.

Black Dragon: Black dragons of the High Moor fly over the Trade Way south of their lairs in search of easy prey. This particular black dragon keeps to the air, strafing characters (and their mounts) with its acid breath. The dragon flies back to its lair when reduced to half its hit points or fewer.

PART 3: RUINS OF DRAGONSPEAR CASTLE

Read the following text as Isteval and the characters approach the castle ruins:

The ruins of Dragonspear Castle crown a lonely hill at the end of a winding stretch of neglected road branching east of the Trade Way. The miles untamed fields that surround the castle are dotted with the remains of burnt wagons, gutted cottages, broken fences, and the wooden bones of war machines abandoned long ago.

Unless the characters stop to inspect some of the empty cottages, burnt wagons, and broken siege engines, continue by reading the text below.

War, neglect, and the elements have worn the once mighty castle down to its present wretched state. Two walls with turrets once encircled the keep, but the outermost wall and its towers have been reduced to rubble, forming necklace of broken gray stone around the hillside. The inner wall and towers are built on higher ground and are mostly intact, although you see numerous holes punched through the walls and rooftops. Half-hidden behind these crumbling fixtures is the main keep, the entire south side of which has collapsed.

The closer you get, the less serene and more unnerving the ruins become. The hill and everything on it has a deathly stillness, and amid the weeds and rocks you see old bones and broken weapons—more remnants of ancient battles won and lost.

In this part of the adventure, the characters search the ruins for Darrondar Gweth and the elusive rakshasa.

Doors: All doors in Dragonspear Castle are made of rotted wood with rusted iron bands, hinges, and handles. All doors leading to the inner bailey are fitted with iron braces in the inside. These braces are designed to hold wooden spars, allowing the doors to be barricaded shut in the event the castle is breached.

Although they might look sturdy, the doors are surprisingly weak and easily splintered.

Using the Castle Map: The map of the castle (see page 120) shows only the main keep. The outer wall and towers, which are not shown on the map, have been reduced to a ring of broken stone around the hillside, full of gaps.

Development

Beneath the castle lie ancient dungeons that are beyond the scope of this adventure. All entrances to

the dungeons have been sealed (see areas 15 and 20), but feel free to expand the adventure by making the dungeon accessible.

1. Castle Walls

The walls rise to a height of 30 feet, although they appear taller because the entire inner castle sits atop a rocky berm with 10-foot cliffs encircling it.

The walls are 10 feet thick at the base and gradually taper to 5-foot thickness with a crenellated battlement running along the tops. When he built the castle, Daeros Dragonspear sunk the wall foundations 10 feet underground to hinder sappers trying to tunnel under them.

The inner bailey (courtyard) is higher than the ground outside the castle walls, such that the distance from the yard to the tops of the walls is only 10 feet. Guards would reach the parapets by climbing stone steps (which still exist) or wooden ladders (which are long gone).

The walls are mostly intact except for the eastern wall, which collapsed and was subsequently torn down and never replaced.

2. Collapsed Walls

Several of the towers have gaping holes in them. Creatures can enter or leave the castle through these gaps by climbing over piles of rubble. Rubble-filled areas on the map are treated as difficult terrain.

3. Barbican

The main entrance to the inner bailey has seen many battles over the years, as evidenced by the damaged turrets and missing gate. Although the northern tower retains much of its roof, nothing of the southern tower above the wall remains.

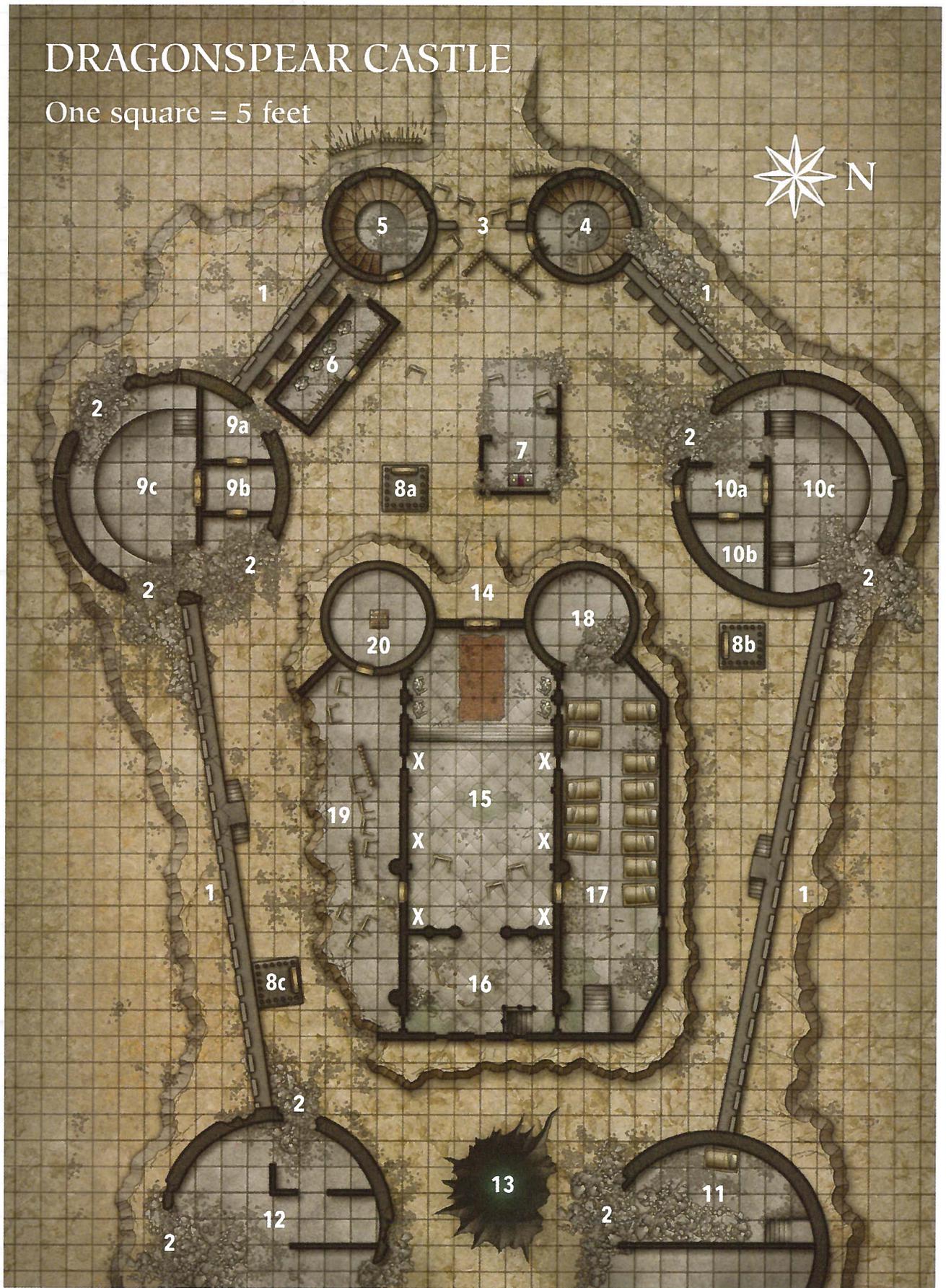
In front of the gate are bristling walls of sharpened wooden stakes and rotting mantlets—large, freestanding wooden shields—with broken arrows sticking out of them. Sometime after the gate was breached, 7-foot-high wooden palisades were built to fortify the entrance and limit the flow of traffic through the gate, but time has gotten the better of them as well. Everywhere you look, the ground is littered with bones, bits of rusted armor, and forsaken weapons.

A search of the area reveals nothing of value.

Mantlets: These 5-foot-high freestanding wooden shields are festooned with enemy arrows and have small holes cut into them at eye level. Each one weighs about 75 pounds. A mantlet provides three-quarters cover to a single Small or Medium character standing behind it (see page 159), but any blocked attack causes the mantle to crumble.

DRAGONSPEAR CASTLE

One square = 5 feet



Wooden Palisades: Previous occupants raised 7-foot-high walls made from tree trunks lashed together and sunk 2 feet into the ground. The wood is old and weak from time; a 10-foot section can be knocked down with a DC 10 Strength check.

4. North Barbican Tower

This tower is 40 feet high with a conical roof. A hole in the roof on its southern side reveals wooden supports and beams inside. Arrow slits gain height as they circle counter-clockwise around the tower wall.

Creatures can enter the tower through the hole in the roof, through an unlocked door set into the south wall, or through a hole in the wall facing the outer bailey. The hole is 10 feet off the ground, 10 feet wide, and 5 feet high. Rubble piled around the base of the hole makes reaching it quite easy (although the rubble is difficult terrain).

Arrow Slits: The arrow slits gain height as they circle around the tower wall because guards would stand on the interior staircase to use them.

Inside the Tower

When the characters peer inside the tower, read:

An old wooden staircase hugs the interior wall, with ascending arrow slits at 5-foot intervals. The staircase is in poor condition, and the upper floor is missing, leaving only a few broken boards stabbing out from the walls. Dust hangs in the air, and the walls are covered in mold and mildew. The floor is piled with rotting wood and broken stone.

The staircase creaks and groans ominously with every footstep. The bottom 15 feet of the staircase is safe, but the top 15 feet cannot support more than 100 pounds. Excessive weight on the top half of the staircase causes that section to collapse. Creatures on the collapsing stairs must make a DC 12 Dexterity saving throw. *Failed Save:* 7 (2d6) bludgeoning damage from the fall and 7 (2d6) piercing damage from the debris, and the creature lands prone.

A search of the tower yields nothing of value.

5. South Barbican Tower

This tower is missing its roof. As a result, its 30-foot-high top resembles a crown of broken stone. Arrow slits gain height as they circle counter-clockwise around the tower wall.

The top 10 feet of this tower (including the entire roof) collapsed years ago, and most of the debris fell inside the tower. The wall is otherwise intact. A door is set into the base of the tower, facing the inner bailey.

Arrow Slits: See area 4 above.

Inside the Tower

When the characters peer inside the tower, read:

A wooden staircase damaged by falling debris clings precariously to the interior wall, with ascending arrow slits at 5-foot intervals. The staircase is in poor condition, and nothing remains of the upper floor except a ring of jagged boards. Dust hangs in the air, and the walls are covered in mold and mildew. The floor is strewn with rotting wood, broken stone, and feathers—purple, black, and gray feathers.

The feathers were left by the creatures that inhabit this tower at night. The inhabitants (see “Creatures” below) perch on the ring-shaped upper floor and can be spotted with a DC 10 Wisdom check.

The bottom 15 feet of the staircase is safe, but the top 15 feet cannot support more than 100 pounds. Excessive weight on the top half of the staircase causes that section to collapse. Creatures on the collapsing stairs must make a DC 12 Dexterity saving throw. *Failed Save:* 7 (2d6) bludgeoning damage from the fall and 7 (2d6) piercing damage from the debris, and the creature lands prone.

Characters searching the rubble and debris at the bottom of the tower find some bones that fell from the floor above, but nothing of value. The contents of the upper floor are described under “Treasure” below.

Creatures: Seven harpies (see page 243 for statistics) roost in the tower at night. If the harpies are home, there is a 75% chance they are asleep, but any loud noise wakes them. The harpies leave the tower in the morning to hunt and don’t return until dusk.

Treasure: The jagged ring-shaped upper floor is in no danger of collapse. The floor is covered with droppings and strewn with human, elf, orc, and goblin bones. Characters searching the area find loose coins (74 sp, 35 ep, and 8 gp total) and a gold-plated helmet (worth 250 gp) with the head and wings of an eagle worked into its design.

Development

The singing of the harpies attracts the creature in area 9c, which emerges from its lair and tries to sneak up behind unsuspecting prey.

6. Haunted Armory

Standing with its back to the outer wall is a featureless stone building with a flat, 10-foot-high roof and an ironbound wooden door set in the middle of it. The door is chained and locked from the outside.

The rusted lock that binds the door's chains can be picked using thieves' tools with a successful DC 13 Dexterity check. The lock can also be broken off with a good, hard blow from any kind of weapon.

Characters can also enter the building through a 4-foot-wide, 5-foot-high hole in the western corner.

Inside the Armory

When the characters peer inside, read:

Dust and cobwebs fill this ancient armory. Suits of armor hang on four wooden dummies, and rusty armaments festoon old weapon racks along the opposite walls. The room feels unnaturally cold.

When one or more living creatures enter the armory, something happens; see "Creature" below.

The armor and weapons are described under "Treasure" below. The weapon racks are made of rotted wood and fall apart if they or the weapons stored in them are disturbed.

Creature: A ghost (see page 235 for statistics) materializes and attacks living creatures that enter the armory.

The ghost is all that remains of a human warrior-priest of Tempus named Sarna Felvalos, who served as the castle's Master of Arms for five years until she and her comrades-in-arms were slain (see "Development" below). In her spectral form, Sarna wears a tabard emblazoned with the shield-and-flaming-sword symbol of Tempus, the Warbringer. Her features are otherwise hideous to behold.

The ghost can no longer distinguish between friend and foe, nor can it leave the armory even while possessing a living creature. It cannot speak except through a host, and the only things it is capable of saying are "Leave!" and "Abandon all hope!" If the ghost is confronted by a holy symbol of Tempus, attempts to turn or rebuke it gain a +10 bonus.

The ghost disperses if reduced to 0 hit points, but it reforms the next night. A cleric who casts a *prayer* spell on the ghost convinces the spirit to rest in peace, instantly banishing it forever.

Treasure: Much of the equipment stored here is rusted beyond use; however, characters can salvage a suit of mithral scale mail, a suit of plate mail, a pair of maces, a warhammer, and a *javelin of lightning* (see page 216).

Development

After the priests of Tempus sealed the infernal portal under Dragonspear Castle, they left behind a garrison. Although the garrison changed regularly, its purpose stayed true: Keep the forces of evil at bay.

A little more than a century ago, the defenders of Dragonspear Castle and their sacred shrine (area 7) were destroyed by an undead horde. Sarna and several of her colleagues were cornered and killed in the armory. Years later, the undead infesting Dragonspear Castle were themselves destroyed, their leader (an undead monster called Born) driven underground and trapped in the dungeons.

The skeletal remains of Sarna and her comrades were removed from the armory and given proper burials, but for whatever reason, Sarna's ghost could not be laid to rest. Thus, the armory was locked up and abandoned.

7. Hold of the Battle Lions

Standing between the castle barbican and the main keep is the crumbled shell of a stone temple, at the back of which rests a marble altar. Someone has chipped away the bas-reliefs and religious iconography that once adorned the altar, defiling it.

The shrine is in ruins, its altar defiled but still intact. A *detect magic* spell cast on the altar and its surroundings reveals no magical auras.

Altar: Fiends on the other side of the portal under Dragonspear Castle "chip away" at its divine wards, causing them to weaken over time and requiring priests of Tempus to cast rituals in the presence of this altar—rituals intended to rejuvenate the ancient wards and prevent the portal from opening. It has been over a century since the last such ritual was cast here, and the portal's wards are very weak. Given the wards' weakened state, Nadir believes he can break them by desecrating the altar with the blood of a priest of Tempus (see "Part 4: Souls of the Damned" on page 129).

The altar's power comes from the holy relic trapped inside it (see "Treasure" below). If this relic is removed, the rituals designed to rejuvenate the wards on the portal simply won't work. Characters wishing to keep the relic can replace it with a different holy relic of Tempus; however, there are no other such relics present in this adventure. Finding a suitable replacement might make a fine side quest.

The altar is a nondescript block of stained white marble 5 feet long, 4 feet tall, and 3 feet deep weighing 1,500 pounds. A follower of Tempus who touches the altar can reach inside of it, as though the altar was made of warm, malleable clay. To everyone else, however, the altar feels solid and impenetrable. A non-follower of Tempus who speaks a prayer to the god

before the altar can, with a DC 20 Charisma check, garner enough divine favor to reach into the altar and remove the hidden relic; however, a character can attempt this check only once.

Any character able to “feel around” inside the altar finds a light object hidden within and can remove it; see “Treasure” below.

Treasure: The altar contains the hilt, handle, and pommel of an elven-made bastard sword named Illydrael (pronounced il-eh-dray-ul). The sword’s blade was broken off and buried in the heart of a pit fiend long ago, and the priests of Tempus hid the remains of the weapon—now a holy relic—in the altar to empower it. The remains of Illydrael do not detect as magical. However, when the sword’s remains are removed from the altar and gripped by a living creature, a blade of screaming white flame (similar to fire but giving off no heat) erupts from the hilt, and Illydrael can be wielded as a normal bastard sword that deals radiant damage instead of slashing damage on a hit.

Placing the handle, hilt, and pommel of Illydrael atop the altar causes it to sink back down into the heart of the altar, where it remains until removed again.

8. Giant Cages

Exploration of the inner bailey reveals a number of large cages, each 10 feet on a side and 10 feet tall, with crisscrossing bars of rusted iron bristling with razor-sharp barbs. Each cage is bolted to a square slab of granite and has a 5-foot-square iron door set into one side. Corroded iron chains hold the door shut.

Long ago, a hobgoblin warlord using Dragonspear Castle as a base built these cages to hold prisoners captured during raids. Later denizens of the castle put these cages to varying degrees of use, and they’ve held up well over the years.

The vampire coven currently residing in Dragonspear Castle uses these cages to hold prisoners captured during nighttime hunts. The reputation of Dragonspear Castle discourages visitors, so the vampires are comfortable leaving their food supply unguarded day and night. The behir in area 9c knows well enough to leave these prisoners alone.

Locked Chains: A heavy padlock secures the chains the lock each cage door. The padlock can be picked using thieves’ tools with a successful DC 17 Dexterity check. The lock can also be smashed.

Padlock: AC 15; hp 15; immune to cold, fire, poison, psychic, and all conditions.

8a. Southwest Cage

This cage is empty and unlocked.

8b. North Cage

The door of this cage is held shut by chains and a large padlock. Pale hands reach out from between the bars, grasping for freedom.

One prisoner is trapped within this cage.

Creature: This cell holds a spunky wood elf named Allaina (see page 233 for statistics). Her weapons lie in a pile just out of reach of the cell.

Allaina was returning to the Misty Forest with two other elves (and the heads of six slain goblins) when they were attacked by vampires. Her companions were killed, and she was carried to Dragonspear Castle. If Allaina is set free, she retrieves her weapons and remains with the party until they leave the castle or until they ask her to leave.

8c. Southeast Cage

The door of this cage is held shut by chains and a large padlock. Locked behind bars are four rough-looking humans wearing orc skins. Their weapons lie in a pile beyond their reach.

The prisoners are human bandits. They call out for release in Common.

Creatures: The four prisoners are evil human brigands who wear the skins of slaughtered orcs and are no better than orcs in disposition. Use the statistics for the human warrior (page 245) to represent them.

The leader of the four is a man named Samarin Yarsuth, a former resident of Baldur’s Gate who fell on hard times and took to banditry. Prior to his capture, Samarin commanded a force of two dozen bandits. The vampires descended upon their camp one night and killed all but the four in this cell. The vampires have been feeding regularly on two of Samarin’s men; consequently, they have 1 hit point each and are too weak to fight until they receive magical healing.

If released, the bandits gather their gear, leave Dragonspear Castle as quickly as they can, and head toward the High Moor. “This castle is cursed,” says Samarin, “and cruel to the living.”

9. South Turret

This wide tower stands 40 feet high and has numerous holes in its walls. However, the conical roof is mostly intact.

Although the exterior walls have suffered extensive damage, the interior of this tower is well preserved. Rooms have wooden ceilings 20 feet high, and above them is an attic full of beams and rafters to support the roof. The attic contains nothing else except cobwebs and bat droppings.

9a. Empty Room

This room was stripped bare long ago and is empty except for the dust and cobwebs. Part of the outer wall has collapsed, leaving a 6-foot-wide, 12-foot-high hole.

A search of the room finds nothing of value and no signs of recent occupation.

9b. Empty Hall

Bones, armor fragments, and bits of tattered cloth litter the floor of this otherwise empty hall.

This area is cut off from the outside, the exterior door having been bricked up. The bones and other detritus are remnants of some bygone battle.

9c. Ungavarrn's Lair

This semicircular room has gaping holes in its walls and rubble piled all around them. A 5-foot-wide ledge hugs the curved outer wall beneath a row of arrow slits, with stairs leading down to the central part of the room, which is full of shattered tables and chairs.

The wooden ceiling has large holes punched through it, revealing a dark and empty attic above.

This area was once a mess hall. It now serves as a lair.

Creature: A hungry behir (see page 220 for statistics) named Ungavarrn lairs amid the wreckage in the central part of the room and attacks intruders on sight. It keeps its treasure close by (see "Treasure" below).

Instead of moving, Ungavarrn can use its tail to fling debris at another creature in the room. The intended target must make a DC 10 Dexterity saving throw. *Failed Save:* 5 (1d10) bludgeoning damage, and the target falls prone.

Arrow Slits: The arrow slits face the outer bailey and are spaced roughly 15 feet apart.

Treasure: The behir keeps its hoard piled in the middle of room. This trove consists of 900 cp, 650 sp, an open chest containing a silver censer with gold filigree (worth 500 gp) resting on a bed of 250 ep, and a *horn of blasting* (see page 215).

10. North Turret

The roof of this tower has burned away, leaving a spidery, cone-shaped skeleton of charred beams. The shell of the tower has fared little better, as its gaping holes can attest.

The inside of this tower was gutted by fire long ago. The structure is currently abandoned.

10a. Hall

This hall is strewn with burnt wood that fell from ceiling 20 feet above. Through holes in the ceiling, you can see charred rafters crisscrossing a torched attic that's open to the sky.

Five feet above the floor is a large hole in the western wall. The chamber beyond is full of charred wreckage.

This hall contains nothing of value.

10b. Storage Room

The ceiling of this room has collapsed, filling the room with burnt timbers. Buried under this wreckage are shattered crates and a human skeleton clad in tattered leather armor. The skeleton has a charred wooden spur sticking out of its rib cage.

The skeleton is all that remains of an adventurous rogue who fell and impaled himself on some wreckage. The shattered crates once contained foodstuffs that have long since moldered away.

Treasure: Beneath the rogue's skeleton are the rotted remains of a backpack, which contains a frayed 50-foot rope with a grappling hook on one end, four iron spikes, a mallet, and the broken remains of an oil flask. Characters searching the wreckage near the bones also find the rogue's short sword, a shattered lantern, and a pouch containing six 100-gp gems.

10c. Burned Room

This semicircular room is gutted by fire and open to the sky. High above you are burnt rafters and the charred remains of the roof.

A 5-foot-wide ledge hugs the curved outer wall beneath a row of arrow slits, with stairs leading down to the central part of the room. Charred furniture and roof debris fills the room.

Anything of value here was incinerated long ago.

Arrow Slits: The arrow slits face the outer bailey and are spaced roughly 15 feet apart.

11. Northeast Turret

The southern half of this 40-foot-tall tower has collapsed, leaving a stone shell choked with rubble.

The tower has two levels: a ground level and an attic. Both levels are 20 feet high and separated by a rotted wooden floor riddled with holes. Webs fill the attic and the rooms below, and the tower is crawling with spiders.

Inside the Tower

When the characters enter the western half of the tower, read:

This semicircular room is choked with webs. Through the gossamer curtains, you see an old bed with two broken legs and a stone staircase that climbs 5 feet to a landing in the north corner.

The stone landing in the north corner once connected to a wooden staircase that hugged the outer wall, but that staircase has long since rotted away and collapsed, leaving only a few wooden spurs jutting from the walls.

Creatures: Fifteen giant spiders (see page 259 for statistics) lurk in the tower's attic. If the characters disturb the bed, the spiders crawl through holes in the ceiling, scuttle down the walls, and attack.

Treasure: Hidden under the broken bed is a locked wooden chest. The lock can be picked with thieves' tools and a successful DC 20 Dexterity check. Inside are two empty potion bottles, a leather-bound prayer book wrapped in a tattered red stole, and a wax-sealed ivory tube inlaid with platinum (worth 150 gp) that holds a scroll of *raise dead*. The prayer book has the symbol of Torm (a raised gauntlet) burned into its cover, and its pages have been hollowed out to create a tiny compartment, which is currently empty.

12. Southeast Turret

The eastern half of this 40-foot-high tower has collapsed. A few sections of the roof cling desperately to the half that remains.

This tower is empty and abandoned.

13. Pit

The ground has collapsed here, forming a jagged, 20-foot-wide pit. The gaping maw reeks of brimstone.

The last time the portal under Dragonspear Castle was sealed, it caused part of the dungeon to collapse. This pit formed as a consequence. The pit is 50 feet deep, and its floor is a treacherous jumble of jagged stone and loose rubble.

Development

If Nadir succeeds in opening the portal to the Nine Hells (see "Part 4: Souls of the Damned" on page 129), the pit opens up and fills with fire, smoke, and sulfur. While the portal is open, any creature that ends its turn in the pit takes 10 (3d6) fire damage and 10 (3d6) poison damage, and any creature or object that falls to the bottom of the pit is lost in the Nine Hells and never seen again.

14. Keep Entrance

The main keep is built atop a 10-foot-high berm, and a ramp leads up to a pair of battered wooden doors with a stone dragon carved above them, its wings spread wide across the entrance's façade.

The double doors open into area 15 and are unlocked.

15. Front Hall

This grand hall has a vaulted ceiling 30 feet high, supported by stone arches. A few holes have formed in the roof, allowing the elements to gain a foothold. Cracked stone tiles set in a diagonal pattern cover the floor, with pools of standing water and slime covering them in places.

The western end of the hall is slightly elevated, with a tattered carpet running its length. This foyer is decorated with four white marble statues of armored human warriors carrying swords and shields with dragons carved into them. All of the statues are cracked and chipped. Behind them, set into the walls, are tall stained-glass windows.

The eastern end of the hall is adorned with shredded tapestries and six high ledges with gargoyles perched atop them. The hall is bereft of furnishings save for three rotted, freestanding wooden shields positioned between two side doors. Behind these mantlets is a wide, columned arch leading to an antechamber.

The X's on the map indicate the relative positions of the six gargoyles that guard this hall. The gargoyles work for the vampires in area 18.

Creatures: Perched on ledges 20 feet high and 10 feet apart in the east portion of the halls are six gargoyles (see page 235 for statistics). These gargoyles swoop down and attack anyone that crosses the hall.

Mantlets: These 5-foot-high freestanding wooden shields have small holes cut into them at eye level. Each one weighs about 75 pounds. A mantlet provides three-quarters cover to a single Small or Medium character standing behind it (see page 159). Any blocked attack causes a mantlet to fall apart.

Marble Statues: These damaged statues depict human warriors—two males, two females. They are otherwise unremarkable.

Stained-Glass Windows: This grand hall has a total of six stained-glass windows set into the walls—three to the north and three to the south. Each window is 10 feet tall, 2 feet wide, and 2 feet off the floor. All of the windows depict dragons of varying hue but are missing about half of their colored glass panels. Characters looking through these holes can peer into areas 17 and 19.

16. Staircase

Rubbish, debris, and pools of standing water cover the tiled floor of this unfurnished room. Three tall, slender, stained-glass windows are set into the eastern wall. Two more windows, their colored panes missing, create narrow openings in the eastern corners of the north and south walls. A black iron railing encloses a descending stone staircase.

The staircase leads down to a moldy cellar (not shown on the map). The cellar holds empty wine racks, rotting crates, and empty barrels. Four narrow passages lead away from the cellar in all directions, each coming to a dead-end after 15 feet or so.

The tunnels leading away from the cellar originally connected to areas of the dungeon under Dragonspear Castle. They were deliberately collapsed to prevent the evils in the dungeon from escaping, but if you wish to expand this adventure, you can assume one or more of the passages has been cleared.

17. Barracks

This long hall runs the length of the keep and has a ceiling that slopes down toward the north wall, with rafters every 10 feet or so. The hall is home to scores of bats. Most of them cling to the rafters, but a few flutter about anxiously. Two thin windows set in the north wall have lost most of their stained glass, but a few colored panes survive. A dozen cots spattered with bat guano lie in ruins along the walls, mounted to which are empty torch brackets.

To the east, a pool of standing water covers the floor next to a flight of stone stairs that ascend 5 feet to a landing. It looks like the landing once connected to a wooden staircase and a loft, but nothing of them remains. The roof above has partially collapsed, leaving large holes through which the bats can come and go.

Although they are harmless, the bats serve as an early-warning system. During daylight hours, any creature crossing the middle of the hall causes the bats to panic and shriek, waking the vampires in area 18 (see “Development” below). A character that moves very slowly and calmly can avoid arousing the bats with a DC 15 Dexterity check.

Cots: Any significant weight placed on them causes the cots to fall apart.

Stained-Glass Windows: The two broken windows in the north wall look out toward the inner bailey, a broken window in the southeast corner allows access to area 16, and three intact windows separate this room from area 14 to the south. Each window is 10 feet tall, 2 feet wide, and 2 feet off the floor, and the intact ones depict dragons in flight.

Development

If the characters wake the vampires in area 18, the vampires stay where they are and drop down on the first characters who come into their view, hoping to gain surprise.

18. Vampire Lair

The outer shell and conical roof of this 40-foot-tall tower are perfectly intact. The entire tower, which is

THE SZARLNAXI VAMPIRE COVEN

Count Voltan Szarlaxi (pronounced sharl-nak-zee) was a powerful man in Tethyr until evidence came to light that he was conspiring to overthrow the government. His holdings were seized and his family arrested. He escaped on a ship heading north and disappeared into the slums of Baldur’s Gate, where what little money he had could go a long way.

The charismatic count attracted a cadre of petty thugs and discovered, much to his surprise, that he rather enjoyed their company and the simplicity of a commoner’s life. Together they embraced Shar, the goddess of night, and strengthened their bond by drinking each other’s blood.

Adventurers working for the crown of Tethyr tracked down Szarlaxi and murdered him, but they failed to dispose of his corpse. Eight of Voltan’s friends prayed over his bleeding body, begging Shar for the strength to avenge him as they licked the blood from his wounds. The goddess of darkness answered their prayers by transforming them into vampires.

The Szarlaxi coven preyed on the slum-dwellers of Baldur’s Gate until they were driven away. Since then, they’ve moved up and down the Sword Coast and throughout the Western Heartlands. Hounded by adventurers, they came to Dragonspear Castle a year ago, believing that the castle’s reputation and remoteness made it an ideal place to hide. They’ve been feeding on just about anything they can find.

When Nadir arrived, he read the vampires’ thoughts and convinced the coven that he was an emissary sent by Shar to accomplish three things: unlock the portal under Dragonspear Castle, free Voltan Szarlaxi’s tormented soul from the depths of the Nine Hells, and serve as a vessel for Voltan’s spirit after it is released. The desperate vampires, eager for the return of their leader, believed the rakshasa’s lies and agreed to help the “emissary of Shar” complete its work.

The eight members of the Szarlaxi coven don’t have coffins. When they are destroyed, they are gone for good. They only assume human form when moving through settled areas and “mingling” with society; otherwise, they remain in hybrid form.

one big room, is empty at night; during daylight hours, four members of a vampire coven sleep here.

When characters first peer inside the room, read:

Beyond a collapsed wall is a dark tower chamber bereft of furnishings and décor.

If the characters arrive here during daylight hours, have a light source or darkvision, and are close enough to see the ceiling, add:

Hanging upside-down from the rafters 30 feet overhead are four gaunt humanoids with batlike features. Leathery wings are wrapped tight around their bodies.

The creatures in this room are members of the Szarlnaxi vampire coven (see sidebar). The tower makes an ideal sanctuary for them because it has no windows or holes to let in the daylight. At dusk, they live their dark domicile to hunt and feed, returning before the first light of dawn.

Creatures: Four vampires (see page 262 for statistics) dwell here in hybrid form during daylight hours, clinging to the rafters using their Spider Climb trait.

The vampires drop from the rafters and attack with their claws and bite. Only two of the vampires can use their *domination* power, since the others currently have Darrondar Gweth (see area 20) dominated and cannot dominate multiple creatures.

Treasure: One of the vampires carries a ring of iron keys. The keys unlock the cages in area 8.

19. Collapsed Hall

The entire south wall of the keep is gone, leaving half of a long hall exposed to the outdoors. Rotting mantlets and palisade walls abandoned by the castle's ancient defenders face outward.

The floor of this hall is 10 feet higher than the yard of the inner bailey. A door set into the keep's western tower leads to area 20.

Mantlets: These 5-foot-high freestanding wooden shields are festooned with enemy arrows and have small holes cut into them at eye level. Each one weighs



about 75 pounds. A mantlet provides three-quarters cover to a single Small or Medium character standing behind it (see page 159). The mantlets are decrepit; any blocked attack causes a mantlet to fall apart.

Wooden Palisades: These two 7-foot-high, 9-foot-long walls are made from tree trunks lashed together and sunk 2 feet into the floor. Still, time has weakened them; each wall can be knocked down with a DC 10 Strength check.

20. Darrondar's Prison

Darrondar Gweth is imprisoned here.

The outer shell and conical roof of this 40-foot-tall tower are perfectly intact. The interior of the tower is one big room, and the door is barred shut from within and must be smashed open. The noise is loud enough to alert the behir in area 9c (which slinks quietly out of its lair to investigate if it hasn't already been defeated), not to mention the creatures in this room.

Ironbound Wooden Door: AC 5; hp 50; immune to poison, psychic, and all conditions.

This room, which fills the entire tower, is empty except for a wooden trapdoor in the middle of the floor. Chained to the trapdoor's iron pull-ring is a man wearing chainmail and a heavy fur cloak with a sack pulled over his head. Leaning against the wall, beyond the man's reach, is a shield bearing the symbol of Tempus and a long sword with a falcon-shaped hilt.

The hooded man is Darrondar Gweth (see "Creatures" below), and he appears unharmed. The shield and sword leaning against the wall belong to him.

Creatures: Four vampires in hybrid form (see page 262 for statistics) cling to the ceiling of a stone cellar underneath the trapdoor in the floor (see "Trapdoor" below). The vampires attack if they are spotted or if a character drops down through the trapdoor. Two of the vampires cannot use their *domination* power because they are currently dominating Darrondar and cannot charm more than one creature at a time.

Darrondar Gweth doesn't know that he was lured to Dragonspear Castle by a rakshasa, and he claims not to know what's under the trapdoor (see "Trapdoor" below). His shackles can be picked with a successful DC 20 Dexterity check or broken with a DC 25 Strength check. The shackles have AC 10 and 15 hit points, and are immune to poison, psychic, and all conditions.

Darrondar has been dominated by *four* different vampires (two in area 18 and two in this tower), but he doesn't let on. If the characters speak to Darrondar, see the "Roleplaying Darrondar Gweth" sidebar for guidelines on how to portray him. For more information on Darrondar's past, see page 136.

ROLEPLAYING DARRONDAR GWETH

Darrondar Gweth is a brooding, somber man at the best of times, and his recent betrayal and capture does little to raise his spirits. He tells the characters the following information:

- ◆ An old comrade-in-arms and fellow Tempus worshiper named Alwern Mulverax visited Darrondar in Daggerford.
- ◆ At Alwern's insistence, Darrondar accompanied his friend to Dragonspear Castle so that the two of them could perform a ritual to strengthen the wards on the portal to the Nine Hells. Darrondar knows the ritual, but it needs to be performed in the Shrine of Tempus (area 7).
- ◆ When they arrived at the castle, Alwern betrayed Darrondar and gave him to the vampires. Darrondar has been their prisoner ever since.
- ◆ Darrondar doesn't know what Alwern intends to do with him, or where Alwern has gone.

Darrondar's experience has left him feeling dazed, but he's not injured and seems quite upset that "Alwern" fooled him.

The Truth: Darrondar has been dominated four times over by the vampire coven, in accordance with the rakshasa's wishes. While so charmed, he does and says exactly what he's been told, and can he receive new commands from the vampires even if they can't see him. Although he cannot take reactions, he otherwise seems more or less normal.

Darrondar's instructions are to wait until he's rescued, and then make his way to the Shrine of Tempus (area 7) under the pretense of performing the ritual. Once there, he is to remove Illydrael (the broken blade) from the altar and use it to sacrifice himself—an act of desecration that will weaken the portal enough for devils to break through.

Trapdoor: The wooden trapdoor measures 4 feet on a side, is 6 inches thick, and is stuck; a successful DC 15 Strength check is needed to pull it open. Below the trapdoor is a cold, dark, 20-foot-square cellar with a 10-foot-high ceiling, a teleportation circle inscribed on the floor (created by the rakshasa), and some treasure piled in one corner (see "Treasure" below). There is no ladder and no stairs leading down to the cellar floor.

An exit in one corner of the cellar has been bricked up. This sealed passage used to lead to an underground stairwell connected to a cavern with far-reaching tunnels, including a passage to the Underdark. If you wish to expand their adventure, you can make the stairwell accessible and populate the underground areas with monstrous threats.

Treasure: The Szarlmaxi vampire coven keeps a trove of stolen loot hidden in the cellar below this tower. The treasure is kept in four unlocked wooden chests.

Chest #1 contains 450 gp and a glass dagger with a platinum handle and hilt inlaid with blue enamel (worth 300 gp). The dagger can be used as a weapon, but its blade breaks after the first hit.

Chest #2 contains 1,700 gp. The lid of the chest contains a hidden compartment that requires a DC 20 Intelligence check to find. It contains a *wand of enemy detection* (see page 217) made of black wood and has faintly glowing cracks along its length. The holder of this wand feels a sense of distaste on first touching or handling the item, and continues to sense foreboding or discomfort while using it or carrying it.

Chest #3 contains a bejeweled red gown of the finest silk (worth 500 gp) and a gold diadem adorned with black crystal teardrops (worth 1,500 gp).

Chest #4 contains an exquisite matching set of four crystal wine flutes with gold tracery (worth 1,000 gp for the set), each glass wrapped in black cloth.

Development

After the characters free Darrondar, go to “Part 4: Souls of the Damned.”

Characters can memorize the “sigil sequence” of Nadir’s teleportation circle and use the circle to return to Dragonspear Castle at a later date; see the *teleportation circle* spell description (pages 187–188) for details.

Darrondar Gweth

Medium Humanoid (Human)

Armor Class 18 (chain mail, shield)

Hit Points 45 (7d8 + 14)

Speed 25 ft.

Str 17 (+3)

Dex 12 (+1)

Con 15 (+2)

Int 10 (+0)

Wis 15 (+2)

Cha 14 (+2)

Alignment chaotic good

Languages Common

TRAITS

Martial Weapon Proficiency: Darrondar is proficient with all martial weapons.

Spellcasting: Darrondar is a 4th-level spellcaster that uses Wisdom as his magic ability (spell save DC 14). He has the following spells prepared:

Cantrips—*light, spare the dying*

1st level (3/day)—*divine favor, healing word, sanctuary*

2nd level (2/day)—*hold person, spiritual weapon*

ACTIONS

Multiattack: Darrondar makes two long sword attacks.

Melee Attack—Long Sword: +7 to hit (reach 5 ft.; one creature). *Hit:* 12 (2d8 + 3) slashing damage.

Restore Health (2/day): Darrondar chooses a living creature within 25 feet of him. That creature regains 2d10 hit points.

ENCOUNTER BUILDING

Level —

XP —

PART 4: SOULS OF THE DAMNED

While the characters are exploring Dragonspear Castle, Nadir the rakshasa watches them invisibly from a safe vantage point. Once they locate Darrondar Gweth, the rakshasa turns his attention to the Shrine of Tempus (area 7) to see his plan through to the end.

In its current weakened state, the portal to the Nine Hells can be opened by desecrating the shrine’s altar with the blood of a priest of Tempus. That “sacrifice” is Darrondar.

The Broken Blade

After the characters rescue him, Darrondar tries to lure them and Sir Isteval to the shrine of Tempus (area 7), which Darrondar refers to by its proper name:

Darrondar’s steely blue eyes fix on each of you.

“Deep below the castle,” he says, “is a portal to the Nine Hells, and the ancient wards that seal it have grown weak over time. We cannot allow the fiends to gain a foothold. I need to perform the ritual in the Hold of the Battle Lions, and I need you to protect me while I do it.”

Darrondar’s words make perfect sense to Isteval, who’s clearly troubled that the rakshasa has not yet shown its face. Isteval suggests that performing the ritual might “lure the fiend out of hiding.”

If the characters ask Darrondar what he needs to complete the ritual, he replies:

“Ages ago, a champion of Tempus impaled a pit fiend with a bastard sword called Illydrael, and the blade broke off and lodged itself in the fiend’s heart. Howling in pain, the devil plunged back into the Nine Hells.

“Hidden inside the shrine of Tempus is all that remains of Illydrael, now a holy relic. I need to pull it from the altar.”

If he is escorted to the shrine of Tempus (area 7), Darrondar removes the remains of Illydrael from the altar. When this happens, read the following:

Darrondar reaches into the marble altar as though it was made of soft clay, and pulls out the handle of a bastard sword with no blade. Suddenly, a rail of screaming white fire erupts from the hilt, and Darrondar lifts the radiant sword toward the sky.

"Behold the power of the Broken Blade!" he shouts.

Isteval gives you a cold look, grips his sword tightly, and says, "The fiend has come."

A young man steps out of thin air and stops 20 feet from Isteval. It's Eldrin Haunn, the paladin's long-lost squire.

"Here we are once more," he says with a smile.

Isteval is not surprised because he uses his Divine Sense to detect the rakshasa. Have the players roll initiative for their characters, and roll initiative for Isteval, Darrondar Gweth, and Nadir.

On his turn, Isteval attacks his rakshasa nemesis. The rakshasa does its best to weather the onslaught, striking at those who dare wound it until Darrondar has a chance to act.

When Darrondar's turn comes up, the dominated priest does what the vampires in areas 18 and 20 commanded him to do, as per Nadir's instructions:

Darrondar takes the blade of white flame, plunges it through his own heart, and collapses on the altar. The radiant blade goes out as the sword handle falls from Darrondar's grasp.

An instant later, the ground begins to tremble, and chunks of stone fall from the shuddering towers of Dragonspear Castle. Suddenly, the underworld belches forth a towering column of black smoke and brimstone beyond the main keep. It is followed moments later by a flurry of embers.

"Now it's your turn, Isteval!" gloats the rakshasa. "Without the priest, there's only one way to close the portal! It's called a devil's bargain! Your soul to save countless others, including *theirs!*"

If, for whatever reason, Darrondar is unable to sacrifice himself, the rakshasa does whatever it can to spill Darrondar's blood on the altar. Darrondar doesn't need to die in the process, although Nadir would prefer if he did.

A character with the *raise dead* spell (or the *raise dead* scroll in area 11) can bring the priest back to life. This act does not close the portal, but it does allow Darrondar (who is no longer a thrall) to help the party close the portal (see "Closing the Portal" below). Darrondar also knows that Illydrael's holy light is effective against devils.

The large pit east of the main keep (area 13) is the portal's gateway. While the portal is open, the pit is filled with fire and smoke.

Creatures: Nadir the rakshasa (see page 255 for statistics) remains in harm's way just long enough to tell Isteval that his soul is the key to locking the portal, and that the characters are witnesses to Nadir's ultimate revenge. In addition to its other spellcasting abilities, the rakshasa has mastered the *teleport* spell, which it can cast once per day. It uses this spell to teleport near the edge of the pit (area 13), so that it can witness Isteval's downfall—literally.

The first creatures to emerge from the portal are four spined devils and six lemures (see page 227 for statistics). The spined devils circle the column of smoke rising from the pit and hurl flaming spines at any creature that approaches the pit's edge. The lemures congregate around the edge of the pit and wait for a barbed devil to lead them.

At the start of every round, roll a d20 and consult the following table to see what flies or climbs out of the pit. For the sake of sanity, assume that all devils of a particular kind act on the same initiative count.

d20	Creatures
1-10	None
11-12	1d6 lemures
13-14	1d4 spined devils
15-17	1 barbed devil
18-20	1 bone devil

Tactics: Lemures fight only in self-defense or when commanded to attack by a barbed devil. Spined devils guard the portal, although a bone devil can give them other orders.

The barbed devils and bone devils scour the castle ruins for enemies to slay, leading small companies of up to 12 lemures (in the case of barbed devils) or 12 spined devils (in the case of bone devils).

Development

The tremors created by the opening of the portal cause weak areas of the castle to crumble. This has some unintended side effects that are quite beneficial:

- ◆ The harpies in area 5, the giant spiders in area 12, and the gargoyles in area 14 flee the castle, never to return.
- ◆ The behir in area 9c is killed when part of its tower collapses, crushing it under tons of stony debris.
- ◆ Any remaining Szarlmaxi vampires hide in the main keep until the threat is over.

Closing the Portal

Nadir and Darrondar know only two ways to close the portal to the Nine Hells:

- ◆ **Ritual:** A cleric can perform a 10-minute ritual to close the portal. The cleric must know the ritual and must remain next to the altar in the Shrine of

Tempus (area 7) while casting it. If the cleric moves away from the altar, the ritual is disrupted and must be started over. Finally, the remains of Illydrael must be inside the altar, empowering it for the full duration of the ritual. If the sword fragment is removed, the ritual is disrupted and must begin again.

- ◆ **Sacrifice:** A paladin who willingly hurls himself into the portal and surrenders his soul effectively strikes a bargain with the infernal lords of the Nine Hells, who consider a paladin's soul much more precious than an open portal to the Material Plane.

There is a third way to close the portal, but the characters must figure it out for themselves:

- ◆ **Symbol:** "I swear on my eternal soul, we will see this through. Amaunator, light our path." When he spoke these words in prayer, Isteval invested Eldrin Haunn's holy symbol with the light of his own soul. Hurling the holy symbol into the pit causes the portal to snap shut in a brilliant flash of light, sparing Isteval's soul eternal torment in the Nine Hells.

Close Call for Isteval

Holding back the legions of the Nine Hells for 10 minutes while Darrondar completes the ritual is a tall order, and Isteval knows it. As much as he hates to give the rakshasa what it wants, Isteval is not prepared to let the portal stay open any longer than necessary, and he believes sacrificing his soul is the only choice.

Isteval turns to you and says, "Help me reach the portal, and I will put an end to this!"

Unless the characters prevent him from doing so, Isteval fights his way to the edge of the flaming pit (area 13) with the intention of hurling himself into it.

If the characters suggest hurling Eldrin Haunn's holy symbol into the pit instead, the symbol begins to gleam with the light of the morning sun, as though agreeing with them. If he's conscious and able, Isteval does as they suggest. If Isteval is unconscious or dead, a character can take the holy symbol and toss it in. (If the players seem oblivious to the holy symbol's significance, feel free to draw attention to it.)

Eldrin's holy symbol tumbles down the fiery pit and explodes with a blinding flash. An instant later, the pit's hellish flames are snuffed, its clouds of brimstone dispersed, and its embers scattered on the winter wind.

If the portal is sealed without the sacrifice of Isteval's soul, the rakshasa (if still alive) is infuriated and throws itself at whoever tossed the holy symbol into the pit, determined to tear the individual limb from limb.

Once the rakshasa is slain, the threat to Isteval is well and truly ended. The creature's illusory disguise melts away, replaced by a tiger-headed humanoid with backward claws whose corpse decomposes rapidly until nothing but a reeking pool of ichor remains.

Closing the portal does not banish the devils that have already slipped through. They must be dealt with separately. After all threats have been quashed, the characters can take a well-deserved short rest.

PART 5: FINAL RESTING PLACE

If the characters told the dwarves at the Way Inn where they were headed (see page 116), the Red Wizards of Thay send a death knight named Lord Queylar Karrault to dispose of them. Before the characters leave Dragonspear Castle, Lord Karrault and his retinue arrive. Riding wyverns, they fly close to the ground and rise above the castle walls at the last possible moment to avoid being seen in the air.

The following read-aloud text assumes one or more characters are outside when the death knight arrives.

The cold winter air trembles at the sound of heavy flapping wings. Coming up over the walls are two large winged reptiles with leathery wings and long tails ending in stingers. Their claws find purchase on the crumbling battlements and decaying rooftops. The wyverns are fitted with saddles, and mounted on the back of each giant reptile is a bald human with a tattooed face and red robes. Each wears a billowing red cloak lined with black fur.

A third wyvern flies over the barbican and touches down in the courtyard next to the ruined shrine of Tempus. Its rider is a skeletal figure in red plate mail. He draws forth a smoldering black blade and says, "Arise and obey!"

Upon command, the cold, hard ground bulges and breaks as skeletal arms burst from the courtyard and reach toward the sky.

The Red Wizards of Thay do not want the adventurers messing up their future plans, so they've spared no expense to make Dragonspear Castle the party's final resting place.

If one or both of them are alive, Isteval and Darrondar (see pages 112 and 129 for statistics) fight alongside the characters, casting beneficial spells as needed.

Creatures: This encounter includes the following foes. You can determine their exact placement based on the location of the characters.

ROLEPLAYING THE DEATH KNIGHT

Lord Queylar Karrault is a cold, unfeeling creature with a gravelly voice and noble's sense of entitlement. He has served Szass Tam for a very, very long time, and he has grown weary of battle. He takes no pleasure in killing the characters; he just wants to see it done.

- ◆ Lord Queylar Karrault, a death knight (see page 224 for statistics). Instead of a long sword, he wields a *nine lives stealer* called *Hunger* (see "Treasure" below).
- ◆ Two Red Wizards of Thay (see page 256), here to provide artillery support. They obey Lord Karrault and endeavor to stay out of melee range. If the death knight is destroyed, the wizards and their mounts flee.
- ◆ Three wyverns (see page 265) serving as mounts for the death knight and its Red Wizard allies.
- ◆ Any members of the Szarlmaxi vampire coven that haven't yet been destroyed. Although they are not under Lord Karrault's control, they ally with the death knight in any conflict. If the death knight is destroyed, they flee. If it's daylight outside, they hide to the shadows inside the keep.
- ◆ Lots and lots of skeletons. Lord Karrault has great power over the dead, and Dragonspear Castle has everything he needs to make the characters wish they'd never left Daggerford. Every round for 10 rounds, at the top of the initiative order, 1d10 skeletons (see page 258) crawl up from the ground to heed the death knight's commands. Because of the death knight's Dread Commander trait, the skeletons treat their hit points as doubled for the purpose of resisting turn undead effects. Nevertheless, Lord Karrault considers them mere "fodder."

Treasure: Apart from its red color, Lord Karrault's armor is nothing special. However, his smoldering black blade, *Hunger*, is a *nine lives stealer long sword +2*. Replace the death knight's normal long sword attack with the following attack.

Melee Attack—*Nine Lives Stealer Long Sword +2*: +9 to hit (reach 5 ft.; one creature). Hit: 11 (1d8 + 7) slashing damage and 9 (2d8) necrotic damage, and the target must make a DC 13 Constitution saving throw. **Failed Save:** The target dies, its soul drawn into the blade. Creatures that lose their souls to this weapon cannot be restored to life by any means short of a *wish*.

Hunger has already drained six souls. Once the sword drains its ninth soul, the death knight loses attunement to the sword and creatures cannot become attuned to this weapon for one year and one day.



PART 6: EPILOGUE

Once Nadir and the Red Wizards' attack force are defeated, the characters are free to leave Dragonspear Castle and return to Daggerford.

It's possible that the characters might fail on a number of fronts. Sir Isteval and Darrondar Gweth might be lost, the portal to the Nine Hells might be opened, and the party itself might become the latest in a long line of Dragonspear defenders who met their end amid the ruins. However, the following sections assume a more favorable outcome!

Homeward Bound

Unless you're determined to wrap up the campaign quickly, the characters are likely to have random wilderness encounters on the return trip (see page 117). Given what they've just endured, these encounters should feel like a cakewalk by comparison and might be a welcome change of pace.

Way Inn or Way Out

How did the Red Wizards know where to find the party? The answer to this question might lead characters back to Dargus Shallowvein and Elvor Bronzebender, the dwarven spies from Mirabar.

Characters who return to the Way Inn might catch the dwarves off guard; however, it's more likely that Dargus and Elvor have traveled north, trying to put as much distance between them and Dragonspear Castle as possible. Tracking them down could be something the characters leave to Isteval and his network of contacts. When they're finally caught, the dwarves claim to know zilch about the Red Wizards, but that doesn't stop Isteval from conducting a very thorough investigation, just in case the dwarves know more than they think they know. . . .

Conclusion

When the adventurers finally return to Daggerford, read the following text aloud to the players.

There's no place like home, and as homes go, Daggerford isn't bad. The whole town is draped in a thin blanket of white snow. The guards at the gatehouse stamp their feet to keep warm as they wave you through, and all is quiet within. You look forward to a good night's rest.

Delfen the wizard looks out the frosty window of his tower library. "The world is changing again," he mutters.

"And yet," says the voice in the chair, "the winter still comes and goes. The moon still waxes and wanes. Griffons are griffons. Not everything changes."

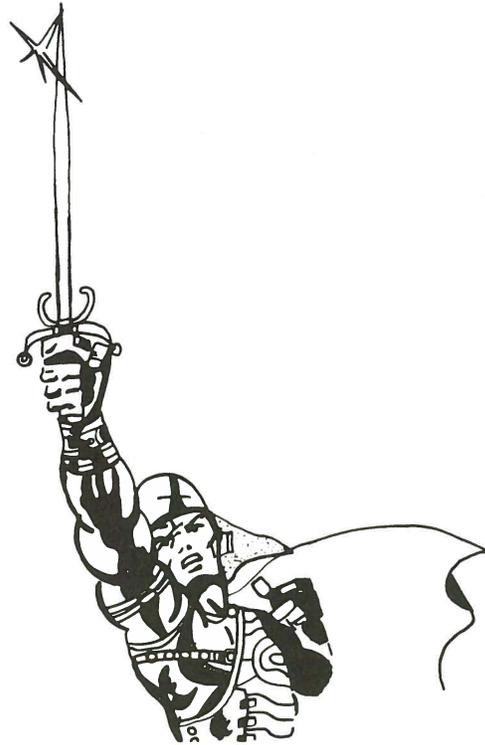
"Yes," says Delfen, "I suppose that's a good thing."

A griffon made of pipe smoke swoops past Delfen's nose. He disperses it with a wave of his hand and sighs.

"So what's to be done with these Red Wizards and their hidden fortress?"

"Heroes, my friend," says the voice in the chair. "Heroes."

"Ha!" replies Delfen. "That's your answer to everything."



FIGHT ON!

DAGGERFORD AND BEYOND

By James Wyatt

Some five centuries ago, legend holds, a caravan made its way south from the bustling metropolis of Waterdeep. As a long day of travel drew to a close, a wagon master sent his teenage son ahead to scout out a place for the wagons to cross the Shining River.

The lad, named Tyndal, discovered a ford perfect for the wagons to cross, but in the dark he was waylaid by a band of lizardfolk. Armed only with an old dagger, he supposedly slew six of the creatures before aid arrived from the caravan and the raiders were driven off at last.

This remarkable story spread among the merchants of the caravan, then up and down the length of the Sword Coast. The crossing was called Dagger Ford, and as a town grew up on the banks of the river it took the same name, gradually combined into Daggerford. To this day, the dukes who govern Daggerford claim descent from brave Tyndal.

This story exemplifies the spirit of the Sword Coast. In the face of ever-present threats of lizardfolk, trolls, orc hordes, and harsh winters, the human settlers who founded the cities of Waterdeep, Neverwinter, Baldur's Gate, and all the towns and hamlets in between were indomitable, determined, resourceful, and brave. Their descendants cling to that legacy.

Today, as worlds are torn asunder and gods work maddening schemes among mortals, the region around Daggerford is still fraught with peril. Its militia still guards the town with spears clutched tight against every threat, but Daggerford is a place in need of adventurers.

TOWN OF DAGGERFORD

Daggerford is a small, walled town dominated by the keep of the local duke. Situated on the flood plains of the Delimbiyr River (also called the Shining River) and built against the side of a low hill, Daggerford is the largest stop on the High Road between the cities of Waterdeep and Baldur's Gate, making it key to trade along the Sword Coast despite its relatively small size.

All told, around 1,200 people live under the rule of the Duke of Daggerford, most of them in the twenty or so tiny farming hamlets scattered within a day's walk of the town proper. A few isolated farms and noble estates dot the countryside as well.

The Duke and the Council of Guilds

The region around Daggerford is ruled by a duke whose authority dates back to an ancient kingdom that is all but forgotten in the present era. The first duke was granted a fief bordered by the Lizard Marsh and the Misty Forest and running south as far as Dragonspear Castle, and the current duke theoretically retains command over that whole region, but in practice the dukes of Daggerford don't have soldiers to spare to patrol such a large area, so they traditionally worry about the High Road, the ford, and the town itself.

The current duke, Maldwyn Daggerford, is frequently seen about town, because he likes to be observed caring for his subjects' welfare. He grants frequent audiences and seems interested in the petitions of the townsfolk. At heart, though, he is a selfish boor, and many whispered voices suggest that his older sister, Morwen, should have taken their father's place, in defiance of centuries of tradition that has passed the title only to sons.

The town of Daggerford is an outgrowth of the ducal castle, but it has its own charter allowing a Council of Guilds to run the town's day-to-day affairs.

Imitating the masked Lords of Waterdeep, the council members wear masks and shroud themselves in robes to hide their identities at council meetings, but everyone in Daggerford knows who the council members are. The council consists of the heads of the town's loose, informal trade guilds: the Smith's Guild, the Merchant's Guild, the Tanner's Guild, the Farmer's Guild, the Waterman's Guild, the Riverman's Guild, the Taverner's Guild, and a handful of others. In addition, the head of the militia, the duke's master-at-arms, and the chief priests of the town's three largest temples (dedicated to Chauntea, Amaunator, and Tymora) also sit on the council.

The Militia

By agreement with the duke, the town maintains its own militia, trained by the duke's soldiers. All able-bodied townsfolk must serve in the militia, although only a small number are normally on duty. They spend most of their time on road patrols, though a close watch is kept on the Lizard Marsh.

The militia has trouble hanging on to its veteran members. In search of more income, veterans will often hire themselves out as mercenaries or caravan guards. A few even take up adventuring careers.



SOURCES

This section incorporates material from *Under Illefarn* (1987) by Steve Perrin, *The North* (1996) by slade et al., and *Under Illefarn Anew* (unpublished) by Eric Boyd.

Personalities of Daggerford

The movers and shakers of Daggerford and the surrounding region can serve as patrons, allies, resources, and sometimes even enemies for characters embroiled in adventure in the region.

Duke Maldwyn Daggerford

Human male rogue, lawful neutral

The duke of Daggerford is a selfish, arrogant man who is far more interested in being loved and admired than he is in ruling the region. He enjoys the pleasures accorded to him by his station, considering himself a connoisseur of fine food and wine. Unlike many of his forebears, he has never had an adventuring life and has no interest in facing such terrible danger.

Maldwyn bears the traditional weapon of the dukes of Daggerford, a *flame tongue* (see page 215) named Dawnfire. The blade is said to have a mind and personality all its own.

The duke himself is a handsome man of not quite middle age. He dresses in the finest clothing, made by his own tailors from exotic cloths imported from around the world.



Lady Morwen Daggerford

Human female fighter, lawful good

Duke Maldwyn's older sister, Lady Morwen, is a stern and serious woman, less outwardly amiable but more noble at heart than her selfish brother. Few people in Daggerford know her well, though she often trains alongside the militia and pays visits to the shrine of Tempus. Those who have seen beneath her gruff exterior, however, have become convinced that she is a born leader who would be a far better ruler than Duke Maldwyn. Though Morwen would never say so herself, she and many others feel that the time has long since come for Daggerford to abandon the outmoded convention of passing the title only through the male line and allow Morwen to take her brother's place. Recognizing her competence, and perhaps seeking to keep her from agitating for his title, Maldwyn has appointed Morwen his Master of Arms, a title which effectively gives her military command of the castle. This seems to keep Morwen content—for now.

Lady Morwen's brown hair has gone prematurely white, but her face looks younger than her forty-odd years. She often wears leathers or even heavier armor as she does the finery appropriate to her station.

Sir Isteval, Retired Purple Dragon Knight

Human male paladin of Amaunator, lawful good

Isteval is a former adventurer and Purple Dragon Knight of far-off Cormyr, living out his retirement in Daggerford. Believing that the shining kingdom of Cormyr was a lighthouse to the world, a shining example of everything that a nation should be, he fought boldly against the forces of chaos and evil wherever they threatened the stability of his home realm.

As his power grew, he assembled several different groups of like-minded adventurers to help spread the vision of Cormyr's glory into the Western Heartlands. His former companions are spread up and down the Heartlands, from Cormyr to Baldur's Gate and the Moonsea to Icewind Dale.

In a fateful battle against an ancient green dragon, Isteval suffered a grievous wound to his leg that has never fully healed. His wounded leg means that Isteval's greatest quests now lie behind him, but he has never lost his vision of a shining Cormyr that should be, a beacon and bastion against encroaching darkness. Isteval believes that Cormyr's greatest challenge is fast approaching, and unless its scheming nobles and corrupt knights and wizards can pull together in unity, the nation is in danger of being conquered by its enemies. Though he is no longer able to fight as he did in his youth, Isteval seeks to bring together a new, great company of brave souls to carry on his legacy, to preserve his vision for future generations.

Isteval is technically a paladin of Amaunator, but he views the god in an outmoded light as Lathander, the god of dawn and new beginnings. In these days of trials and chaos, Isteval sees the birth pangs of a new age, and believes against all evidence and reason that it will bring unprecedented peace and prosperity. Though many trials yet lie ahead, he is convinced that at the end of his journey is a far fairer place.

Isteval is slender and tawny-skinned with dark brown hair salted with gray. He often still wears the heavy plate armor of a knight, though his left leg is braced and he carries a walking stick as well as his greatsword. His armor is decorated with the holy symbol of Lathander, which some members of the church of Amaunator would consider heretical.

Sir Darfin “Longwalker” Floshin, Lord of House Floshin

High (gold) elf male fighter/mage, lawful good

Sir Darfin is serious and quiet, putting his duty to his estate and the town of Daggerford above his own needs. In his six centuries of life, he has never had a wife or children. In the adventuring days of his youth, when he was known as Darfin Longwalker, he had several lovers (all gold elf women), but has lived alone for centuries on his father's estate and his house in town.

Darfin oversees the far-flung holdings of House Floshin in Delimbiyr Vale and keeps a close eye on the lands that surround them. He is a wary guardian, giving constant scrutiny to the cycles of living things, the health of the verdant land, and how folk of Daggerford and the farms around can best live in harmony with it (which has often brought him into minor conflict with humans over the size of their herds, burning brush to clear land, improper irrigation, and the like).

Darrondar Gweth, Priest of Tempus

Human male fighter/cleric of Tempus, chaotic good

The local priest of Tempus used to be a soldier in Waterdeep and came to Daggerford after an ill-fated skirmish that left most of his company dead. Though many priests of Tempus are interested in stirring up war for its own sake, Gweth is more devoted to honoring the memory of his fallen friends. In this, his attitude is very much in keeping with most of the rest of the town, and though he rarely leads more than a handful of people in the worship of his god, he is well-liked and respected in Daggerford.

Darrondar Gweth is a middle-aged man who has not lost his warrior's build even as his temples have grayed. He wears a battered breastplate over dark gray robes lined with crimson. His blue eyes and the wrinkles around them reveal the grief that consumes him.

Class Trainer: Darrondar can serve as a mentor and trainer to a player character cleric.

Delfen Yellowknife, Ancient Wizard

Human male mage, chaotic neutral

Delfen Yellowknife first came to Daggerford from the East over a century ago. He disappeared during the Spellplague, and has recently returned, apparently not a day older than when he first arrived, with no sign of age in his features. No humans and few nonhumans in town are old enough to remember him from his earlier residence in the village, and no one knows the secret of his longevity or where he went for so long.

Delfen's name of Yellowknife might come from the gold-trimmed magic dagger he bears—or it might not. He is swarthier and shorter than the usual in the Daggerford area, but has an agreeable and easy manner. Though he is shrouded in mystery, he is quite amiable and always ready to help the people of Daggerford. Delfen frequently takes on students and has three or four apprentices in constant attendance.

Class Trainer: Delfen can serve as a mentor and trainer to a player character wizard.

Derval Ironeater, Blacksmith

Dwarf male fighter, neutral

Derval Ironeater is a dwarven blacksmith who came to the town of Daggerford with his family about two centuries ago. He is highly regarded in Daggerford. Various members of his fairly large extended family help out at the forge and hire out for construction work in the area.

Derval is a venerable dwarf who can barely walk and prefers to be carried in an awkwardly heavy iron chair. He no longer attends Council meetings and usually sends a proxy in his absence.

He is usually close-mouthed, but as Derval oversees the work of his underlings, people have heard him mutter things like, “Perhaps not as good as they made under Illefarn, but good enough, good enough . . .”

Kelson Darktreader, Master of the Hunt

Half-wood (moon) elf male ranger, neutral good

Kelson Darktreader is approaching two hundred years of age and has served as Master of the Hunt to five generations of Daggerford dukes. It is clear that no one in Daggerford knows the Misty Forest and High Moor better than Kelson.

The Huntmaster is a taciturn man, never using two words where one will do. His long hair is silver and his face shows the weight of long years. He is still spry, however, and still both leads the duke's hunts and

takes young rangers out into the wilds to teach them the secrets of forest, hills, and moor.

Filarion Filvendorson, “Retired” Thief

Wood (moon) elf male rogue, chaotic neutral

Filarion is Kelson Darktreader’s half brother but was raised by a different mother. They are barely cordial to each other. Filarion was trained as a thief somewhere to the east. He has constrained his thiefling activities to adventuring, so he is regarded highly in Daggerford. He teaches thieving skills to some apprentices, though he claims not to teach his students how to pick pockets or otherwise commit crimes. There are some who doubt this claim.

Class Trainer: Filarion can serve as a mentor and trainer to a player character rogue.

Luc Sunbright, Priest of Lathander

Human male cleric of Lathander, lawful neutral

The self-important and blustery Luc Sunbright is the chief priest of Lathander in Daggerford. His temple also caters to worshipers of Amaunator. Luc considers the duke’s favor to be a mark of distinction that he has somehow earned, despite the fact that the dukes of Daggerford have worshiped at his temple since long before he was born. He is very class-conscious, and those farmers and merchants who come to rites at his temple often find themselves brushed aside in favor of wealthier or more noble folk.

Luc is a handsome man in his prime, with golden hair and a full beard. He wears robes of gold and rose, and a fine circlet of gold around his head.

Class Trainer: Luc can serve as a mentor and trainer to a player character cleric.

Trista the Shadowed, Court Wizard

Human female mage, neutral

Trista has been the official court wizard of the dukes of Daggerford since the untimely death of her mentor, Gwaereth the Gray, seventy years ago. She is now approaching her hundredth birthday, and is frail and nearly blind. However, her magical power is greater than ever, and she is greatly feared both within the court and in the town in general. The only person in the ducal castle who doesn’t avoid her is Lady Morwen, who is fond of the “old witch” (a term of endearment in her mind) and spends hours plying her with questions about the history of the town and the region.

Trista has no patience for court politics or the niceties of courtly etiquette, declaring that she played those games for long enough and is now entitled to ignore them. However, she demands at least a show of respect from younger people, claiming she has earned that as well. She is brash, outspoken, and extremely opinionated, but not malicious or wantonly destructive.

Trista wears flowing robes of midnight blue, and lights always seem to dim in her presence (hence her epithet). Her white hair is a wispy halo around her head, and her eyes are milky white. She leans on a staff (a staff of striking) when walking.

Class Trainer: Trista can serve as a mentor and trainer to a player character wizard.

Hadeshah, Priest of Chauntea

Human female cleric of Chauntea, neutral good

The local priest of Chauntea is a reclusive mystic who prefers to spend her time in the temple garden rather than interacting with other people any more than is strictly necessary. Hadeshah was born and raised in the hamlet of Gillian’s Hill, and still finds the size of even a small town like Daggerford, with its stone walls and broad streets, overwhelming. Her three young assistants handle perform most of the rites of



Chauntea, at least those that take place outside the temple.

Hadeshah is a middle-aged wisp of a woman, barely five feet tall and very slender. She wears white robes at all times, donning an emerald green stole for ceremonial occasions.

Class Trainer: Hadeshah can serve as a mentor and trainer to a player character cleric.

Sherlen Miller, Commander of the Militia

Human female fighter, lawful neutral

Sherlen is the commander of the Daggerford militia, a headstrong and powerful woman who strives every day to live up to her name. She was named after a great hero of Daggerford's history, Sherlen "Spearslayer," and she considers it her greatest honor to serve in the same role that her namesake did a hundred years ago.

As commander of the militia, Sherlen is responsible for training the folk of the town in basic combat techniques. She happily teaches more advanced techniques to anyone who shows the competence and willingness to learn, and might be a mentor figure for player characters.

Sherlen is a youngish woman of strong build, with short brown hair and green eyes. She typically wears studded leather armor and is never seen without a spear, which she carries in honor of her namesake.

Class Trainer: Sherlen can serve as a mentor and trainer to a player character fighter.

Daggerford Locations

Daggerford's outer wall surrounds the ducal castle, an open green called the Commons, and the buildings of the town proper. Most of the buildings in town are made of wood and thatch. However, dwarven stonemasons living in the town replaced all the wood in the castle and rebuilt several wooden homes lost to fires, so stone buildings are a common sight.

The Ducal Castle

The castle was based on the first building in Daggerford, but it has changed a great deal since the old days. For a while, it was the only building, a simple wooden structure surrounded by a palisade fence. After it burned down in an orc raid from the High Moor, the duke built a three-story stone keep on the hillside and surrounded it with a two-story stone wall. After the orc raiders were hunted down and destroyed, the people of the castle began building outside the walls of the castle, eventually creating the town as it stands today.

The ducal gate leads to the city and is always open. Inside the courtyard are the duke's private parade grounds, his own blacksmith shop, and stables for his

animals. The larder is well-stocked with preserved food, enough for a year's siege.

About 50 people live in the castle, including guards and servants. For a duke, Maldwyn and his forebears keep a very small household.

River Quarter

People who make their living from the river are the main inhabitants of this section of town, including fishers and some merchants who make regular runs up the river to Secomber and back.

Derval's Smithy: Derval Ironeater (see page 136) is a dwarf with the largest smithy in Daggerford. He is highly regarded as a skilled smith, a savvy member of the Council of Guilds, and a fair guildmaster to the handful of other smiths in town. His three children are stonemasons, much occupied with building projects around the town.

Derval himself is primarily interested in war gear. He makes the finest swords, axes, and spear blades from Waterdeep to Baldur's Gate, or so he says. His work is popular, even though his prices are high compared to the other weaponsmiths in town.

Shrine of Tempus (Table of the Sword): Located right next to the town barracks, this shrine to the god of war serves an audience of men-at-arms, a few members of the militia, and occasional adventurers. The shrine is a ramshackle wooden building decorated with war trophies donated by parishioners.

Darrondar Gweth (see page 136) leads the worship of Tempus in the shrine, which largely consists of observing a solitary Feast of Heroes at midday every day, where he raises a glass in honor of fallen warriors, and leading a handful of the faithful in the Song for the Fallen each sunset.

Money Quarter

The wealthiest people in Daggerford live in the Money Quarter, directly below the ducal castle. It is a district of larger houses surrounded by little yards. Wealthy merchants who can afford a home apart from their place of business live here, and a few minor nobles from Waterdeep have small townhouses here as well.

Darfin "Longwalker" Flosin's Townhouse: Darfin Longwalker (see page 136) inherited the Flosin estate north of town upon his father's death, and he maintains a home in town as well. That's partly because he enjoys human society more than his father did, and partly because the lands outside of town are more dangerous than they used to be, and the town walls offer more protection than the estate can provide.

Caravan Quarter

The Caravan Quarter entails a handful of wooden buildings, mostly hotels and shops, with a largely

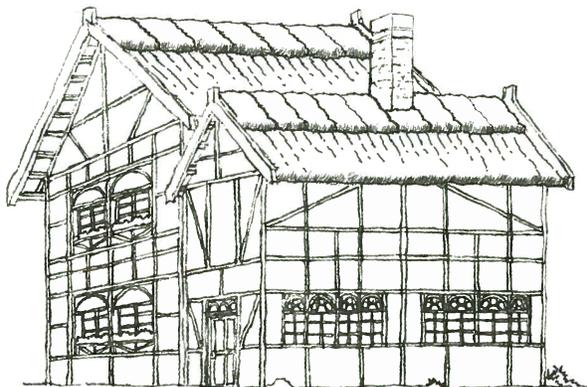
transient population. During the winter when the caravans aren't moving, the quarter is virtually deserted. The permanent population of the quarter includes a number of halflings and a scattering of dwarves.

Lady Luck Tavern: This two-story structure was once a warehouse for a trading concern which was wiped out by an ore raid. Darryl Orcslayer, an adventurer who helped destroy the orcs, was given the warehouse as a reward by the survivors of the trading family.

Darryl died many years ago, but the tavern remains in his family, now run by his great-granddaughter, Glenys. As her family before her did, Glenys encourages the patronage of soldiers and adventurers. The walls are decorated with weapons, armor, and trophies various patrons have brought back from their battles, to rival those in the shrine of Tempus.

One interesting feature of the tavern is a large stone column set in the middle of the floor. On it are inscribed the unique symbols of patrons who have died in battle or disappeared on a quest. Any toast given in the tavern must include a libation to "those who have fallen before us."

Shrine of Tymora: After the shrine was damaged by fire, dwarven stonemasons replaced its wooden



walls with sturdy stone ones. Continuing a long tradition, the local priest of Tymora is a halfling named Curran Corvallin. Though not a cleric, Curran merrily blesses those who come to the shrine in hope of good fortune, and he is much beloved in the town. Each year on Midsummer, he throws himself into the midst of wild revels in the goddess's honor, spending lavishly to provide the townsfolk with a party that each year seems to outdo the previous year's. It is said that he inherited a fortune from an adventuring uncle.

Farmers' Quarter

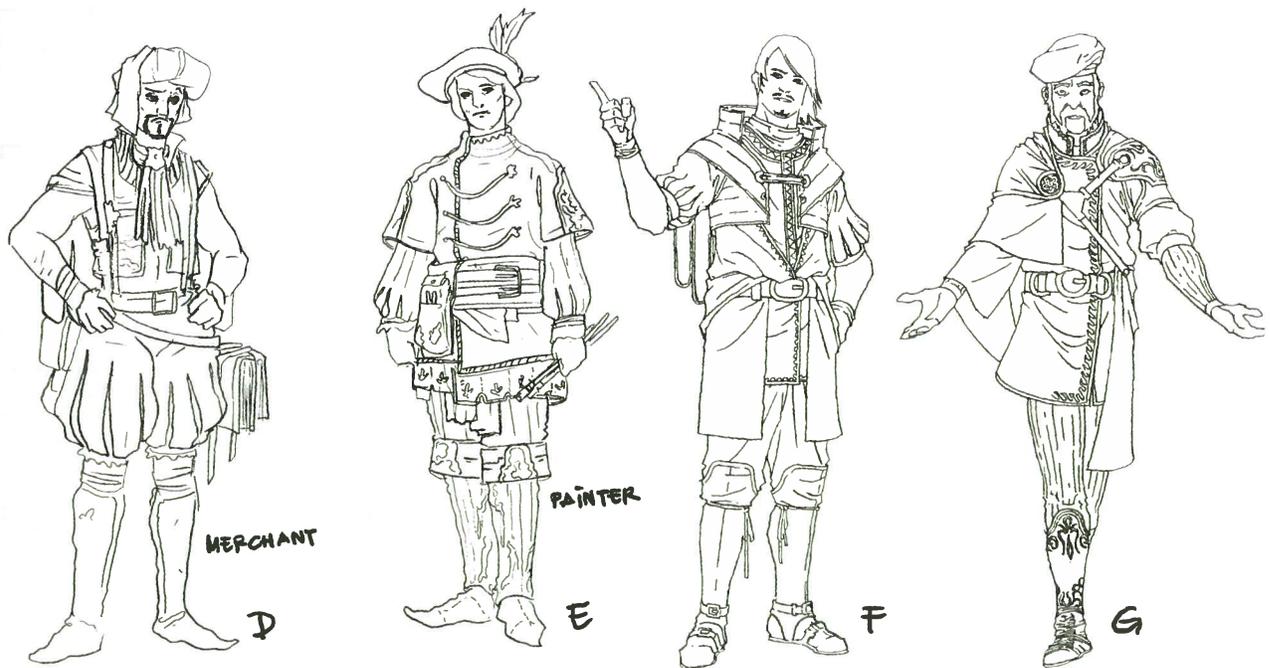
Farmers who till the soil to the north occupy most of this section of town. Some of them have small herds of cattle and sheep kept in small pens, and others have chickens in their yards. This quarter is noisy and smells strongly of manure.

Chauntea's Temple: A large building with an open courtyard in the middle, lush with plants, is the center of Chauntea's worship in Daggerford. Its chief priest, Hadeshah (see page 137), has three young assistants to help her in the frequent tasks of blessing plowed fields, growing crops, and rich harvests. These assistants are found more often in the fields north of town than in the temple proper, while Hadeshah rarely leaves the temple. Farmers coming in from the fields in the evening offer prayers in the direction of the setting sun and receive Hadeshah's blessing, and she leads the festivities at the spring festival of Greengrass. Her most solemn duties are leading the annual High Prayers of the Harvest each autumn, celebrating Chauntea's bounty for the year.

Cromach's Smithy: Established by a human blacksmith named Cromach over a century ago, this smithy is now owned and run by a dwarf named Tholvar Cragjaw, a distant cousin of Derval Ironeater (see page 136). Named for his jaw, broken in battle years ago and never properly healed, Tholvar finds it difficult to speak and so is even more taciturn than Derval.

Happy Cow Tavern: This pleasant tavern serves a clientele of farmers and townsfolk. It is also a favorite





watering hole for the town's halflings—perhaps because the tavern was first founded by a halfling who retired from adventuring.

Jerdan's Smithy: Jerdan Went, Daggerford's only human blacksmith, strives to compete with Tholvar Cragjaw by offering inferior goods at lower prices. This business strategy earns him enough to support himself, but it certainly helps that he has no family depending on him.

The Marketplace: This large open area is the site of the market, which takes place every five days, six times a month. Farmers and small merchants bring their goods to the market and sell them from ramshackle booths.

River Shining Tavern: This is the main entertainment center for the nobility of the surrounding lands and the major notables of Daggerford. The duke and his sister have been known to eat here on occasion, and the main hall of the tavern doubles as the meeting room for the Council of Guilds.

The River Shining Tavern is the longest established tavern still operating in Daggerford and claims to date from the town's founding. Certainly, the wooden building's architectural style matches that of the oldest buildings in town.

The Commons

This area, which takes up almost half of the area enclosed by the town walls, is kept purposely clear as an emergency pasture for the farmers' cattle and sheep. When no trouble threatens the town, the duke's horses pasture here. As part of the town charter, this land is owned by the duke and leased to the town.

Delfen's Tower: When Delfen the wizard (see page 136) first came to Daggerford, this tower was under construction. He paid the town a goodly sum to take over the tower in exchange for swearing to keep the town safe from its vantage point on the hillside. This he did to the best of anyone's reckoning, until his disappearance during the Spellplague.

During Delfen's century-long absence from the town, the duke's guards reclaimed the tower, loading all of the wizard's goods into crates they stored on the ground floor. Soldiers on duty in the tower frequently complained of unexplained sounds and weird noises that suggested hauntings or some other lingering effects of the wizard's magic, but no evil incidents beyond that were ever reported. Now that Delfen has returned from his mysterious sojourn, he has paid another large sum to the duke and reclaimed his tower.

Stables: This is a general livery stable available to the entire town. Militia horses and the water carriers' horses are kept here, along with personal horses belonging to people living in the money quarter.

Temple of Amaunator (Lathander): Although the prayers in this temple are addressed to the sun god Amaunator, the forms of worship continue longstanding traditions of the worship of Lathander, who is said to have transformed into Amaunator shortly before the Spellplague. The ducal family worships at this temple, the largest in town and the only one to share the hillside with the castle. The high priest of Amaunator, Luc Sunbright (see page 137), is self-righteous and arrogant. However, he is the most powerful cleric residing in town.

DELIMBIYR VALE

One hex = 30 miles



SURROUNDING AREAS

The area around Daggerford is rife with danger and opportunities for adventure. Each of the locations described below is marked on the Delimbiyr Vale map (see previous page).

Ambergul Estate

For more information on this ruined noble estate, see page 32.

Cromm's Hold

This fortified estate overlooks the Lizard Marsh and is described on page 8.

Dragonspear Castle

This famous ruined fortress dominates the long, lonely run of the Trade Way south from Daggerford (past the High Moor). For more information on the ruin and its current inhabitants, see pages 109 and 199.

Floshin Estate

There are few elves living in Daggerford, but Lord Darfin "Longwalker" Floshin of the House of Long Silences is a rare exception. His father, Elorfindar, had a friendly interest in humans and decided to stay when most of the elves left the vale 1,000 years ago. The old elf finally passed away about forty years ago, and his estate passed to Darfin, the oldest of four elven sons. (After his elf wife's death, Elorfindar sired several more half-elf children.)

Darfin's estate lies between Waterdeep and Daggerford, but he spends as much time in town as he does in the country, enjoying the pleasures of civilization more than the solitude his father desired. A skilled fighter and mage, he enjoys training apprentices, though he is said to withhold certain magical secrets from students who are not elves.

The High Road and The Trade Way

The High Road connects Daggerford to Waterdeep in the north (and onward to Neverwinter and Luskan). South of Daggerford, it is called the Trade Way, and it leads past Dragonspear Castle to Baldur's Gate. Near Daggerford, several small hamlets offer stopping points for travelers on the Trade Way.

Bowshot: Though this tiny village was once "just a bowshot away" from the Misty Forest, long years of lumbering have put the edge of the woods much farther from the hamlet and its surrounding farms. Its central feature is a nameless tavern where farmers gather in the evening and travelers can find hot food and a warm bed.

Gillian's Hill: The smallest of the four hamlets along the Trade Way, Gillian's Hill doesn't even boast

an inn. A commons and marketplace lies alongside the road where farmers from the surrounding fields come to share news and trade goods. This commons makes an adequate campsite for travelers on the road, but offers no other amenities.

Liam's Hold: A fortified tower guards this small village of perhaps 50 residents. Near the tower is an extensive field for caravans to park wagons.

The Way Inn: The Way Inn is a small village of about 100 souls. Another 400 or so live in dependent hamlets nearby. A large inn dominates the village, and both the inn and the village share the same name. See page 114 for more information.

Cross Wheeler, a retired human ranger, runs the town and the inn.

The Lizard Marsh

For more information on this swamp, see page 11.

Laughing Hollow

An ancient forest is hemmed in by a ridge and obscures an old rock quarry at the foot of Mount Illefarn. The forest in Laughing Hollow is destroyed by wildfires in "The Fall of Illefarn."

The Misty Forest

This forest of pine and other evergreens covers the slopes of the western approaches to the High Moor. It gets its name because of the mist and fog that creep down from the High Moor, making navigation difficult on even the best of days.

This forest is patrolled by wood elves, who fiercely hunt orcs and other monsters that wander into the forest from the High Moor. However, even the elves can only protect a small fraction of the forest at any one time.

The High Moor

This gorge-scarred plateau rises up beyond the Misty Forest, enshrouded in fog like the woodlands below. The High Moor a home for trolls, bugbears, goblins, and orcs, as well as small tribes of human barbarians. Its soil is too thin for farming, and its stone, mostly granite, is of too poor quality for mining. The human tribes raise goats and sheep on the moors, guard caravans coming from the east, and fight constantly with the land's more savage denizens.

The High Moor is said to hide the ruins of long-fallen kingdoms. Minstrels sing colorful but contradictory ballads of these lost realms. ("The bones and thrones of lost lands" is a favorite phrase, all that's left of a long-forgotten song.) What is certain is that the High Moor holds its share of ruined castles, stone tombs, and caverns, almost all of which have yielded treasure to the bold and fortunate.

MISTY FOREST ENCOUNTER TABLE

d12 + d8	Encounter
2	1d6 centaurs
3	1d4 goblins riding dire wolves (worgs)
4	1d4 treants
5	1 manticore
6	1 owlbear
7	2d4 bugbears
8	3d4 wolves
9	1d6 giant spiders
10	3d6 wood elves
11	3d6 human warriors
12	2d6 orogs
13	4d6 orcs and 1 orc leader
14	1d4 ogres
15	1d4 griffons
16	1d4 trolls
17	1 ankheg
18	2d4 werewolves
19	2d6 hobgoblins and 1 hobgoblin leader
20	1 green dragon

HIGH MOOR ENCOUNTER TABLE

d12 + d8	Encounter
2	1 ankheg
3	3d6 goblins
4	1d6 goblins riding dire wolves (worgs)
5	1d4 manticores
6	1d4 hill giants
7	3d4 bugbears
8	2d4 wolves and 1d4 werewolves
9	1d6 giant spiders
10	3d6 hobgoblins and 1 hobgoblin leader
11	3d6 human warriors
12	2d4 orogs and 1d4 ogres
13	4d6 orcs and 1 orc leader
14	3d6 orcs and 1 orc witch doctor
15	1d4 griffons
16	1d6 trolls
17	1d4 displacer beasts
18	1 ghost
19	1 behir
20	1 black dragon

WHAT IS THE SUNDERING?

The end of the Era of Upheaval is nigh!

The world of the Forgotten Realms has endured one catastrophe after another for the past century or so, from the Time of Troubles through the Spellplague. Time after time, upheaval has reshaped the pantheon, overthrown nations and rulers, and even altered the geography of the world. Now, the world is being shaken and reshaped once again—for the last time.

The gods are thrown into chaos at the promise of a new reckoning of the pantheon, and they scramble and grasp at power in hopes of cementing their positions of authority. Their mortal agents in the world, the Chosen, are charged with carrying out their will.

The Spellplague, the magical catastrophe that reshaped the world so dramatically, has come to an end. The Weave of magic is rewoven, and many lingering effects of twisted magic fade. The intermingling of worlds brought about by the Spellplague also comes to an end, as what belongs to Abeir returns to Abeir, leaving the Forgotten Realms looking much as it did before.

Partly driven by the activity of the gods' Chosen and partly arising from the turbulent political situation at the end of the Era of Upheaval, the nations and factions of Faerûn engage in their own maneuvers, manipulations, and acts of aggression. In particular, the empire of Netheril attempts to conquer the Dalelands, Cormyr, and Myth Drannor, setting off a war that engulfs the eastern Heartlands. The Harpers and the Zhentarim respond to the growing threats in the world by regrouping and refocusing their energies, slowly returning to their former prominence.

Nations, geography, magic, and even the gods are changing forever, in the birth-pangs that herald a new creation. The world needs heroes to ensure that the new age dawns bright and full of hope, in a world where good still shines as a beacon against the darkness.

CHAPTER 2: HOW TO PLAY

The adventures that unfold in the DUNGEONS & DRAGONS® game take place in your imagination. The Dungeon Master describes environments and circumstances, and you and your fellow players respond by asking questions, describing your characters' actions, and testing your characters' abilities to overcome obstacles and foes. This shared imaginary environment hosts the chambers you explore, the battles you fight, and the encounters you experience.

If you're a player, these rules assume that you have a set of polyhedral dice, a character sheet, and something to take notes with. If you're the DM, you should have dice, a way to take notes, and an adventure, either a published adventure or one of your own creation. You can use whatever visual aids enhance your enjoyment of the game—miniatures, gridded surfaces such as *Dungeon Tiles*, and the like—or use none at all.

Most of this material is directed at an individual player, but the rules are for players and DMs alike.

BASIC RULES

You do things in the game by first describing the thing you want your character to do. The DM then responds to your description, and might ask you to use one of your character's ability scores to help determine success. You use your ability scores and their modifiers to interact with the game world in three basic ways: ability checks, attack rolls, and saving throws. All three involve rolling a d20, applying any relevant bonuses and penalties (collectively called modifiers), and comparing the total to a target number. If the total meets or beats that number, the task succeeds. See the "Ability Scores" section for details on each ability and for how an ability's modifier is determined.

Ability Checks

An ability check is a test to see if your innate talent and training are enough to overcome a challenge. Most of the time, you must make an ability check because the DM has determined that an action you want to attempt has a chance of failure. The outcome is uncertain, and your DM turns to the dice to determine your fate.

When you need to make an ability check, your DM asks you to make it using an ability of his or her choice. The DM chooses the ability that applies best to the task at hand.

To make an ability check, first look at the relevant ability on your character sheet. The ability has both a score and a modifier. Then follow these steps.

1. Roll the die. Roll a d20 and add the relevant ability's modifier.

2. Apply bonuses and penalties. If a class feature, a spell, or some other effect gives you a bonus or a penalty to this check, apply it to your roll.

3. Announce the total. Tell the DM the result of your check.

When you make an ability check, your DM picks a target number, called a Difficulty Class (DC), for the check. Your DM has details on how to determine DCs. The more difficult a task, the higher its DC.

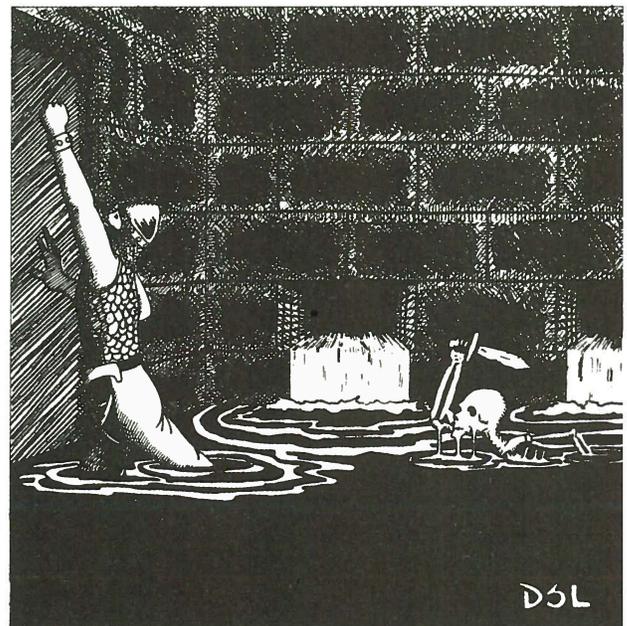
If your check result is equal to or greater than the DC, you succeed. Otherwise, you fail. When you succeed, your action works as intended. When you fail, you either make no progress or perhaps suffer a setback.

Contests

A contest pits two or more characters or creatures against each other, with the outcome determined by each contender's luck and talent. Contests are a form of ability check, except that instead of matching your roll against a DC, both you and the creature you are opposing make a roll. You then compare the two results to see who succeeds.

When to Have a Contest. Contests arise when two creatures attempt to do the same thing and only one can succeed, such as if both you and a bandit attempt to snatch up a magic ring that has fallen on the floor. In other cases, you might attempt something that another creature actively opposes. If you attempt to push open a door that an orc holds shut from the other side, you make an ability check to open the door, and the orc makes a check to keep it shut.

Resolving a Contest. A contest uses the same rules as an ability check, except that more than one creature makes a check. Any bonuses and penalties



you apply when making an ability check that is not a contest also apply to contests involving that ability.

The creature with the higher check result wins the contest. The creature either succeeds at its action or prevents its opponent from succeeding.

If the contest ends in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If you and a bandit tie in a contest to snatch a ring, neither one of you grabs it. If you tie in a contest to push open a door held shut by an orc, the door remains shut.

Likewise, if you tie in a contest to hide from another creature, your situation with respect to that creature does not change. If the creature was already aware of you before the contest, you fail to hide. If it was not aware of you before the contest, you remain hidden.

Attack Rolls

When you meet a ferocious monster, you likely will need to attack it to defeat it. An attack roll is similar to an ability check (you roll a d20 and add modifiers), except that you compare the result of your attack roll to your target's Armor Class (AC). To hit the target, your result must be equal to or greater than the AC. If you hit, you deal damage with your attack, reducing your target's hit points. When a creature drops to 0 hit points or fewer, it typically falls to the ground, dying.

Additional rules for attacks and taking damage are provided in the "Combat" section.

Saving Throws

A saving throw, or save, represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. The rules and the DM tell you when to make a saving throw; it is not something you do at will.

When you make a saving throw, follow these steps.

- 1. Roll the die.** Roll a d20 and add the relevant ability's modifier. The rules or the DM will tell you what ability to use.
- 2. Apply bonuses and penalties.** If a class feature, a spell, or some other effect gives you a bonus or a penalty to this saving throw, apply it to your current total.
- 3. Announce the total.** Tell the DM the result of your saving throw. The DM then compares that result to a DC to determine success or failure. The effect you attempt to resist has a DC, and the effect states what happens if you succeed or fail.

Advantage and Disadvantage

Sometimes you have an edge, an advantage, in a situation. At other times, circumstances conspire against you and impose a disadvantage on you.

When the rules say you have advantage or disadvantage on an ability check, an attack roll, or a saving

throw, you roll a second d20 when making that roll. You use the higher of the two rolls to determine your result if you have advantage and the lower roll if you have disadvantage.

No matter how many times you gain advantage or disadvantage on the same roll, you roll only one additional d20.

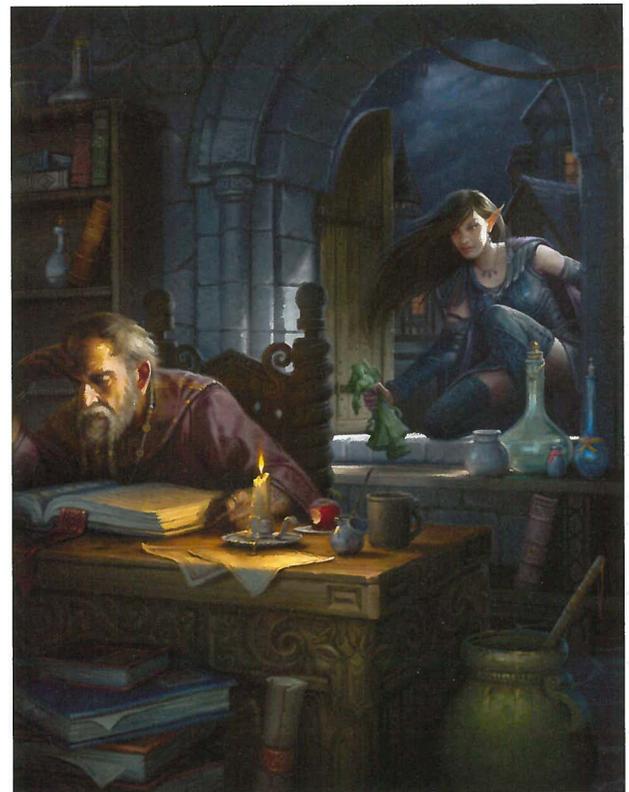
If you have advantage and disadvantage on the same roll, the advantage and the disadvantage cancel each other out. This rule applies even when you have advantage or disadvantage from multiple sources. For example, if two effects give you advantage on a roll and one effect gives you disadvantage, you have neither of them for that roll.

You usually gain advantage or disadvantage through the use of special abilities and spells. Your DM might also determine that circumstances are in your favor and grant you advantage, or that they are not in your favor and impose disadvantage.

As described in the rules on combat, you can take certain actions—such as the dodge, help, and hinder actions—to gain advantage or impose disadvantage.

ABILITY SCORES

Characters in D&D have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, as well as a score attached to each ability. Your ability score describes in broad terms your talent, training, and competence when you do things related to that ability. The higher an ability score, the better



your character is at using that ability. Your abilities, in many ways, act as your character's foundation and set the stage for your adventuring career.

A typical monster has the same six abilities and follows the same rules as a character for the use of its abilities, but a monster relies on its abilities far less than an adventurer does.

A score of 10 or 11 in an ability is average for a human adult. A score of 18 is the highest that a normal person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Ability Modifiers

Ability scores govern the many things your character can do. You use abilities to make attacks, to explore your environment, to overcome obstacles and hazards, and to interact with other creatures.

Each of your ability scores has a modifier. When you attempt to do things with an ability and the DM asks you to roll a die, you almost always use your ability modifier—a bonus or a penalty based on your ability score—to help determine your chance of success. Attack rolls, ability checks, and saving throws all use ability modifiers.

Your modifier for a particular ability is your ability score minus 10 and divided by 2 (round down). So, if you have a Strength score of 15, your Strength modifier is +2.

Ability Score	Ability Modifier	Ability Score	Ability Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

Game Designer Scores
 Str 7 (-2) Int 13 (+1)
 Dex 9 (-1) Wis 10 (+0)
 Con 8 (-1) Cha 9 (-1)

Ability Score	Ability Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Any character who fights in hand-to-hand combat can benefit from a high Strength. Fighters and other warriors, therefore, prefer high Strength scores.

Ability Checks

A Strength check involves one of the following tasks or an improvised task that relies on athleticism or physical might.

Break an Object. Whenever you need to break an object, such as a door or a rope that binds you, make a Strength check.

Climb. You make a Strength check when you're attempting to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.

Jump. When you attempt to jump an unusually long distance or pull off a stunt midjump, make a Strength check.

Swim. To swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed, make a Strength check. You might also make a Strength check when a creature tries to push or pull you underwater or otherwise interfere with your swimming.

Attack Rolls

You add your Strength modifier to your attack roll and your damage roll when you attack with a Strength-based weapon, such as a mace or a battleaxe.

Saving Throws

The DM commonly asks you to use Strength when you make a saving throw to resist being pushed against

your will, knock aside a boulder that is rolling toward you, catch a collapsing ceiling, or grab onto a ledge to keep from falling.

Carrying Capacity

Your Strength score determines the amount of weight you can bear. To determine how many pounds you can carry unencumbered, multiply your Strength score by 10.

If you carry more than this weight, you are encumbered, which means your speed drops by 10 feet, and you have disadvantage on attack rolls, as well as on Strength, Dexterity, and Constitution checks and saving throws. The maximum weight you can carry encumbered equals twice your unencumbered carrying capacity.

Push, Drag, or Lift Weight. Your Strength score tells you how much weight you can push, drag, or lift. To determine this weight, multiply your unencumbered carrying capacity by 5. While pushing or dragging weight in excess of your maximum weight, you are encumbered and can move no more than 5 feet on your turn.

Size and Strength. Larger creatures can carry more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity, maximum weight, and push, drag, or lift weight. For a Tiny creature, halve these weights. The DM has more information on creature size.



Dexterity

Dexterity measures physical agility, reflexes, balance, and poise.

Rogues and other characters who wear light armor prefer a high Dexterity score, since it helps them avoid enemy attacks. A character also uses Dexterity when making attacks with bows, slings, and other projectile weapons.

Ability Checks

A Dexterity check typically involves one of the following tasks or an improvised task that relies on agility.

Balance. Make a Dexterity check to balance when you try to keep your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck.

Conceal an Object. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity check. You can also draw small weapons without alerting anyone that you have done so, such as when palming a knife or sliding darts out of your sleeve.

Drive. To control a cart, wagon, chariot, or other vehicle in difficult circumstances, make a Dexterity check to drive it. You typically make a check when faced with a challenge such as a tight turn, an obstacle you must avoid, or a steep descent.

Ride. You make a Dexterity check to ride when you're trying to control your horse or other mount in difficult circumstances. Whenever precision, timing, or balance are important, you might need to make a check to stay mounted or keep your mount under control.

Sneak. Make a Dexterity check to sneak when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

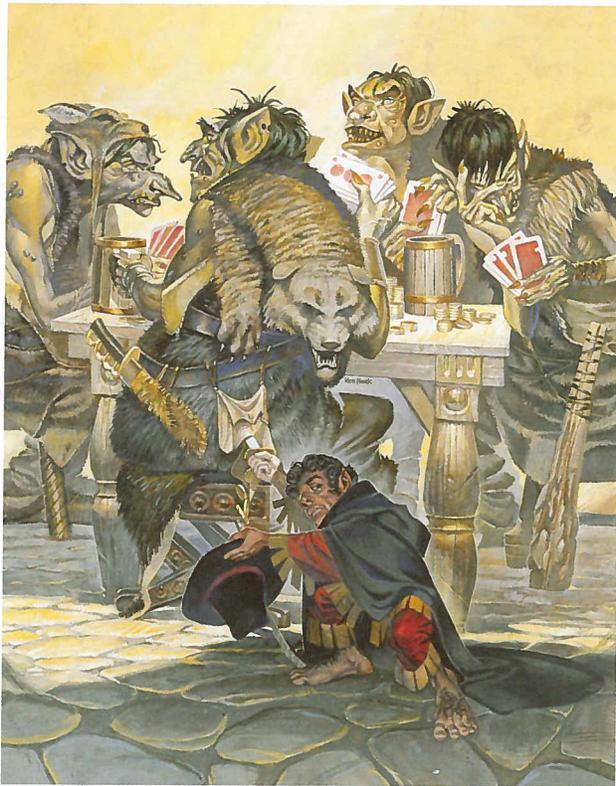
Tumble. To perform acrobatic stunts, including dives, rolls, somersaults, and flips, make a Dexterity check to tumble.

Attack Rolls

You add your Dexterity modifier to your attack roll and your damage roll when you attack with a Dexterity-based weapon, such as a sling or a longbow.

Saving Throws

The DM commonly asks you to use Dexterity when you make a saving throw to avoid a spell such as *lightning bolt* or *fireball*, dodge a falling pillar, or dive out of the way of a charging horse.



Armor Class

Depending on the armor you wear, you add some or all of your Dexterity modifier to your Armor Class.

Initiative

At the beginning of every battle, you roll initiative, which means rolling a d20 and adding your Dexterity modifier.

Constitution

Constitution measures your health and durability, so every character benefits from having a high Constitution score.

Ability Checks

The DM commonly asks you to use Constitution when you make an ability check to hold your breath, march for hours without rest, go without sleep, survive without food or water, or accomplish a similar feat of endurance.

Saving Throws

The DM commonly asks you to use Constitution when you make a saving throw to resist disease, poison, or fatigue; withstand a medusa's petrifying gaze; endure the debilitating effects of a deep wound; or ignore excruciating pain.

Hit Points

Your Constitution modifier contributes to your hit points. See the description of your character class for more information.

Intelligence

Intelligence measures mental acuity and the ability to recall information and to reason.

Arcane magic, such as that used by wizards, often requires a keen mind for its mastery, and thus Intelligence is most important to such characters.

Ability Checks

An Intelligence check typically involves one of the following tasks or an improvised task that relies on reasoning.

Recall Lore. When you try to recall lore of any sort, make an Intelligence check. Such a check is usually concerned with one of these fields of lore:

- ◆ *cultural lore*, including lore about the customs, aphorisms, and legends of a particular culture
- ◆ *forbidden lore*, including lore about cults and their practices, lost languages, and the planes of existence and their inhabitants
- ◆ *hobbyist lore*, including in-depth knowledge of a niche interest, such as current and past standings for a knightly tournament, art of a particular style, a deep understanding of a particular philosophy, or all the plays penned by a particular playwright
- ◆ *magical lore*, including lore about spells, magic items, eldritch symbols, and magical traditions
- ◆ *military lore*, including lore about battles, coats of arms, weaponry, fortifications, and tactics
- ◆ *natural lore*, including lore about terrain, plants and animals, the weather, and natural cycles
- ◆ *planar lore*, including lore about the planes of existence, demiplanes, and planar mechanics
- ◆ *political lore*, including lore about kingdoms, rulers, courtly etiquette, and the lineages, mottoes, and emblems of noble houses
- ◆ *religious lore*, including lore about deities, rites and prayers, ecclesiastical hierarchies, and holy symbols
- ◆ *subterranean lore*, including lore about caves as well as the flora, fauna, and peoples living underground
- ◆ *trade lore*, including lore about materials, manufacture, a specific craft (such as smithing, brewing, or cooking), and commerce

Search. When you look around for clues that point to a hidden object, such as a trap or secret door, or hints of a creature's passage through an area, you make an Intelligence check to search for such things.

Saving Throws

The DM commonly asks you to use Intelligence when you make a saving throw to resist a spell that attempts to overcome your intellect.

Magic Ability

Members of certain classes, such as wizards, use Intelligence as their magic ability. If Intelligence is your magic ability, your Intelligence modifier helps determine the saving throw DCs of your spells.

Languages

A character is fluent in a number of languages noted in the description of his or her race. At 1st level, your character is fluent in a number of additional languages equal to his or her Intelligence modifier if it is at least +1. If the character's Intelligence modifier later increases, that increase does not grant additional languages, and a decrease does not take languages away.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign, such as Chondathan or Damaran in the FORGOTTEN REALMS® setting.

With your DM's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as thieves' cant or the tongue of druids.

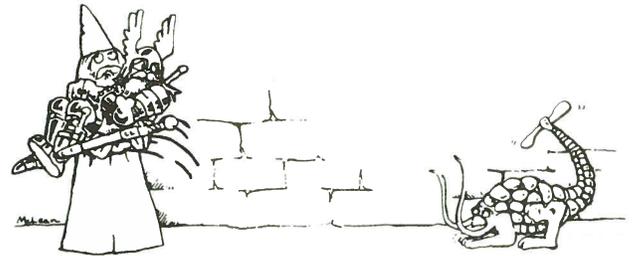
Primordial and Sylvan are each actually a family of languages with many dialects. For example, Brownie, Pixie, and Sprite all exist within the Sylvan family, while Auran, Aguan, Ignan, and Terran all exist within the Primordial family. Speakers of different languages or dialects within the same family can communicate with one another.

STANDARD LANGUAGES

Language	Typical Speakers	Script
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Giant	Ogres, giants	Dwarvish
Gnomish	Gnomes	Dwarvish
Goblin	Goblinoids	Dwarvish
Gnoll	Gnolls	Common
Halfling	Halflings	Common
Orc	Orcs	Dwarvish

EXOTIC LANGUAGES

Language	Typical Speakers	Script
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial
Draconic	Dragons	Draconic
Drow	Drow	Elvish
Deep Speech	Mind flayers, beholders	Deep Speech
Infernal	Devils	Infernal
Primordial	Elementals	Dwarvish
Sylvan	Fey creatures	Elvish
Undercommon	Underdark traders	Elvish



FORGOTTEN REALMS LANGUAGES

The languages on the following table are an example of common languages spoken in the FORGOTTEN REALMS campaign setting. If your game is set there, your DM may allow you to choose from one of these.

Language	Region	Script
Alzhedo	Calimshan	Thorass
Chondathan	Amn, Chondath, Cormyr, Dalelands, Dragon Coast, North Sembia, Laruar, Sword Coast, Tethyr, Waterdeep, Western Heartlands, Vilhon Reach	Thorass
Damaran	Damara, Great Dale, Impiltur, Moonsea, Narfell, Thesk, Vaasa, the Vast	Dethek
Netherese	Netheril	
Shou	Kara-Tur, Thesk, Westgate	
Thayan	Thay	Thorass
Tuigan	Hordelands	Thorass

Wisdom

Wisdom reflects how attuned you are to your surroundings, representing general perceptiveness, intuition, insight, and other, less tangible senses.

Although Wisdom is important to all characters who want to be alert, Wisdom is especially important to clerics and druids, since the ability is crucial for channeling divine power from the gods and the environment.

Ability Checks

A Wisdom check typically involves one of the following tasks or an improvised task that relies on perceptiveness or intuition.

Administer First Aid. When you try to stabilize a dying companion or quickly diagnose what common illness is afflicting him or her, you make a Wisdom check.

Handle an Animal. When there is any question whether you can calm down a domesticated animal, keep your mount from getting spooked, or intuit an animal's intentions, make a Wisdom check.

Listen. You make a Wisdom check to listen when you're trying to hear a conversation through a closed door, eavesdrop under an open window, or hear creatures moving stealthily toward you in the forest.

Sense Motive. When you attempt to determine the true intentions of another person, such as when searching out a lie or predicting someone's next move, you can make a Wisdom check to sense the person's motive. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Spot. You make a Wisdom check to spot things that are obscured or easy to miss, whether they are orcs lying in ambush ahead of you on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Saving Throws

The DM commonly asks you to use Wisdom when you make a saving throw to resist being charmed or frightened, to see through an illusion cast upon you, or to withstand an attempt to influence you.

Magic Ability

Members of certain classes, such as clerics and druids, use Wisdom as their magic ability. If Wisdom is your magic ability, your Wisdom modifier helps determine the saving throw DCs of your spells.

Charisma

Charisma measures your ability to interact with others well. It includes such factors as confidence, eloquence, and even appearance. A character with a high

Charisma is likeable, forceful, or both. The character might exude confidence and grace and is most likely a natural leader. A character with a low Charisma score comes across as dull and possibly uneasy.

All characters benefit from a high Charisma, especially those who deal with nonplayer characters, such as hirelings, henchmen, and intelligent monsters. Charisma is also important to spellcasters who manipulate magical power through sheer force of will.

Ability Checks

A Charisma check typically involves one of the following tasks or an improvised task that relies on the force of your personality.

Bluff. When you make a Charisma check to bluff, you are attempting to deceive someone, either verbally or through your actions, which can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass off a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Gather Rumors. You make a Charisma check to gather rumors when you enter a new social situation to figure out the best person to talk to for news, rumors, and gossip. You can also make a Charisma check to blend into a crowd to get the sense of key topics of conversation or to ingratiate yourself with a community and learn what people are talking about.



Intimidate. When you attempt to influence someone through overt threats, hostile actions, and physical violence, make a Charisma check to intimidate them. Examples of when you would intimidate another include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Perform. You make a Charisma check to perform before an audience with music, dance, acting, legerdemain, storytelling, or some other form of entertainment.

Persuade. When you attempt to influence someone or a group of people with your tact, social graces, or good nature, make a Charisma check. Typically, you attempt to persuade someone when you are acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let you see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Saving Throws

The DM commonly asks you to use Charisma when you make a saving throw to resist certain magical compulsions, especially those that would overcome your sense of yourself.

Magic Ability

Members of certain classes, such as bards, use Charisma as their magic ability. If Charisma is your magic ability, your Charisma modifier helps determine the saving throw DCs of your spells.

ALIGNMENT

A typical creature in the worlds of DUNGEONS & DRAGONS has an alignment, which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define all the possible combinations.

Although evil adventurers exist, they tend to cause problems in groups with others who don't share their interests and objectives. Generally, evil alignments are for villains and monsters.

These brief summaries of the nine alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

Lawful good creatures can be counted on to do the right thing, as expected by society. Gold dragons, paladins, and most dwarves are lawful good.

Neutral good is about doing the best one can to help others according to their needs. Many angels, some cloud giants, and most gnomes are neutral good.

Chaotic good creatures act as their conscience directs, with little regard for what others expect. Copper dragons, many elves, and unicorns are chaotic good.

Lawful neutral individuals act in accordance with law, tradition, or personal codes. Many monks and some wizards are lawful neutral.

Neutral is the alignment of those that prefer to steer clear of moral questions and don't take sides, doing what seems best at the time. Lizardfolk, most druids, and many humans are neutral.

Chaotic neutral creatures follow their whims, holding their personal freedom above all else. Many barbarians and rogues, and some bards, are chaotic neutral.

Lawful evil creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order. Devils, blue dragons, and hobgoblins are lawful evil.

Neutral evil is the alignment of those that do whatever they can get away with, without compassion or qualms. Many drow, some cloud giants, and grimlocks are neutral evil.

Chaotic evil creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust. Demons, red dragons, and orcs are chaotic evil.

For many thinking creatures, alignment is a moral choice; humans, dwarves, elves, and other humanoid races can choose whether to follow the paths of good or evil, law or chaos. Many other creatures, though, have inborn tendencies toward certain alignments. Most gnolls are irredeemably chaotic evil, and gold dragons are innately lawful good.

Alignment is an essential part of the nature of creatures from the Outer Planes (celestials and fiends). A devil does not choose to be lawful evil, and it doesn't tend toward lawful evil, but rather it is lawful evil at its core. If it somehow ceased to be lawful evil, it would cease to be a devil.

Most creatures that lack the capacity for rational thought do not have alignments. Such a creature is incapable of making a moral or ethical choice, and acts according to its bestial nature. Sharks are savage predators, for example, but they are not evil; they have no alignment.

EXPLORATION

Whether you enter an ancient tomb, slip through the back alleys of Waterdeep, or hack a fresh trail through the thick jungles of the Isle of Dread, much of a D&D adventure revolves around exploration. Part of the fun in the game is uncovering the secrets, monsters, and treasures that the DM has placed throughout the campaign world. You never know what might lurk around the corner.

A few game mechanics are used frequently while exploring: movement, stealth, and perception. The movement rules determine how fast or far you can travel. They also cover how to swim, climb, and jump. The stealth rules outline how you can hide from creatures, while the perception rules govern how to spot hidden objects and creatures.

Embracing all of these rules are the rules for time.

Time

When you explore an area, the DM tracks your progress and describes what you see and encounter. Hours or days might pass as you delve under the earth and travel through the countryside. When time is of the essence, the DM tracks the passage of time in minutes. Also, the game uses rounds as a unit of time in combat and other situations when each character's actions are important moment by moment.

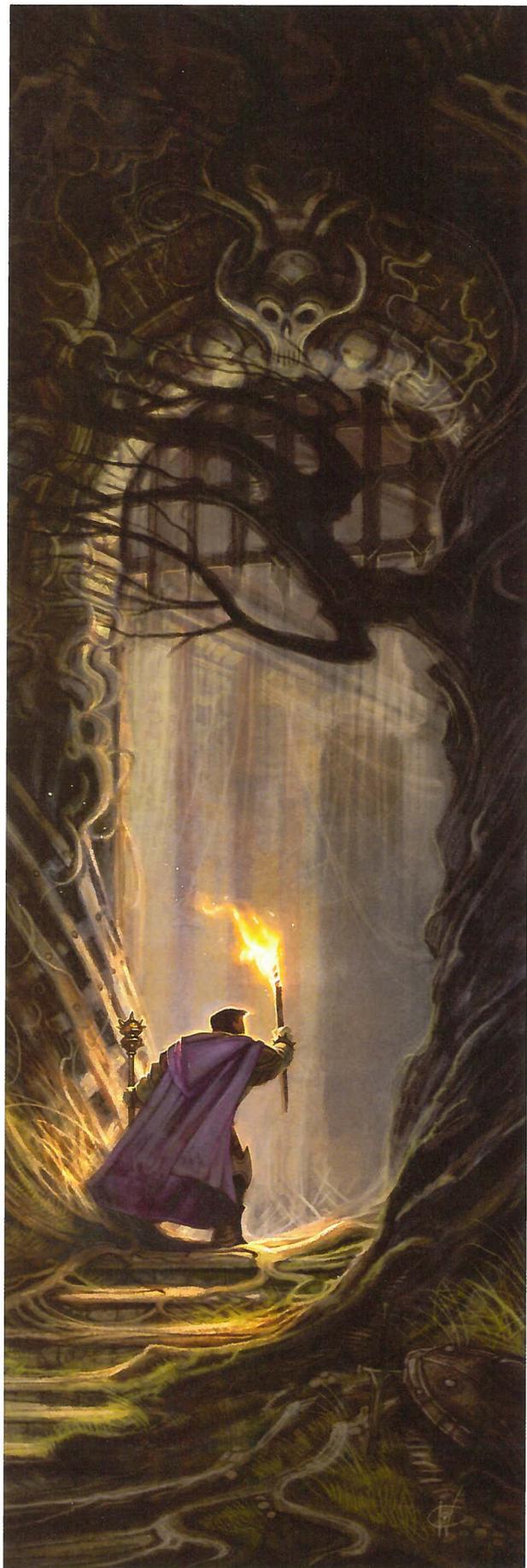
Days. It's easy to keep track of the passage of days by counting the number of long rests you and your fellow adventurers take. The DM might also keep track of days if counting down to a festival or other calendar event. Sometimes a group decides to take a break from adventures, and the DM tracks how many days of downtime accrue. The location of a temple, tower, or tomb of interest could lie at the far end of several days of travel.

Hours. The DM broadly tracks the number of hours that pass during the course of active adventuring. Some magical rituals take an hour to complete. Research in a library takes at least a couple of hours. Reaching the next village might require 4 or 5 hours of hard riding.

Minutes. Some tasks that don't take a lot of time are best measured in minutes. It might take 10 minutes to clear the sand from a tomb entrance, or 5 minutes to work your way from one end of a crowded market to the other.

Rounds. Rounds come into play when it is important to track action on a small scale. Each round lasts about 6 seconds, meaning that 10 rounds fit into a minute.

Rounds come into play during combat, when each step or sword blow can spell the difference between victory and defeat, and in other situations when the DM keeps track of each action you take.



The “Combat” section has more information on how rounds are used in battle.

Movement

Each character has a speed, which is the distance in feet that the character can move in 1 round. To determine how far you can move in a minute, multiply your speed by 10. When precision is important, such as during a battle, you spend your speed in segments of 5 feet.

Difficult Terrain

While exploring and fighting, you can expect to move into areas of rubble, have to climb ropes and walls, and swim across rivers or subterranean lakes. When you encounter terrain you cannot move across normally, the DM adjudicates what happens. Most often, such an area is difficult terrain, which costs 5 extra feet of movement for every 5 feet of the terrain that you traverse.

Modes of Movement

There are a number of different ways you can move, from walking across an empty room to struggling up a steep slope. These different modes of movement can be combined when you move. Simply deduct the distance of each part of your move from your speed until your speed is used up or until you are done moving.

You can enter an area only if you have enough speed left to do so. If, for example, you have only 5 feet of movement left, you cannot enter an area of difficult terrain.

Walk. Your speed defines how far in feet you can walk during a round.

Hustle. Outside combat, you can double your speed by hustling. Doing so in combat requires you to forgo making an attack, casting a spell, or taking another action (see the “Combat” section).

Jump. With a jump, you leap into the air to clear an obstacle or grab an object above you.

Long Jump: If you walk at least 10 feet and then make a long jump, you leap a number of feet up to your Strength score. If you make a standing long jump, you can leap only half that distance.

High Jump: If you walk at least 10 feet and then make a high jump, you rise a number of feet into the air up to 3 + your Strength modifier. If you make a high jump without walking first, you can jump only a number of feet up to your Strength modifier (minimum 1).

Whether you walk before making a high jump or not, you can extend your arms half your height above you during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1.5 times your height.

Climb. When you climb a vertical surface that has sufficient handholds, every 5 feet you climb costs 5

extra feet of movement. Climbing a slippery vertical surface or one with few handholds usually requires an ability check. You cannot climb across a ceiling or a similar surface without a special ability.

Swim. When you swim through water or another liquid, every 5 feet you swim costs 5 extra feet of movement. Swimming through rough water usually requires an ability check.

Drop Prone. You can drop prone by using 5 feet of your movement.

Stand Up. When you are prone, you can stand up as your move. Doing so requires all of your current speed. If your speed is 0, you can’t stand up.

Crawl. Unless you stand up, crawling is your only option for movement while you remain prone. Every 5 feet you crawl costs 5 extra feet of movement.

Two or More Speeds

If a creature has more than one speed, such as a walking speed and a flying speed, the creature can use any of its speeds as part of the same move. When the creature switches from one speed to another, take the distance it has already covered during its current move and subtract that distance from the new speed. The result is the distance the creature can move using the new speed. If the result is 0 or less, the creature can’t use the new speed during the current move.

For example, a dragon moves 30 feet on the ground and then leaps into the air to fly. The dragon has a speed of 40 feet and a fly speed of 80 feet. Because the dragon has already moved 30 feet during its move, it can fly up to 50 feet. During another turn, the dragon flies 80 feet and lands. Because its normal speed is 40 feet, the dragon cannot walk during the same move.

Falling

One of the most common hazards to an adventurer is a fall from a great height.

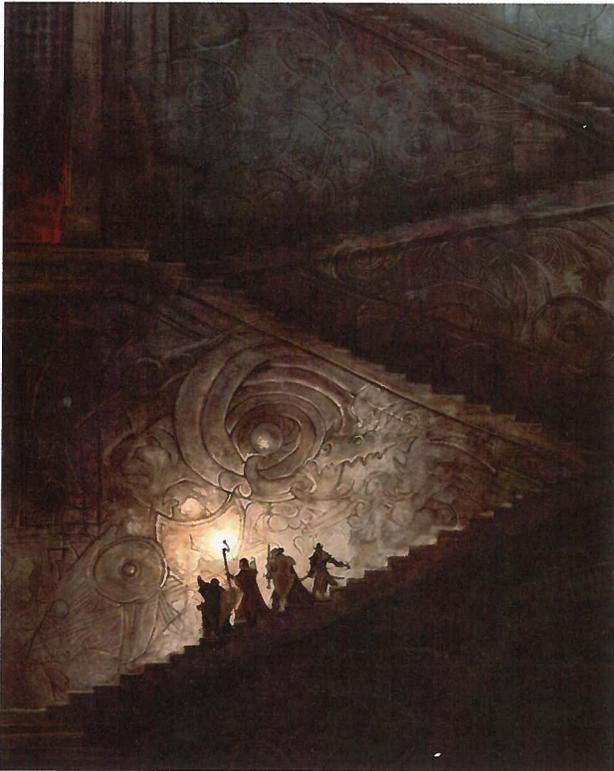
At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Stealth

When a creature tries to hide, it relies on its Dexterity to remain unnoticed. A creature can attempt a Dexterity check to sneak around, moving quietly and using cover and heavily obscured areas to avoid detection.

There are two ways you can hide. If a creature can’t possibly see you, you need only to avoid making noise to avoid detection. If a creature might see you, you need to keep behind cover or stay in heavily obscured areas to remain hidden.

When you try to hide from one or more creatures, your Dexterity check is contested by the Wisdom check



of any creature who might notice you or the Intelligence check of a creature that is actively searching for signs of your presence. You make one Dexterity check for this contest. Use that check result for all such contests you engage in until you are discovered or you stop hiding.

Conditions for Stealth

In order to avoid detection, you need some way to remain out of sight, either something to hide behind or an area of poor visibility to locate yourself in.

Stay out of sight. You can't just stand in the middle of an empty, lit room and hope to avoid notice. Something must conceal you, perhaps a large object, a piece of terrain, or an immobile creature of a sufficient size, such as a slumbering dragon. Regardless of what stands between you and a viewer, it must cover at least half your body for you to hide behind it.

An environmental phenomenon that obscures you from view can also provide a means to hide. A **heavily obscured** area typically contains darkness, opaque fog, or dense foliage. A creature in a heavily obscured area is out of sight, just as if it were hiding behind an obstruction, and thus can try to hide. A **lightly obscured** area typically contains dim light, patchy fog, or moderate foliage. Some monsters and characters have special abilities that enable them to try to hide even in areas that are only lightly obscured.

Stay quiet. It's assumed that you try to avoid making noise while hiding, and your Dexterity check also represents your ability to keep quiet. If you make a noise, such as yelling a warning to an ally or

knocking over a vase, you give away your position and are thus no longer hidden.

Benefit of Being Hidden

You have advantage on the attack roll when you attack a creature from which you are hidden. Making an attack reveals your position, however.

Perception

As you move through a dungeon, walk along a forest trail, or search a sage's sanctum, you rely on your abilities to spot hidden clues, notice lurking monsters, find traps or secret doors, and avoid unpleasant surprises. The DM describes the scene to you, but sometimes you want your character to search for something that the DM might be omitting from the description. The perception rules help determine whether your character notices or can find a hidden object or creature.

Noticing and Finding

Your Wisdom score serves as a measure of your general awareness of your surroundings, whether you notice creatures lurking in ambush, hear the stealthy tread of an approaching assassin, or catch the telltale whiff of troglodyte in the air.

Your Intelligence score measures your ability to find something you're looking for, whether it's the faint outline of a secret door in a wall, the hollow sound that reveals a hidden compartment in the bottom of a chest, clues to a murder, or the footsteps of an invisible creature in the dust.

Sherlock Holmes, renowned for his Intelligence, is the undisputed master of finding clues and determining their significance. Tarzan, on the other hand, who unfailingly hears the rustle of leaves or the snap of a twig, or sees a stalking tiger or lurking snake, relies on his Wisdom.

The line between using Wisdom or Intelligence can seem indistinct at times. Making an effort to notice something might seem similar to finding something you're looking for, but it still relies on Wisdom, because it's more about general awareness than it is about attention to detail. Likewise, if you spend a moment to scan the surrounding trees, or press your ear to a door to hear what might lurk beyond, you're relying on Wisdom rather than Intelligence. As a rule, if you're not positive that Intelligence is the right choice, then Wisdom is the ability to use.

Finding a Hidden Object

When your character searches for a hidden object, such as a secret door or a trap, the DM typically asks you to make an Intelligence check. Such a check can be used to find hidden details or other information



and clues that you might otherwise overlook. The DM sets the DC, as usual.

In most cases, you need to tell the DM where you are looking in order for him or her to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer of a bureau. If you tell the DM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Intelligence check result. You would have to specify that you were opening the drawers or searching the bureau in order to have any chance of success.

Since traps and other dangers might protect hidden objects, this attention to detail is important for the game to remain fair. Just as the DM should never dictate your character's actions, so too should you make your intentions clear to the DM when you search for concealed clues and hidden treasures.

Noticing or Finding a Hidden Creature

When a creature is hiding from your character, you contest that creature's Dexterity check with either a Wisdom check or an Intelligence check. The DM usually asks you for a Wisdom check if you have no idea that a creature is present and thus no reason to be actively searching, or if you're taking a moment to scan your surroundings or listen for movement. In this case, your search is a mix of looking and listening, so you don't normally need to be too specific in your description of where you're searching. A lurking foe might give itself away with a muffled cough, a trail of disturbed dust, or some other sign.

The DM generally asks for an Intelligence check if you're specifically searching for clues to a hidden creature's location. Here the guidelines for finding a hidden object apply; you need to tell the DM if you're looking at the curtains for a telltale bulge, checking the floor for footprints, or taking some other action to find the creature.

Listening at a Door

As your character explores a dungeon or a similar environment, one way to be prepared for dangers ahead is to press your ear to a door in an effort to hear signs of activity beyond. If humanoid creatures are occupying the area, you might hear the casual conversation of bored sentries or a fierce argument between two rival chieftains. If a dragon is sleeping on its treasure pile, you might hear the rhythmic whisper of its breathing, perhaps punctuated by fiery snorts or the crackle of electricity around its nostrils. When you listen at a door or otherwise try to hear noise in an area, the DM asks you to make a Wisdom check, setting the DC based on the volume of whatever you might hear.

COMBAT

This section details the rules for combat. It covers the basics of how to start a battle, the actions you can take, and how those actions work.

The Combat Sequence

This is the basic sequence of play for a combat encounter:

1. Determine surprise.
2. Roll initiative.
3. Play through a round of combat, with each participant in the battle taking a turn in initiative order.

If the battle continues, repeat step 3.

The Round

Each round represents 6 seconds. During a round, each participant in a battle takes a turn in an order determined by initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

When an effect, such as one caused by a spell, lasts for a round, it lasts from the current turn to the same turn in the next round. Unless specified otherwise, the effect ends at the start of that next turn.

Surprise

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by an orc patrol until the cube absorbs one of the group.

In these situations, one side of the battle gained surprise over the other. One side acts while the other is caught off guard and unable to act for a critical moment.

Determining Surprise. The DM determines who might be surprised. Creatures that were unaware of their opponents' approach or presence are surprised. A creature can be surprised even if its allies aren't.

Effect of Surprise. A creature that is surprised cannot move or take actions until after its first turn in the battle.

Initiative

Initiative determines the order of actions during a battle.

Determining Initiative. To determine initiative, each participant in a battle rolls a d20 and adds its Dexterity modifier. At the DM's discretion, a group of identical creatures can use one roll for the entire group, with each member of that group acting at the same time.

The DM ranks the combatants in order from the one with the highest initiative result to the one with the lowest. This is the order in which they act during each round.

Resolving Ties. If a tie occurs, the DM decides the order among tied DM-controlled creatures, and the players decide the order among their tied characters. The DM can decide the order if the tie is between a monster and a player character. Optionally, the DM can have the tied creatures each roll a d20 to determine the order, highest roll going first.

Your Turn

On your turn, you can take one action. You can also move up to your speed. After you have moved and taken your action, your turn ends. See "Movement in Combat" and "Actions in Combat" below for more information about moving and acting during a battle.

Skipping Your Turn or Part of It. You don't have to move or take an action on your turn, and sometimes you might want to do nothing other than watch the battle unfold.

If you choose not to do anything on your turn, concentrating on defense can help you remain safe until your next turn. Consider using your action to dodge (see "Actions in Combat" below).

Reactions. Certain special abilities and spells allow you take a special action called a reaction. A reaction is an instant response to a trigger of some kind. The opportunity attack is the most common type of reaction (see "Movement in Combat").



You can take only one reaction per round. When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

Any effect that denies you the ability to take actions also prohibits you from taking a reaction.

Movement in Combat

When you move during a battle, you can mix and match movement modes as normal, walking, jumping, swimming, crawling, and so on (see the "Exploration" section). You also follow these rules.

Breaking Up a Move. You can break up your movement on your turn, moving both before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, search for a trapdoor, and then move 20 feet.

Moving Around Other Creatures. You can't move through an enemy's space unless it is two sizes larger or smaller than you. In contrast, you can move through an ally's space, but you can't stop there.

Opportunity Attacks. If a hostile creature that you can see moves out of your reach, you can use your reaction to make a melee attack against that creature. This attack is called an opportunity attack. The attack interrupts the creature's movement, occurring right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the disengage action (see "Actions in Combat" below). You also don't provoke an opportunity attack when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Actions in Combat

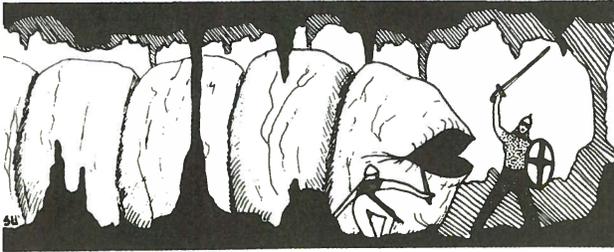
This section describes the typical actions you can take during your turn. Some special abilities allow you to use several of these actions at once.

Attack

Whether you are swinging a sword, launching an arrow from a bow, or brawling with your fists, you are making an attack, the most common action to take in a battle. See "Attack Basics" below for the rules that govern attacks.

Cast a Spell

Many adventurers, such as wizards and clerics, have access to spells and can use them to great effect in combat. A spell requires a single action to cast, unless noted otherwise. See the "Magic" section for rules on spellcasting.



Coup de Grace

When a foe has fallen unconscious, you have a chance to slay the helpless creature outright. You can use your action to perform a coup de grace against an unconscious creature within 5 feet of you. Doing so requires you to attack that creature. If you hit the creature and deal damage, the creature drops to 0 hit points, regardless of how many hit points it had. If the creature was already at 0 hit points or fewer, it dies.

Disengage

When you disengage, you move up to half your speed. If you leave a hostile creature's reach during this movement, you do not provoke an opportunity attack from that creature.

Dodge

When you take the dodge action, you focus entirely on avoiding attacks. Until your next turn, attack rolls against you have disadvantage, and you make Dexterity saving throws with advantage. You lose this benefit if you cannot move or take actions, such as if you become paralyzed by a monster's attack or stuck in quicksand.

Grapple

Using at least one free hand, you try to grab and hold a creature no more than one size larger than you by making a successful Strength check contested by the creature's Strength check or Dexterity check (the creature chooses the ability). If you succeed, the creature's speed becomes 0 and cannot increase until the grapple ends.

INITIATING A CONTEST

Battle often involves pitting your physical or mental prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grapple and knock down. The DM can use these contests as models for improvising others.

Moving a Grappled Creature. When you move, you can drag or carry a grappled creature with you, but every 5 feet costs you 5 extra feet of movement, unless the creature is two or more sizes smaller than you.

Restraining a Creature. As a separate action, you can restrain a grappled creature by making another successful Strength check contested by the creature's Strength check or Dexterity check. If you succeed, the creature is restrained. While you're restraining it, attacks against you have advantage, your attacks have disadvantage, and you have disadvantage on Dexterity saving throws. You can stop restraining the creature at any time.

Ending a Grapple. You can release a grappled creature whenever you like, and you must do so if you can't take actions or if you lose control of the grabbing limb. If a force, such as the blast created by the spell *thunderwave*, removes a grappled creature from your reach, the creature is freed, unless the force also targets you and moves you with the creature.

As an action, a grappled creature can escape by succeeding on a Strength or Dexterity check contested by your Strength check.

Help

You can lend your aid to another creature in the completion of a task. The creature you aid gains advantage for the next relevant ability check he or she makes to perform that task before your next turn.

Alternatively, you can aid another creature in one of its attacks against a creature within 5 feet of you. If the creature you help attacks the target before your next turn, the attack roll is made with advantage.

Hide

In battle, it is often advantageous to drop out of sight, but doing so can be difficult. Trying to hide takes up



IMPROVISING AN ACTION

Your ability scores allow you to do things not covered by the actions described in this section, such as breaking down doors, intimidating your enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The only limits to the actions you can take are your imagination and your ability scores.

When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

your action. See “Stealth” in the “Exploration” section for rules on hiding.

Hinder

You distract or otherwise hinder another creature within 5 feet of you. When you hinder a creature, describe the manner in which you do so. The creature has disadvantage on the next relevant ability check or attack roll it makes before your next turn.

Hustle

With the hustle action, you move up to your speed. If you combine the action with your regular move, your speed is effectively doubled for your current turn.

Knock Down

You knock a creature prone that is no more than one size larger than you by making a successful Strength check contested by that creature’s Strength check or Dexterity check (the creature chooses the ability).

Ready an Action

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you forgo your action on your turn to take an action later in the round using your reaction, an action that requires no more than a split second of forethought.

When you ready an action, you decide what perceivable event or circumstance will trigger your reaction, and you choose what action you’ll take: attack, grapple, hustle, knock down, or use an item. Examples include “As soon as the troll walks out from

behind the corner, I shoot an arrow at it,” or “If the goblin moves next to me, I hustle away.”

When the trigger occurs, you can choose to take your reaction, and you do so right after the trigger finishes. If the reaction interrupts another creature’s turn, that creature can continue its turn right after the reaction.

If the trigger never occurs or you ignore it, you simply wait for your next turn.

Search

Whether you’re searching for a creature or an object, trying to find something requires concentration—just enough to use your action in the midst of a fight. See “Perception” in the “Exploration” section for rules on perceiving things.

Use an Item

Both mundane objects and magic items, from a handful of caltrops to a *horn of blasting*, are useful tools in combat. Activating the special ability of such an item requires an action.

In contrast, you can combine drawing or stowing one weapon or shield with your action, your move, or both.

Many of the other most common interactions with items—moving through a door that opens easily, picking up a scroll, and withdrawing a potion from your backpack—do not require an action at all. You are assumed to be able to incorporate such uses into your turn, while you move and take your action. Sometimes, however, the DM will require you to use your action when an item needs special care or when it presents an unusual obstacle. For instance, your DM could reasonably expect you to use an action to open a stuck door.

You also use this action to interact with objects in the environment. Your DM may require you to use this action to swing on a chandelier, knock over a stone statue, pull a lever to open a portcullis, or turn a crank to lower a drawbridge.

Attack Basics

Attacks generally have the following structure.

- 1. Choose a Target.** Before you attack, pick a target within your attack’s range: a creature, an object, or a location.
- 2. Determine Modifiers.** The DM determines if the target has cover. Also, check to see if you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- 3. Resolve the Attack.** After the DM has determined the situational modifiers that might apply, you make your attack roll as described below. If you hit, you roll damage, unless your attack specifies otherwise.



Attack Rolls

When you attack with a weapon or a spell, you must determine whether the attack hits or misses. You do so with an attack roll, a d20 roll adjusted by modifiers that represent your natural skill with a weapon or spells, as well as any special skill or training you possess.

The DM might decide that you have a better or worse chance to hit because of factors beyond your control. For example, it is harder to hit an orc that is crouched behind a stone wall than one standing in the open.

An attack roll looks like this: d20 + ability modifier + weapon or magic training (if any) + situational modifiers. If the total of your roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits.

Ability Modifier. The ability modifier used for a typical melee attack is Strength, and the ability modifier used for a typical ranged attack is Dexterity. A magic attack uses the attacker's relevant magic ability score, which is usually determined by class. For instance, wizards use Intelligence, and clerics use Wisdom.

Natural 1. If your d20 roll is a 1 before adding modifiers, your attack automatically misses.

Natural 20. If your d20 roll is a 20 before adding modifiers, your attack automatically hits. In addition, the attack is a critical hit (see the "Critical Hits" section).

Attacking without Proficiency. If you make an attack roll using a weapon with which you lack proficiency, you make the attack roll with disadvantage.

Cover

Cover is provided by solid objects that stand between you and your target. Walls, pillars, and trees are common examples of things that can provide cover. A target behind cover that blocks at least half its body is harder to hit.

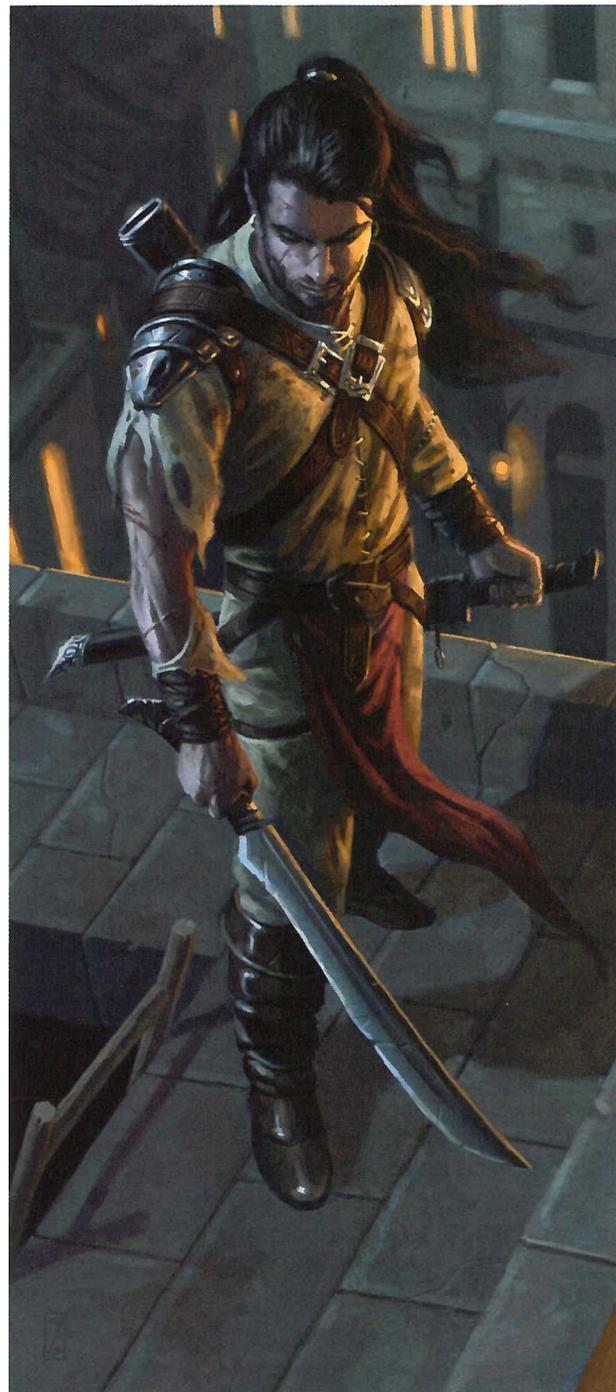
Half Cover. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether an enemy or a friend.

A target with half cover has a +2 bonus to AC and Dexterity saving throws, but only against attacks and effects that originate from the opposite side of the cover.

Three-Quarters Cover. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws, but only against attacks and effects that originate from the opposite side of the cover.

Total Cover. A target has total cover if it is completely concealed by an obstacle. Under normal circumstances, a target with total cover cannot be



targeted directly by an attack or a spell, although many spells can reach such a target by including it in an area of effect.

Attacking an Unseen Target

Combatants often try to escape their foes' notice by hiding, casting the *invisibility* spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll, whether or not you know where the target is located. Your attack



might miss because you rolled too low or because the target is nowhere near where you struck!

Melee Attacks

A melee attack allows you to attack a foe within your reach. Melee attacks typically use a sword, a warhammer, an axe, or some other weapon, including bare fists. Some spells also involve making a melee attack.

Reach. Most creatures have a 5-foot reach, and can thus attack targets within 5 feet of them. Certain creatures have greater reach, as noted in their descriptions.

Two-Weapon Fighting. When you wield two light melee weapons at the same time, you can use your action to make an attack with each weapon. You don't add your ability modifier to the damage of the second attack.

Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, hurl a throwing axe, or otherwise use a projectile weapon to strike a foe at a distance.

You can make ranged attacks only against targets within your weapon's range. A weapon has two ranges. The smaller number indicates the weapon's normal range. The larger number indicates long range. You have disadvantage when you attack targets beyond normal range and out to long range.

Damage Rolls

Each weapon and spell notes the damage it deals, such as 1d8 or 2d6. Roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to your damage. In addition, certain special abilities give you extra damage represented by bonus dice.

The effects of taking damage and of dropping to 0 hit points or fewer are described in the "Damage and Dying" section.

Weapon Attacks. If you're attacking with a melee weapon, apply your Strength modifier to the damage, and if you're attacking with a ranged weapon, apply your Dexterity modifier.

Certain weapons and special abilities allow you to apply a different modifier. For example, a finesse weapon is a melee weapon that lets you attack with your Dexterity modifier instead of your Strength modifier.

Damage against Multiple Targets. If a spell or another effect deals damage to more than one target at the same time, roll the damage once for all the targets.

Critical Hits

If your attack is a critical hit, the target takes extra damage. Take one of the attack's damage dice, roll it a second time, and add it to the damage against the

target. For example, if your attack normally deals 2d6 damage, the critical hit deals 3d6 damage.

If the attack has different damage dice, you choose which die to roll. For example, if the attack deals 1d6 piercing damage and 1d8 bludgeoning damage, you can roll an extra d6 or d8.

Damage Types

All damage has a type. The type of damage an attack deals helps describe how a creature or an object is being harmed when it loses hit points. Certain creatures and objects are resistant or vulnerable to certain types of damage.

Acid. An effect that corrodes, dissolves, or otherwise erodes an object or a creature's body deals acid damage. A black dragon's corrosive breath deals acid damage, as do the enzymes excreted by a black pudding and an ochre jelly.

Bludgeoning. When a creature or an object is subjected to blunt force, bludgeoning damage can be the result. Maces, flails, and hammers deal bludgeoning damage. When a creature falls, it takes bludgeoning damage from the surface it strikes. Attacks that constrict or crush can also deal bludgeoning damage.

Cold. Some attacks expose their targets to such severe cold that the creature's flesh freezes or blisters. Effects that deal cold damage include a white dragon's freezing breath, the elemental cold created by a *cone of cold* spell, or the infernal cold that radiates from an ice devil's spear.

Fire. Fire damage injures creatures by burning them. It might result from contact with actual flames, exposure to extreme heat, or being caught in an explosive burst. Fire damage is caused by such effects as a red dragon's breath, the fire surrounding a balor, the flames that make up a fire elemental's body, and the heat radiating from a salamander.

Force. Force is pure magical energy focused into a damaging form. It takes many shapes, including spectral objects that batter a target, invisible kinetic energy that tears a creature apart, and magical rays that disintegrate. Most effects that deal force damage are spells, including *magic missile* and *spiritual weapon*.

Lightning. Some attacks rely on electricity and injure a creature by burning it and shocking its system. A *lightning bolt* spell, a blue dragon's breath, and a lightning strike from a natural storm all deal lightning damage.

Necrotic. The physical and spiritual consequence of contact with negative energy is necrotic damage, which both kills the flesh and withers the soul. Negative energy comes from the Negative Energy Plane, a vast realm of anti-life that provides the animating essence for many undead creatures. A wight's energy drain attack, the breath of a shadow dragon, and a *chill touch* spell all deal necrotic damage.

Piercing. An attack that punctures or impales deals piercing damage. Common causes of piercing damage include spears, a monster's bite, and spikes lining the bottom of a pit trap.

Poison. An effect that causes internal damage to a creature's nerves, blood, or digestive system usually involves the use of poison. Many creatures, such as giant spiders and giant centipedes, deal poison damage, as do some diseases and the billowing clouds of a green dragon's breath.

Psychic. An attack against a creature's mind often involves psychic damage. Psionic abilities, such as a mind flayer's psionic blast power, typically deal psychic damage, but psychic damage does not always have a psionic source. It can also result from the casting of a *feeblemind* spell or when an evil character handles a profoundly good magic item, such as a *holy avenger*.

Radiant. Some effects create an intense, bright light infused with positive energy, which sears the flesh like fire and overloads the spirit with power, dealing radiant damage. Positive energy comes from the Positive Energy Plane, a realm of brilliant white radiance that is the furnace of creation and, as such, the antithesis of the Negative Energy Plane. Spells such as *flame strike*, and certain attacks of celestial creatures, deal radiant damage.

Slashing. Attacks that cause lacerations or abrasions often deal slashing damage. Most swords and axes deal this type of damage, as do a monster's claws.

Thunder. Thunder damage results from sudden, concussive bursts of sound, usually manifesting as a shock wave or a deafening noise. The *thunderwave* spell is an example of effect that deals thunder damage.

If a red slaad tadpole
bursts out of my chest,
what kind of damage do
I take? Or am I just dead?

Damage Resistance and Vulnerability

If a target has resistance to a type of damage, that damage is halved against the target.

If a target has vulnerability to a type of damage, that damage is doubled against the target.

DAMAGE AND DYING

Injury and the risk of death are constant companions of those who would explore the worlds of D&D. A strike from a sword, a puncture from an arrow, or a blast of flame from a well-placed fireball all have the potential to damage, or even kill, the hardiest of creatures.

Hit Points and Hit Dice

Hit points represent a combination of physical and mental durability, the will to live, and luck. Hit points are an abstraction that represent a creature's ability to survive the many perils lying in wait.

Hit Point Maximum. A creature's hit point maximum is, simply, the most hit points that creature can have.

Hit Dice. Every creature has 1 or more Hit Dice, short for Hit Point Dice. Player characters have 1 Hit Die per level.

A creature's hit point maximum is determined by rolling each Hit Die (or taking its average) and adding to it the creature's Constitution modifier. A creature has a minimum of 1 hit point per Hit Die.



After a creature rests, it can also spend Hit Dice to regain hit points (see "Resting").

Current Hit Points. A creature's current hit points, or just hit points, can be any number between the creature's hit point maximum and 0. This number often changes. As a creature receives healing or takes damage, its hit points rise or fall.

Damage

Whenever a creature takes damage, that damage is subtracted from its hit points. Creatures with more hit points are more durable and, therefore, more difficult to kill. Those with fewer hit points are more fragile. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

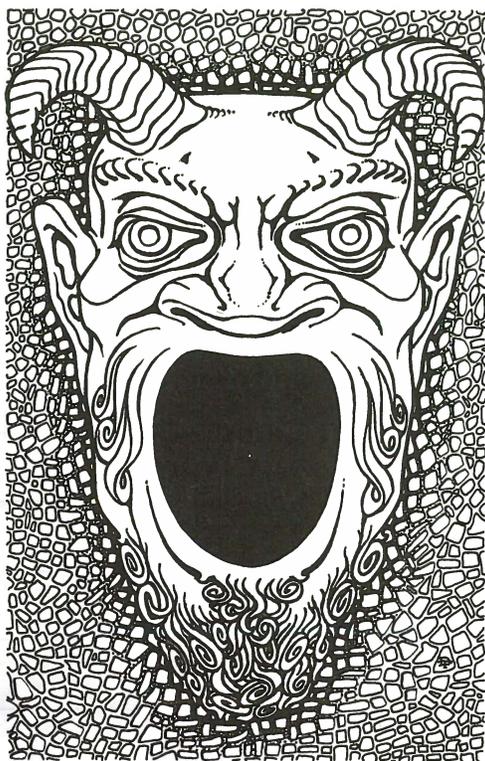
Healing

A creature heals whenever it regains hit points. Creatures can heal by magical means, such as from a cure wounds spell or a potion of healing, or by resting.

Regardless of the method, add any hit points regained to your current hit points. Remember, your hit points cannot exceed your hit point maximum, so any hit points regained in excess of this number are lost.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious.



DESCRIBING THE EFFECTS OF DAMAGE

Dungeon Masters describe hit point loss in different ways. When your current hit point total is half or more of your hit point maximum, you typically show no signs of injury. When you drop below half your hit point maximum, you show signs of wear, such as cuts and bruises. An attack that reduces you to 0 hit points strikes you directly, leaving a bleeding injury or other trauma, or it simply knocks you unconscious.

Instant Death. Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

Say you have 6 hit points and take 18 damage from an attack. After reducing you to 0 hit points, 12 damage remains. If your hit point maximum is 12 or less, you die.

Falling Unconscious. If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see “Conditions”). This unconsciousness ends if you regain any hit points.

Death Saving Throws. Whenever you start your turn with 0 hit points, you must make a special Constitution saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life.

Make a DC 10 Constitution saving throw. A success or failure has no effect by itself, but three of either does affect you.

On your third success, you become stable (see below). On your third failure, you die. The successes and failures do not need to be consecutive, and the number of both is reset to zero when you regain any hit points or become stable.

Natural 1: If your d20 roll is a 1 before adding modifiers, your saving throw counts as two failures.

Natural 20: If your d20 roll is a 20 before adding modifiers, you regain 1 hit point.

Damage at 0 Hit Points. Each time a creature with 0 hit points takes damage, it suffers a death saving throw failure. If the damage equals the creature’s hit point maximum, it dies.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, you can, at least, stabilize the creature so that it isn’t killed by failed death saving throws.

How to Stabilize. To stabilize a creature, you must use your action to tend to the creature, and you must

MONSTERS AND DEATH

Most DMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and begin the process of dying.

Mighty villains and special nonplayer characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.

succeed on a DC 10 Wisdom check to administer first aid to it.

The Effects of Being Stable. A stable creature doesn’t make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and begins dying again, if it takes any damage.

A stable creature that is not healed regains 1 hit point after 1d4 hours.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.





RESTING

The most expedient method of healing is through the use of magic, but when magic is not available, you can regain hit points by resting. You can take two different kinds of rests: a short rest and a long rest.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which you catch your breath, eat, drink, and clean and bind wounds.

You can spend one or more of your Hit Dice during a short rest, up to your maximum number of Hit Dice. For each Hit Die you spend in this way, roll the die and add your Constitution modifier to it. You regain hit points equal to the total. You can decide to spend an additional Hit Die after each roll. Once you have spent all your Hit Dice, you must complete a long rest to regain them.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which you sleep or perform light activity: reading, talking, eating, or standing watch for no more than 2 hours of the rest period. If the rest is interrupted by a strenuous activity—such as attacking, taking damage, or casting a spell—you must start the rest over to gain any benefit from it, unless the interruption takes less than an hour.

You must have at least 1 hit point to take a long rest. At the end of the rest, you regain all your hit points and half of your Hit Dice (round up).

You cannot benefit from more than one long rest in a 24-hour period.

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and arise as a result of a spell or other effect. Most conditions, such as blinded and deafened, are impairments, but a few, such as incorporeal and invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If more than one effect impose the same condition on a creature, each instance of the condition has its own duration, but the effects of the condition are not compounded on the creature.

The following definitions specify what happens to a creature while it is subjected to a condition. Each definition is a starting point. It's up to the DM to determine additional details that might be appropriate for the condition in certain circumstances. For example, an intoxicated character normally makes ability checks with disadvantage, but the DM might decide that Charisma checks made to influence ale-loving dwarves don't suffer this drawback.

Blinded

- ◆ A blinded creature automatically fails any ability check that involves sight.
- ◆ Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- ◆ A charmed creature cannot attack the charmer or target the charmer with harmful abilities or magical effects.
- ◆ The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- ◆ A deafened creature automatically fails any ability check that involves hearing.

Frightened

- ◆ A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.

- ◆ The creature cannot willingly move to a position where it would end a turn closer to the source of its fear than where it started.

Incorporeal

- ◆ An incorporeal creature has resistance against nonmagical damage, and the creature's targets have resistance against its nonmagical damage.
- ◆ The creature can move through an object or another creature, but can't stop there.

Intoxicated

- ◆ An intoxicated creature has disadvantage on attack rolls and ability checks.
- ◆ To cast a spell, the creature must first succeed on a DC 10 Constitution check. Otherwise, the spellcasting action is wasted, but the spell is not.

Invisible

- ◆ An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- ◆ Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- ◆ A paralyzed creature cannot move, speak, or take any action that is not purely mental. It drops whatever it's holding and falls prone.
- ◆ The creature automatically fails Strength and Dexterity saving throws.
- ◆ Attack rolls against the creature have advantage.

Prone

- ◆ A prone creature's only movement option is to crawl, unless it stands up.
- ◆ The creature has disadvantage on attack rolls.
- ◆ An attack roll against the creature has disadvantage, unless the attacker is within 5 feet of the creature.

Restrained

- ◆ A restrained creature's speed becomes 0, and it cannot benefit from bonuses to its speed.
- ◆ Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- ◆ The creature has disadvantage on Dexterity saving throws.

Stunned

- ◆ A stunned creature cannot move or take actions.
- ◆ The creature automatically fails Strength and Dexterity saving throws.
- ◆ Attack rolls against the creature have advantage.

Unconscious

- ◆ An unconscious creature drops whatever it's holding and falls prone.
- ◆ The creature cannot move, take actions, or perceive its surroundings.
- ◆ The creature automatically fails Strength and Dexterity saving throws.
- ◆ Attack rolls against the creature have advantage.



CHAPTER 3: MAGIC

Spells are wielded by many of the heroes and villains of Dungeons & Dragons. Characters of different classes have different ways of learning and preparing their spells, but when it comes to casting them, the spells are very much alike.

Reading a Spell Description

A spell's description is organized into several sections.

Name, Level, and Descriptors. The description starts with the spell's name. The next line gives the spell's level, its school of magic, and any additional descriptors, such as the ritual tag.

These two lines are followed by a paragraph or two describing the spell.

Requirement. Some spells require special circumstances or specific items to be cast. If you cannot meet a spell's requirements, you cannot cast the spell. A spell's requirements are in addition to any requirements you normally have to meet for casting a spell.

Effect. This section describes the game mechanics for a spell.

Material Components. If a spell has material components, they are specified in this entry. Unless a spell says otherwise, material components are consumed when a spell is cast.

Casting a Spell

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

First, to cast a spell you must have access to it, either from your class, a magic item, or some other source. Certain classes also require that you have the spell prepared in advance.

Second, in combat, you must cast a spell as an action (see "Actions in Combat" in the combat rules), unless a spell's description says otherwise. Outside combat, you can effectively cast a spell whenever you want, but you must complete one spell before casting the next.

Spell Components

A spell's components are the physical requirements you must meet in order to cast it. Unless a spell's description says otherwise, a spell requires you to chant mystic words, which constitutes its verbal component, and to have use of at least one arm to gesture, which constitutes the spell's somatic component. Some spells also have material components, particular items or objects that are required for the casting.

If you can't provide a spell's components, you are unable to cast the spell. Thus, if you are silenced or your arms are bound, you cannot cast a spell.

Casting in Armor

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting.

Casting a Spell at a Higher Level

When you cast a spell using a spell slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if you cast the 3rd-level spell *fireball* using a 5th-level slot, that *fireball* is 5th level.

Some spells have more powerful effects when cast at a higher level, as detailed in an entry called *At Higher Levels*.

Casting Time

Casting a spell requires an amount of time specified in the spell. Most spells require a single action to cast, a few seconds of time during which you recite a magical word or phrase and complete a set of hand motions.

Swift Spells. A swift spell requires but an utterance. A spell that has a swift casting time can be cast as your action or as part of another action. If you cast the spell as part of another action, that other action cannot involve casting a spell or activating a magic item.

Reactions. Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Longer Casting Times. Certain spells require more time to cast: minutes or even hours. If you take



damage while you are casting a spell that requires more than a single action or reaction, you must succeed on a Constitution saving throw to continue casting the spell. The DC equals half the damage you just took. If you take damage from multiple sources, such as from an arrow and a dragon's breath, you make a saving throw against each source of damage separately. If you fail the save, the spell fails, but it is not expended. If you want to cast the spell again, you must start over.

Range

The target or point of origin of a spell must be within the spell's range. Once the spell is cast, its effects are not limited by its range.

Most spells have ranges expressed in feet. Some spells can target only a creature (including yourself) that you touch. Other spells affect only the caster. For example, the *shield* spell protects you and only you.

Targets

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, a point of origin for an area of effect, or a combination of these things.

To target someone or something, you must have a clear path to it, so it cannot be behind total cover. If you place an area of effect at a point that you can't see and an obstruction is between you and that point, the point of origin comes into being on the near side of that obstruction.

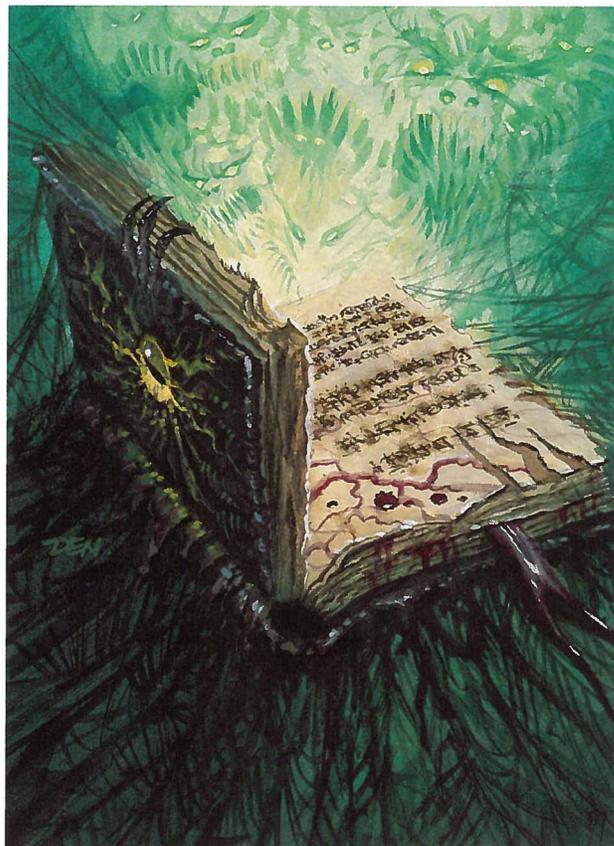
If you are in the area of effect or within the range of a spell you cast, you can target yourself.

Areas of Effect

A *fireball* explodes, burning an entire group of orcs. A *cone of cold* blasts forth, freezing a gang of ogres in place. Spells such as these cover an area, allowing them to affect multiple creatures at once.

An area of effect has one of several different shapes. It also has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells require it to be a creature or an object.

Cloud. You select a cloud's point of origin, and the cloud spreads from that point. A cloud's size is expressed as a radius in feet that extends outward from the point.



The gas or other substance of a cloud expands outward from the point of origin to the distance of its radius, moving around objects such as walls and pillars.

A cloud's point of origin is included in the cloud's area of effect.

Cone. A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

The energy in a cone expands in straight lines from the point of origin. Thus, if no unblocked straight line extends from the point of origin to a location within the cone, that location is not included in the cone's area of effect.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

Cylinder. A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must be on the ground. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base, out to a distance equal to the height of the cylinder.

Because the energy in a cylinder emanates in straight lines, a cylinder is similar to a cone in terms of which parts of its area the energy can affect. If no unblocked straight line extends from the cylinder's



base to a location within the cylinder, that location is not included in the area of effect.

A cylinder's point of origin is included in the cylinder's area of effect.

Line. A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

Sphere. You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

The energy in a sphere (like that in a cone or a cylinder) expands in straight lines from the point of origin. If no unblocked straight line extends from that point to a spot within the sphere, that spot is not included in the sphere's area of effect.

A sphere's point of origin is included in the sphere's area of effect.

Saving Throws

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your spells equals 10 + your magic ability modifier. If you have a spellcasting bonus from your class or another source, add the bonus to the DC.

Duration

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

Some spells are instantaneous. The spell harms, heals, creates, or alters something or someone in a way that cannot be dispelled, because its magic exists only for an instant.

Concentration

Some spells require you to maintain your concentration in order to keep their magic active after they're cast. If you lose concentration, such a spell ends.

A spell that requires concentration tells you so in its Duration entry, and the spell specifies how long you can concentrate on it. You can freely end your concentration at any time. Normal activity, such as moving and attacking, does not interfere with it. The actions and events that can interfere with your concentration are discussed below.

Casting another spell that requires concentration. You lose your concentration on a spell if you cast

another spell that requires concentration. You can't concentrate on two spells as once.

Losing consciousness. You lose your concentration on a spell if you are stunned or knocked unconscious. By extension, the spell ends if you die.

Suffering severe distractions. You can lose your concentration if an event or an effect distracts you too much. If an attack or another effect can disrupt your concentration in this way, its description says so. For instance, you might need to make a Constitution save to maintain your concentration while a giant octopus grasps you.

The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to make a DC 10 Constitution saving throw to maintain concentration on a spell.

Cantrips

A cantrip is a spell that can be cast at will, without using a spell slot and without having to be prepared in advance.

Wizards and certain other spellcasters know cantrips, as do members of particular races, such as high elves.

Rituals

A ritual is a version of a spell that takes longer to cast than normal, and it doesn't expend a spell slot. A spellcaster can perform the ritual version of a spell only if the caster has a feature that grants the ability to do so. Wizards, clerics, druids, and bards can all perform rituals.

Casting Time. To cast a spell as a ritual, add 10 minutes to the spell's casting time.

Ritual Focus. A spellcaster must use a special object to focus the magic of a ritual: a component pouch or an object specified by the caster's ritual casting feature. The focus is a material component that is not consumed by the spell.

Combining Magical Effects

Although individual spells are fairly easy to adjudicate, sometimes the situation can be confusing when more than one spell is affecting the same creature.

Bonuses and penalties provided by spells all add together while the durations of those spells overlap, except for one case. Unless otherwise noted in a spell's description, the effects of the same spell cast multiple times (including higher- or lower-level versions of the same spell) do not add together. Instead, the highest bonus or worst penalty from those castings applies. Each spell still expires individually.

CLERIC SPELLS

Cantrips

Guidance
Light
Resistance
Sacred Flame
Spare the Dying

Level 1 Spells

Bless
Command
Cure Wounds
Detect Magic
Divine Favor
Healing Word
Protection from Evil
Sanctuary

Level 2 Spells

Augury
Hold Person
Lesser Restoration
Prayer of Healing
Silence
Spiritual Weapon
Water Walk

Level 3 Spells

Create Food and Water
Daylight
Dispel Magic
Protection from Energy
Remove Curse
Speak with Dead

Level 4 Spells

Air Walk
Death Ward
Divination
Divine Power
Freedom of Movement

Level 5 Spells

Commune
Flame Strike
Mass Cure Wounds
Raise Dead
True Seeing

MAGE SPELLS

Cantrips

Chill Touch
Light
Mage Hand
Minor Illusion
Prestidigitation

Ray of Frost
Read Magic
Shocking Grasp

Level 1 Spells

Burning Hands
Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Feather Fall
Identify
Mage Armor
Magic Missile
Shield
Sleep
Thunderwave

Level 2 Spells

Darkness
Flaming Sphere
Hold Person
Invisibility
Knock
Levitate
Melf's Acid Arrow
Mirror Image
Phantasmal Force
Rope Trick
Scorching Ray
Spider Climb
Web

Level 3 Spells

Blink
Dispel Magic
Fireball
Fly
Haste
Lightning Bolt
Protection from Energy
Remove Curse
Water Breathing

Level 4 Spells

Confusion
Dimension Door
Ice Storm
Polymorph
Stoneskin
Wall of Fire

Level 5 Spells

Cloudkill
Cone of Cold
Dominate Person
Feeblemind
Hold Monster
Passwall
Teleportation Circle

Spells chosen based
on character pre-gens
and adventure content.
Not the complete list.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

Air Walk

4th-level transmutation

You impart the power of the wind upon a creature, allowing it to walk upon the air with the same ease that it moves across the ground.

Casting Time: 1 action

Range: 5 feet

Duration: Concentration, up to 1 hour

Effect: Choose a willing creature within range.

Until the spell ends, the target can tread on air as if walking on solid ground. The target can move upward or downward at a 45 degree angle at half its speed. Treat winds stronger than twenty miles per hour as difficult terrain.

If the spell ends while the target is airborne, it falls if this spell is the only thing keeping it aloft.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can add one target for each level above 4th.

Augury

2nd-level divination (ritual)

By casting gem-inlaid sticks, dragon bones, or using some other divining tool, you consult with spirits to learn whether an effort in the immediate future will be beneficial or harmful to you and your companions.

Casting Time: 1 minute

Range: Self

Duration: Instantaneous

Effect: Describe a course of action that you plan to take within the next 30 minutes. You receive an answer from an otherworldly entity about the results of that course of action. The DM chooses from the following possible answers: “weal” (for good results), “woe” (for bad results), “weal and woe” (for both good and bad results), and nothing (for results that are not especially good or bad).

The spell does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get a false reading. The DM makes this roll in secret.

Material Components: Specially marked sticks, bones, or similar tokens worth at least 25 gp, which are not consumed by the spell.

Bless

1st-level enchantment

You bestow a blessing on your companions, giving them the heart to face their present trial.

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 10 minutes

Effect: Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, it can add a d4 to the result.

Blink

3rd-level transmutation

This spell was developed in an attempt to replicate the ability of blink dogs to briefly vanish into the Ethereal Plane.

Casting Time: 1 action

Range: Self, but only if you are not on the Ethereal Plane

Duration: 1 minute

Effect: Roll a d20 at the end of each of your turns before the spell ends. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane. At the start of your next turn, you return in a space of your choice within 10 feet of the space you vanished from.

Unless you have magic that can reach across planes, you can affect and be affected only by creatures and objects on the Ethereal Plane while you are there.

If you roll a 1 on the d20, roll again. If you roll another 1, you are lost in the Ethereal Plane for 2d6 hours. At the end of that time, you reappear as described above.

Burning Hands

1st-level evocation

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips.

Casting Time: 1 action



Range: Self

Duration: Instantaneous

Effect: Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, and half as much damage on a successful one.

The fire ignites any flammable objects in the area that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Charm Person

1st-level enchantment

This spell twists a person's mind so that the person sees you in the best possible light in the present circumstances. A foe might perceive you as nonthreatening, while a bored shopkeeper might suddenly regard you with unfounded trust.

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Effect: Choose a living humanoid within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it.

Chill Touch

Necromancy cantrip

Your hand glows with blue energy that disrupts the life force of living creatures.

Casting Time: 1 action

Range: Touch

Duration: 1 round

Effect: Make an attack roll to touch a living creature. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 1d8 necrotic damage, and it cannot regain hit points until the start of your next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Cloudkill

5th-level conjuration

As you cast this spell, noisome, yellow-green vapors roll across the ground, bringing death to creatures caught within them.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes



Effect: Choose a point within range. You create a 20-foot-radius cloud of poisonous fog centered there. It lasts for the duration, and its area is heavily obscured.

When the cloud appears, each living creature in it must make a Constitution saving throw. A creature takes 6d8 poison damage on a failed save, and half as much damage on a successful one. A creature also must make this saving throw if it ends its turn inside the cloud or if it passes through the cloud (but no more than once per turn).

The cloud moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each level above 5th.

Color Spray

1st-level illusion

This spell creates a dazzling array of flashing colors that disorients onlookers.

Casting Time: 1 action

Range: Self

Duration: 1 round

Effect: Each creature in a 15-foot cone must make a Wisdom saving throw, provided the creature can see. For every creature that fails its saving throw, roll a d6 to determine the spell's effect on that creature.

- 1-2 Until the end of the creature's next turn, the creature's speed is halved, and it has disadvantage on attack rolls and ability checks.
- 3-4 The only action the creature can take on its next turn is an attack against a randomly determined target within range.
- 5-6 Until the end of the creature's next turn, the creature is frightened by you and must move as far away from you as possible before taking any action.

Material Components: A pinch each of powder or sand that is colored red, yellow, and blue.

Command

1st-level enchantment

You channel supernatural authority to compel a creature into obedience.

Casting Time: 1 action

Range: 50 feet

Duration: 1 round

Effect: You speak a one-word command to a living creature within range. It must succeed on a Wisdom saving throw or follow the command on its next turn, unless the creature doesn't understand it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target is prevented from following the command issued to it, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target does not move and takes no actions. A flying creature stays aloft, provided it is able to do so.

Commune

5th-level divination (ritual)

You beseech a deity or a servant thereof for knowledge to aid you in making a decision.

Casting Time: 1 action

Range: Self

Duration: 1 minute

Effect: You contact your deity, or a divine proxy, and ask up to three questions that can be answered with a yes or a no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings of the Outer Planes are not necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies



beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as answer instead.

If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get no answer. The DM makes this roll in secret.

Material Components: Incense and a vial of holy or unholy water.

Comprehend Languages

1st-level divination (ritual)

The world is home to countless languages and dialects, tongues whose meaning is lost on even the most erudite scholars. This spell makes the incomprehensible comprehensible.

Casting Time: 1 action

Range: Self

Duration: 1 hour

Effect: For the duration, you understand the literal meaning of spoken language that you hear and of written language that you can see, provided you are touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell does not reveal secret messages that are concealed in a text, and it does not allow you to read magical writing or inscriptions, such as those deciphered by the *read magic* spell.

Material Components: A pinch of soot and a few grains of salt.

Cone of Cold

5th-level evocation

Frost stings your fingertips as you open an ephemeral link to an Inner Plane where ice reigns supreme. Your spell summons a blast of elemental cold that fans out from you, flash-freezing everything it touches.

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Effect: Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 6d8 cold damage on a failed save, and half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each level above 5th.

Material Components: A very small crystal or glass cone.

Confusion

4th-level enchantment

Your spell twists minds with temporary madness, spawning delusions until your victims are so confused that everything they do is a surprise, even to themselves.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: Each creature in a 10-foot-radius cloud centered on a point you choose within range must succeed on a Wisdom saving throw or be affected by the spell for the duration.

A creature affected by this spell must roll a d10 at the start of each of its turns to determine its behavior during that turn.

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature does not take an action this turn.
- 2-6 The creature does not move this turn, and the only action it can take is to make a Wisdom check against your spell save DC to end the effect.
- 7-8 The creature makes a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally. It can use its action to make a Wisdom check against your spell save DC to end the effect.

Material Components: Three nut shells.

Create Food and Water

3rd-level conjuration

Your prayers produce nourishing food and clean water to sustain you and your companions.

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

Effect: You create 30 pounds of food and 20 gallons of water within range, enough to sustain up to ten humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and does not go bad.

Cure Wounds

1st-level evocation

You channel positive energy into an injured creature to mend its wounds.

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Effect: You touch a living creature, and that creature regains 2d8 + 2 hit points.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

Darkness

2nd-level evocation

The object you touch blooms like a night flower, darkening the air around it until no light can pierce the area of gloom.

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

Effect: You touch an object you are holding or one that is not being worn or carried. A 15-foot-radius sphere centered on the object is filled with darkness for the duration. Not even a creature with darkvision can see through this darkness, and no natural light can illuminate it.

Covering the affected object with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the entire area of light is dispelled.

Material Components: A drop of pitch or a piece of coal.

Daylight

3rd-level evocation

The object you touch becomes like the sun, filling the air with brilliant light.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: You touch an object you are holding or one that is not being worn or carried. For the duration, the object emits bright light in a 120-foot-radius sphere and dim light for an additional 120 feet.

Covering the affected object with an opaque object, such as a bowl or a helm, blocks the glow.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the entire area of darkness is dispelled.

Death Ward

4th-level abjuration

You call upon the power of the gods to weave a shield of fate around a creature. Through a twist of luck, random chance, or even divine intervention, you assure that the creature will cheat death at least once this day.

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Effect: You touch a living creature. Until the spell ends, the first time the target is subjected to an effect that would kill it outright without dealing damage, that effect is instead negated against the target, and the spell ends. Or the first time the target drops to 0 hit points or fewer because of damage, the target instead drops to 1 hit point, and the spell ends.

Detect Magic

1st-level divination (ritual)

Upon casting *detect magic*, you sense any magic in the area. Studying the magic can give you clues about its location and nature.

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Effect: For the duration, you sense the presence of magic within 25 feet of you. If you sense magic, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Dimension Door

4th-level conjuration

Your conjuration briefly creates two rounded doors of darkness hanging in space. One door appears next to you, the other up to hundreds of feet away. When you step into the nearer door, you instantly emerge from the farther one, and they both disappear.

Casting Time: 1 action

Range: 500 feet

Duration: Instantaneous

Effect: You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller carrying gear up to its maximum load. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each takes 4d6 force damage, and the spell is lost but fails to teleport you.

Disguise Self

1st-level illusion

Weaving strands of illusion magic, you fashion a new appearance for yourself.

Casting Time: 1 action

Range: Self

Duration: 1 hour

Effect: You make yourself—including your clothing, armor, weapons, and equipment—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into something while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on a Wisdom check against your spellcasting DC.

Dispell Magic

3rd-level abjuration

This spell can unravel and suppress magical effects from a variety of sources.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Effect: Choose one creature, object, or magical effect within range.

Any spell of 2nd level or lower on the target ends. For each spell of 3rd level or higher on the target, make an ability check using your magic ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Divination

4th-level divination (ritual)

You burn incense and make a sacred offering appropriate to your religion to gain guidance about the future from your god or the god's servants.

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Effect: Ask a single question concerning a specific goal, event, or activity to occur within 1 week. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

This spell contacts otherworldly entities for answers. The first time you cast it, you can receive a reliable answer based on your query. If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get a false reading. The DM makes this roll in secret.

Material Components: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

Divine Favor

1st-level evocation

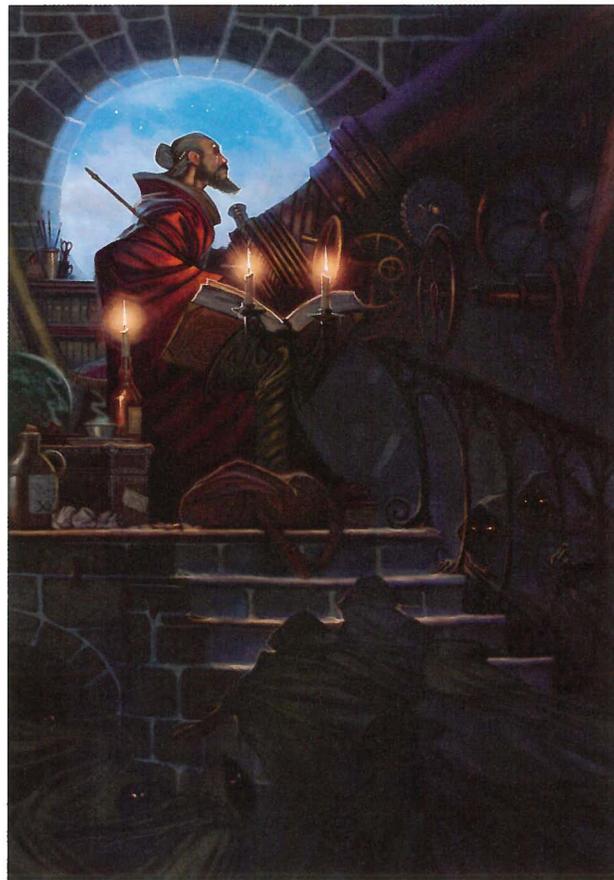
Your deity answers your prayer and empowers your weapon strikes with divine radiance.

Casting Time: Swift

Range: Self

Duration: Concentration, up to 10 minutes

Effect: Until the spell ends, your weapon attacks deal 1d8 extra radiant damage on a hit.



Divine Power

4th-level transmutation

Intoning a prayer fills you with unearthly might.

Casting Time: Swift

Range: Self

Duration: Concentration, up to 10 minutes

Effect: For the duration, you gain a +4 bonus to Strength checks and Strength-based attack rolls and damage rolls.

Dominate Person

5th-level enchantment

The words of *dominate person* connect your mind to the mind of another person. Through that connection, the person becomes your thrall.

Casting Time: 1 action

Range: 50 feet

Duration: 1 hour

Effect: Choose a living humanoid within range that you can see. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or your companions are fighting it, it has advantage on the saving throw.

The charmed target can't take reactions, and you have a telepathic link with it while the two of you are on the same plane of existence.

Through the link, you choose the target's actions and where it moves by commanding it telepathically. Doing so requires no action on your part, but you must be able to take actions. If you give the target no commands, it does nothing other than what it needs to survive, such as moving away from a threat.

The target can communicate simple concepts to you through the telepathic link, and you can use your action to gain an awareness of the target's surroundings until the start of your next turn, as interpreted by the target's senses.

The spell fails if you give the target an order that is obviously self-destructive. The target makes a new saving throw against the spell if you give it an order that is counter to its alignment or if you or your companions do anything harmful to it.

Feather Fall

1st-level transmutation

You can turn a plunging free fall into a gentle descent.

Casting Time: 1 reaction, which you take when you or a creature within 50 feet of you falls

Range: 50 feet

Duration: 1 minute

Effect: Choose up to five falling creatures within range. A falling creature's rate of descent slows to 100 feet per round until the spell ends. The spell also ends on the creature when it lands. If the creature lands before the spell ends, it takes no falling damage and can land on its feet.

Feeblemind

5th-level enchantment

You blast a creature's mind, attempting to shatter its intellect and personality. This spell is particularly effective against spellcasters.

Casting Time: 1 action

Range: 100 feet

Duration: Permanent

Effect: Choose a creature within range that you can see. If the target's hit point maximum is less than 150, it takes 4d6 psychic damage and must make a Wisdom saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 3. The creature cannot cast spells, use magic item powers, understand language, or communicate in any coherent way. The creature can, however, identify its friends, follow them, and even protect them.

The spell can be ended by *greater restoration*, *heal*, *limited wish*, or *wish*.

At Higher Level: When you cast this spell using a spell slot 6th level or higher, the hit point maximum that feeblemind can effect increases by 25 for each level above 5th.

Material Components: A handful of clay, crystal, glass, or mineral spheres.

Fireball

3rd-level evocation

You hurl a spinning ball of fire, at its center a pea-sized point of flame bright as the sun. The ball streaks to its target and detonates with an explosion of flame and a low roar.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Choose a point within range. Each creature in a 20-foot-radius cloud centered on that point must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, and half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Material Components: A tiny ball of bat guano and sulfur.

Flame Strike

5th-level evocation

You call down a roaring column of divine fire that immolates your foes.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, and half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each level above 5th.

Flaming Sphere

2nd-level conjuration

You cause a burning globe of fire to spring into existence. The roiling mass moves where you direct it, rolling and bouncing to scorch anything in its path.

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 minute

Effect: Choose an unoccupied space within range. A 5-foot-diameter sphere of fire appears there and lasts for the duration.

Any creature that starts its turn within 5 feet of the sphere must succeed on a Dexterity saving throw or take 2d6 fire damage (half damage on a successful save).

As an action, you can move the sphere up to 30 feet. You may direct the sphere over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects, and it emits bright light in a 20-foot radius and dim light for an additional 40 feet.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Material Components: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

Fly

3rd-level transmutation

You extend a hand like a swooping wing toward the recipient of the spell. The creature you touch gains the ability to fly for a time.

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Effect: You touch a willing creature. That creature gains a fly speed of 60 feet for the duration. When the spell ends, the creature falls at the start of its next turn if it is still aloft and has no means to stop the fall.

Material Components: A wing feather from any bird.



Freedom of Movement

4th-level abjuration

Your magic liberates that which is snared, unbinds what is tangled, and renders most impediments to movement meaningless.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: You touch a willing creature. For the duration, the target is unaffected by difficult terrain, and magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target.

Material Components: A leather thong, bound around the arm or a similar appendage.

Guidance

Divination cantrip

You call upon the gods to guide you or your friend, granting a small but useful boost in competence, knowledge, or insight.

Casting Time: 1 action

Range: Touch

Duration: 1 minute

Effect: You touch one willing creature that is not already affected by this spell. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It may choose to roll the die before or after rolling the d20. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Haste

3rd-level transmutation

Your spell forms a wrinkle in time, allowing the recipient of the magic to move slightly faster than everything around it. Rumors persist that the recipients of this spell age at an unnatural rate, though it is more likely that such stories are an attempt to discourage the spell's use.

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 1 minute

Effect: Choose a willing creature within range.

Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional, hasted action on each of its turns.

The hasted action can be used only to cast a cantrip, make a single attack, disengage, or hustle.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Material Components: A shaving of licorice root.

Healing Word

1st-level evocation

You call out a single word of restoration.

Casting Time: Swift

Range: 50 feet

Duration: Instantaneous

Effect: Choose a living creature within range. It regains 1d8 + 2 hit points.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the hit points regained increase by 1d8 for each level above 1st.

Hold Monster

5th-level enchantment

Of the same lineage as the *hold person* spell, *hold monster* requires greater magical power than that lesser spell, for this spell can paralyze any living creature, not just a humanoid.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: Choose a living creature within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Material Components: A small, straight piece of iron.

Hold Person

2nd-level enchantment

Focusing on a small, straight piece of iron, you draw forth its properties and impose them on a creature you can see. Until the creature breaks free, it becomes like the iron, stiff and inert, frozen in place.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: Choose a living humanoid within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Material Components: A small, straight piece of iron.

Ice Storm

4th-level evocation

You utter the words of this spell, cold in your mouth, and call down a hail of rock-hard ice, pulverizing everything within the brief storm.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Each creature in a 20-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, and half as much damage on a successful one.

Until the end of your next turn, hailstones turn the storm's area of effect into difficult terrain.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each level above 4th.

Material Components: A pinch of dust and a few drops of water.

Identify

1st-level divination (ritual)

Discovering a magic item's effects is usually possible through trial and error. But to precisely catalog an item's lore and properties requires days of study or this spell.

Casting Time: 1 hour

Range: 5 feet

Duration: Instantaneous

Effect: You learn the properties of a magic item of your choice within range. If the item has any special lore associated with it, you learn that lore as well.

Material Component: An infusion that includes wine, an owl feather, and crushed pearl.

Invisibility

2nd-level illusion

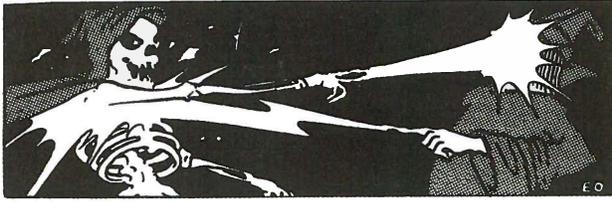
With a touch, you render a creature first white, then translucent, and finally invisible.

Casting Time: 1 action

Range: Touch

Duration: 1 hour





Effect: You touch a willing Large or smaller creature. The creature becomes invisible for the duration. The spell ends early if the creature attacks or casts a spell on anything other than itself. The spell also ends if you cast it again or if you use your action to end it.

Material Components: An eyelash encased in a bit of gum arabic.

Knock

2nd-level transmutation (ritual)

You whisper arcane syllables into your closed fist. Then you raise your hand, performing three knocking gestures in the air toward a locked door or other locked object. With each gesture, a knocking sound emanates from the object, and then the lock opens.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Choose an object within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred if the DC required to open it is 20 or lower. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is magically locked, this spell instead suppresses the magical effect for 1 minute, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 50 feet, emanates from the target object.

Lesser Restoration

2nd-level abjuration

Your magic casts an impairment out of a creature.

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Effect: You touch a creature and choose one of the following effects.

Remove Blindness or Deafness. If the creature is blinded or deafened, choose one of those conditions and end it.

Remove Disease. If the creature is suffering from any diseases, the most virulent one is cured.

Remove Paralysis. If the creature is subjected to any paralyzing effects, choose one of them and end it.

Levitate

2nd-level transmutation

You cast this spell with a grand upward gesture. A creature then rises into the air as if being reeled up.

Casting Time: 1 action

Range: 50 feet

Duration: 10 minutes

Effect: Choose a willing creature or an object within range that weighs up to 500 pounds. The target rises vertically, up to 20 feet, and remains suspended there for the duration or until you use your action to end the spell. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows the creature to move at half speed at its current altitude.

You can change the target's altitude on your turn. If the target is another creature or object, you can use your action to move the target 20 feet up or down. If you are the target, you can use your move to change your own altitude by the same amount.

Material Components: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Light

Evocation cantrip

You cause an object you touch to shine with light for a time.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

Lightning Bolt

3rd-level evocation

You release a crackling stroke of lightning that leaves a thunderclap and eye-searing afterimages in its wake.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Effect: A line of lightning 100 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 lightning damage on a failed save, and half as much damage on a successful one.

The lightning damages objects in the area and ignites flammable objects that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Material Components: A bit of fur and an amber, crystal, or glass rod.

Mage Armor

1st-level abjuration

When you incant this spell, a faint light momentarily reveals the extent and design of the magical force that now shields the unarmored creature you touch.

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Effect: Touch a willing creature that is not wearing armor. The target's base AC becomes 13 + its Dexterity modifier until the spell ends or until the target dons armor. You or the target can also dismiss the spell as an action.

Material Components: A piece of cured leather.

Mage Hand

Conjuration cantrip

The spectral hand you create with this spell can manipulate objects, open doors, and carry small items for you. Many wizards use mage hand to retrieve components from their pouches while keeping their hands free.

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

Effect: A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it (no action required) or cast this spell again. The hand vanishes if it is ever more than 25 feet away from you.

While the hand is present, you can use your action to control it. You can use the hand to manipulate an object, open a door or a container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 25 feet each time you use it.

The hand cannot attack, use magic items, or carry more than 10 pounds.

Magic Missile

1st-level evocation

A spell famous for its reliability, magic missile produces darts of magical force that unerringly strike their targets.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Effect: You create three darts of magical force. Each dart hits a creature of your choice within range that you can see. A dart deals 1d4 + 1 force damage to its target. The darts strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each level above 1st.



Mass Cure Wounds

5th-level evocation

You unleash healing energy to aid the injured and mend their wounds.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Choose a point within range. Any number of living creatures of your choice within 25 feet of that point regain $4d8 + 15$ hit points.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the healing increases to $6d8 + 20$.

Melf's Acid Arrow

2nd-level evocation

A shimmering, green arrow streaks toward your target and bursts in a spray of acid.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Effect: Make an attack roll against a target within range. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes $3d6$ acid damage now and $3d6$ acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by $1d6$ for each level above 2nd.

Material Components: Powdered rhubarb leaf and an adder's stomach.

Minor Illusion

Illusion cantrip

The fundamental building blocks of illusion-craft include this cantrip. With a barely perceptible waggle of your fingers, you create a sound or an image that other creatures can sense.

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

Effect: You create a ghost sound or a silent image within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a Wisdom check against your spell save DC.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound's volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or

you can make discrete sounds at different times before the spell ends.

Silent Image: You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image can be as large as a 10-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

Material Components: A bit of fleece.

Mirror Image

2nd-level illusion

Two illusory duplicates step out of your body and take positions around you. When you move, the duplicates move with you, repeatedly merging with and splitting from you to confuse your enemies about which one of you is real.

Casting Time: 1 action

Range: Self

Duration: 1 minute

Effect: Two illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions. You can use your action to dismiss them.

Each time a creature targets you with an attack or a harmful spell while a duplicate remains, that creature randomly determines whether it targets you or one of the duplicates. If you have two duplicates, the creature targets a duplicate if it rolls 1–4 on a d6. If you have one duplicate, the creature targets a duplicate if it rolls 1–3 on a d6.

A duplicate's AC equals $10 +$ your Dexterity modifier, and it uses your saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals hit point damage, the duplicate disappears.

A creature is unaffected by this spell if it can't see or if it relies on senses other than sight, such as blindsight or tremorsense.

Passwall

5th-level transmutation

With a word and a gesture, you open a space in a wall to grant you passage.

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Effect: Choose a point on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within

range. A passage appears at that point and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The opening creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Casting this spell multiple times lets you create a deeper passage.

Material Components: A pinch of sesame seeds.

Phantasmal Force

2nd-level illusion

The magic of fear and mental manipulation come together to create a phantasm, an illusion so powerful that it takes root in its victim's mind.

A phantasm is visible only to the creature affected by it. Onlookers might assume that an invisible creature is on the loose.

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 10 minutes

Effect: Choose a living creature within range that you can see. The target must make a Wisdom saving throw. On a failed save, you create an illusory object, creature, or other visible phenomenon of your choice that is visible only to the target for the duration.

The illusion includes sound, temperature, and other stimuli, also evident only to the creature. The illusion can occupy up to 500 cubic feet.

A target affected by this spell can use its action to try to disbelieve the illusion. When it does so, it makes a Wisdom check against the spell's saving throw DC. On a successful check, the spell ends.

While a target is affected by the spell, it treats the phantasm as if it were real. It rationalizes any illogical outcomes from interacting with the illusion. For example, a target attempting to walk across a phantasmal bridge that spans a chasm will fall once it steps onto the bridge. If the creature survives the fall, it still believes that the bridge exists, and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, you can cause the phantasm to deal 1d6 damage to the target if it is in the phantasm's area or within 5 feet of it. The damage is of a type appropriate to the illusion. A fire deals fire damage, a monster armed with a long sword deals slashing damage, and so on.

Material Components: A bit of fleece.



SPRITES

Plant Growth

3rd-level transmutation (ritual)

Channeling magic into normal plants causes them to grow at a supernaturally fast rate.

Casting Time: 1 action or 8 hours

Range: 150 feet

Duration: Instantaneous

Effect: If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 15 extra feet of movement for every 5 feet it would travel.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Polymorph

4th-level transmutation

When you cast this spell, you hold clear in your mind the images of both the target of your magic and of the living creature whose form you wish to impart. Your words mold the creature's current form into the new shape.

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 hour

Effect: Choose a living creature within range that you can see. If the target is willing, you transform it.

If the target is unwilling and its hit point maximum is 150 or higher, or if it is a shapechanger, it is unaffected. If the target is unwilling and its hit point maximum is lower than 150, it must make a Wisdom saving throw. On a failed save, you transform the creature.

The transformation lasts for the duration. The new form can be any beast whose number of Hit Dice is equal to or less than that of the target. The target gains

the capabilities and limitations of the new form, and loses the capabilities and limitations of its original form. But the target retains its current hit points, as well as its Intelligence, Wisdom, and Charisma scores.

The target continues to wear or carry any gear in its new form if that form is physically capable of doing so. Otherwise, the gear melds into the new form and becomes nonfunctional until the spell ends.

Material Components: An empty cocoon.

Prayer of Healing

2nd-level evocation

You pray for the blessing of health to mend the wounds of several injured creatures at once.

Casting Time: 10 minutes

Range: 25 feet

Duration: Instantaneous

Effect: Up to six living creatures of your choice within range each regain 1d8 + 6 hit points.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each level above 2nd.

Prestidigitation

Transmutation cantrip

You perform a magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

Casting Time: 1 action

Range: 10 feet

Duration: Up to 1 hour

Effect: You create one of the following magical effects within range. If you cast this spell multiple times, up to three of its non-instantaneous effects can be active at a time.

- ◆ You create an instantaneous sensory effect that is harmless, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- ◆ You instantaneously light or snuff out a candle, a torch, or a small campfire.
- ◆ You instantaneously clean or soil an item no larger than a cubic foot.
- ◆ You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- ◆ You make a color, small mark, or symbol appear on an object or a surface for up to 1 hour.
- ◆ You produce out of nothingness a small, nonmagical trinket or an illusory image that lasts until the end of your next turn.
- ◆ You make a small handheld item invisible until the end of your next turn.

Protection from Energy

3rd-level abjuration

You weave a ward of protection around a creature to shield it from elemental energy.

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Effect: You touch a willing creature and choose one damage type: acid, cold, fire, lightning, or thunder. The target has resistance to that damage type for the duration.

Protection from Evil

1st-level abjuration

With incense and sprinkled holy water, you ward your subject against evil spirits and influences.

Casting Time: 1 action

Range: Touch

Duration: 1 minute

Effect: You touch a willing creature. Until the spell ends, that creature has advantage on saving throws against effects created by fiends and undead, and cannot be charmed or frightened by such creatures.

Material Components: Holy water and incense.

Raise Dead

5th-level necromancy

You recall the willing soul of a recently dead creature, reuniting it with its body so the creature lives once more.

Requirement: You must have a diamond worth at least 500 gp, which is consumed by the spell.

Casting Time: 1 hour

Range: Touch

Duration: Instantaneous

Effect: You touch a creature that has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to return, the creature returns to life with 1 hit point.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell does not, however, remove magical diseases, curses, or similar effects; if these are not first removed prior to casting the spell, they take effect when the creature returns to life.

This spell closes all mortal wounds, but it does not restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and checks. Every time the target completes a long rest, the penalty is lessened by 1 until it disappears.

Ray of Frost

Evocation cantrip

You fire a beam of blue-white energy that chills your enemy to the bone.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Make an attack roll against a creature within range. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until your next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Read Magic

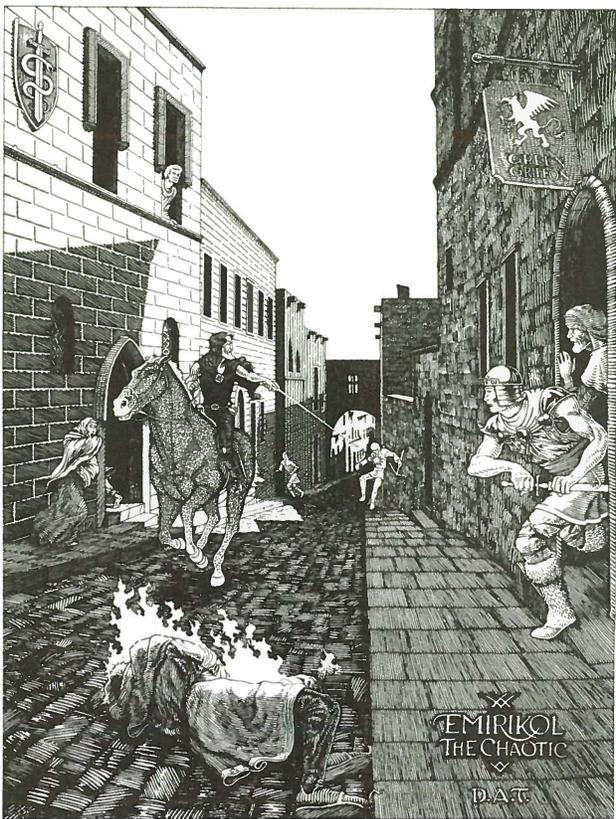
Divination cantrip

Spellcasters are often jealous of their lore. To guard their secrets, they use secret alphabets and ciphers to record their spells. When you cast this spell, incomprehensible magical symbols waver, change position, then suddenly become clear, allowing you to peruse the magical writing with ease.

Casting Time: 1 action

Range: 10 feet

Duration: 10 minutes



Effect: Choose an object within range. For the duration, you can decipher magical writing on that object that would otherwise be unintelligible, including a spell from someone else's spellbook, a spell on a scroll, a line of mystical script on a magic weapon, and the like. Deciphering this writing does not normally invoke the magic contained in it.

Once a particular magical inscription is deciphered by means of this spell, the inscription continues to be intelligible to you. You can also identify the names of specific magic glyphs and symbols using *read magic*, though not their function.

Material Components: A clear crystal or a mineral prism worth at least 5 gp, which is not consumed by the spell.

Remove Curse

3rd-level abjuration (ritual)

You unravel a curse's power, freeing a creature or an object from its fell influence.

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Effect: You touch one creature or object. All curses affecting it end, unless the object is a magic weapon, a shield, or a suit of armor. Such an item retains its curse, but the person wearing or holding the cursed item can remove or drop it.

Resistance

Abjuration cantrip

You imbue a creature with protective energy that protects it from harm by twisting fate in a subtle, but perhaps lifesaving, way.

Casting Time: 1 action

Range: Touch

Duration: 1 minute

Effect: You touch one willing creature. Once before the spell ends, that creature can roll a d4 and add the number rolled to one saving throw of its choice. It may choose to roll the die before or after rolling the d20. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Material Components: A miniature cloak.

Rope Trick

2nd-level transmutation

Your magic raises a length of rope into the air. The rope's upper end leads into an invisible extradimensional space, where the rope is affixed. The space can serve as a refuge for several creatures.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: You touch a length of rope that is up to 50 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space holds as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Creatures in the extradimensional space are on another plane of existence. Attacks and spells cannot cross through the entrance into the space, but those in the space can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

Material Components: Powdered corn extract and a twisted loop of parchment.

Sacred Flame

Evocation cantrip

Tongues of flame-like radiance descend from above, searing your enemy.

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

Effect: Choose a creature within range that you can see. Gaining no benefit from cover, the target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Sanctuary

1st-level abjuration

Healers sometimes cast *sanctuary* on themselves so they can cast curative spells without the risk of interference from their foes. The spell is also useful for keeping an important person safe while a battle rages.

Casting Time: Swift

Range: 25 feet

Duration: 1 minute

Effect: Choose a creature within range. Until the spell ends, anyone who targets that creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, it must choose a new target or lose the attack or spell. *Sanctuary* doesn't protect the chosen creature from area effects, such as the explosion of a *fireball*.

If the chosen creature makes an attack or casts a harmful spell, this spell ends early.

Scorching Ray

2nd-level evocation

This spell causes rays of searing fire to erupt from your hand.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Effect: You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make an attack roll for each ray. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 2d6 fire damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each level above 2nd.

Shield

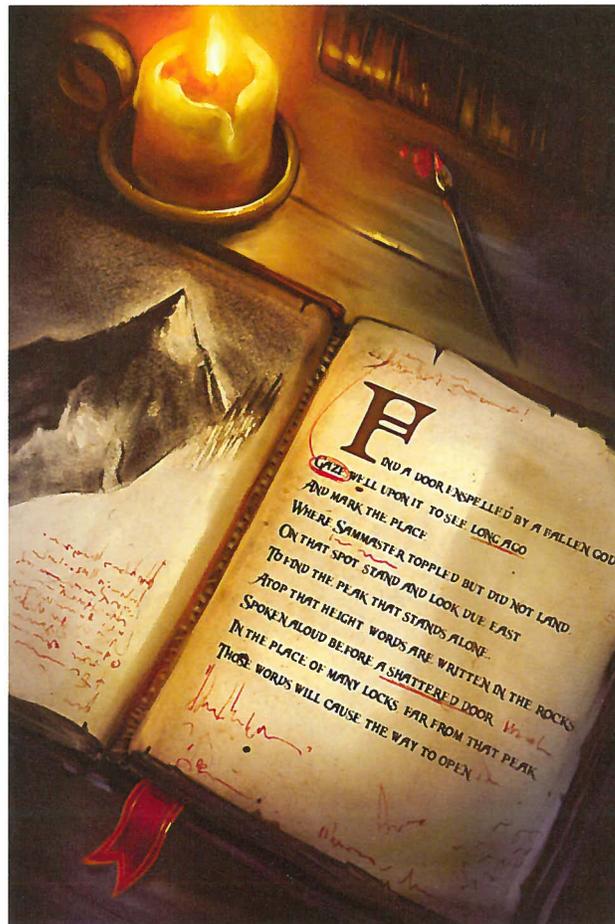
1st-level abjuration

You create a disk of force to intercept an attack.

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Duration: 1 round



Effect: Until the start of your next turn, you have a +4 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

Shocking Grasp

Evocation cantrip

Lightning wreathes your hand and delivers a brutal shock to a creature next to you.

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

Effect: Choose a creature within range that you can see. The target must succeed on a Dexterity saving throw. Otherwise, the target takes 1d8 lightning damage, and it can't take reactions until its next turn. A target wearing heavy armor made of metal has disadvantage on the saving throw.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Silence

2nd-level illusion (ritual)

When you complete this spell, all sound is stopped in an area. No noise whatsoever issues from, passes through, or enters it. This spell is extremely effective against spellcasters, since they must be able to speak to cast their spells.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 10 minutes

Effect: Choose a point within range. No sound can be created within or pass through a 20-foot-radius sphere centered on that point for the duration. Creatures within the area of silence are deafened.

Sleep

1st-level enchantment

The fine sand you fling into the air sparkles when this spell's magic takes hold. Creatures touched by the scintillating granules grow drowsy and might fall asleep.

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

Effect: Choose a point within range, and roll 4d8. The total is how many hit points of living creatures this spell can affect. Each creature to be affected must be within 20 feet of the point you chose. The spell ignores any creature that is unconscious.

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points

from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each level above 1st.

Material Components: A pinch of fine sand, rose petals, or a live cricket.

Spare the Dying

Necromancy cantrip

Your intervention pulls a dying creature from the brink of death.

Casting Time: Swift

Range: Touch

Duration: Instantaneous

Effect: You touch a living creature that has 0 hit points. The creature regains 1 hit point.

Speak with Animals

1st-level divination (ritual)

Your magic alters your perceptions so that an animal's gestures and sounds are understandable to you as speech. Similarly, the magic transforms your words into sounds that animals can understand.

Casting Time: 1 action

Range: Self

Duration: 10 minutes

Effect: You gain the ability to comprehend and communicate with beasts for the duration.

Spare the Dying
replaces Cure Minor
Wounds.

Speak with Dead

3rd-level necromancy (ritual)

The corpse before you twitches and stirs when a spirit you call returns to it. For as long as your magic holds the spirit to its body, it must answer the questions you put to it.

Casting Time: 1 action

Range: 10 feet

Duration: 10 minutes

Effect: Choose a corpse within range. The corpse must still have a mouth, not be an undead creature, and not have been the target of this spell within the last 7 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive. This spell does not return the creature's soul to its body, only its animating spirit. Thus, the corpse cannot learn new information, does not comprehend anything that has happened since it died, nor can it speculate about future events.

Spider Climb

2nd-level transmutation

The gesticulations you make while casting this spell mimic the actions of a spider climbing an imaginary wall. The spell confers on a creature the ability to climb any surface.



Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Effect: You touch a willing creature. Until the spell ends, the target gains the ability to move up, down, and across vertical surfaces, and even upside down along ceilings, while leaving its hands free. The target uses its normal speed for this movement.

Material Components: A drop of bitumen and a spider.

Spiritual Weapon

2nd-level evocation

Calling out for aid from your divine patron, you evoke magical force in the shape of a glowing weapon to smash your foes. The weapon created is typically a hammer, though it can take whatever form you choose.

Casting Time: 1 action

Range: 50 feet

Duration: 1 minute

Effect: You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, the weapon makes an attack against a creature within 5 feet of it. The weapon has a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 1d8 force damage.

As part of your action on any turn until the spell ends, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1 for each level above 2nd.

Stoneskin

4th-level abjuration

You sprinkle diamond dust over a creature's body to protect it from harm as you incant the echoing words of this spell. For a time, the creature's flesh becomes as hard as stone.

Requirement: You must provide 100 gp worth of diamond dust, which is consumed by the spell.

Casting Time: 1 action

Range: Touch

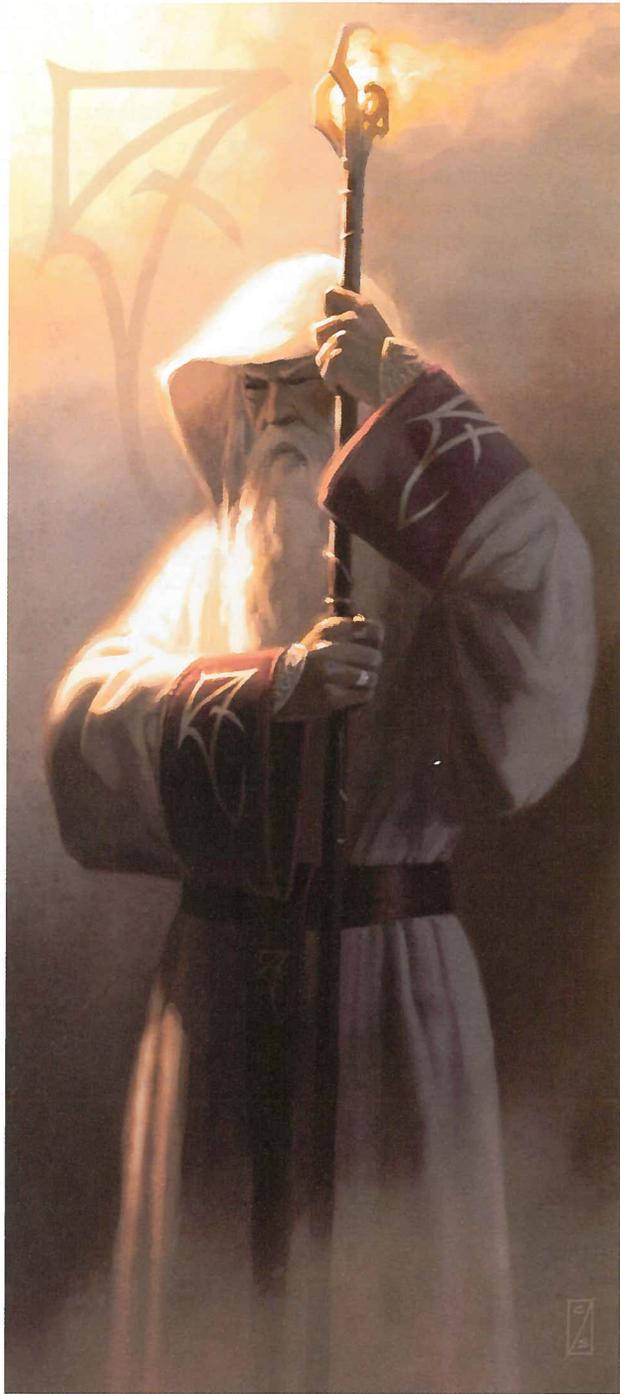
Duration: 1 hour

Effect: You touch a willing creature. Until the spell ends, the target has resistance to bludgeoning, piercing, and slashing damage.

Teleportation Circle

5th-level conjuration (ritual)

You draw a circle of sigils on the ground to link your location to a permanent teleportation circle whose sigil sequence you have learned. Many major



temples, guilds, and other places of import have permanent teleportation circles inscribed somewhere within their confines. Upon casting the spell, a shimmering portal opens within the circle you drew and remains open long enough for you and your companions to step through and appear safely at the destination you chose.

A sigil sequence is a string of magical runes arranged in a particular pattern. Each location in the world and beyond has a unique sigil sequence. When you first gain the ability to cast this spell, you learn two sigil sequences to destinations determined by the Dungeon Master. You can learn additional sigil sequences

during your adventures. You can commit a new sigil sequence to memory after studying it for a minute.

Casting Time: 1 minute

Range: 10 feet

Duration: 1 round

Effect: You inscribe a 10-foot circle on the ground. Choose a permanent teleportation circle on the same plane of existence as a destination. A shimmering portal then opens inside your circle and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space.

You can create a permanent teleportation circle by casting this spell every day for one year in one location. You need not use the circle to teleport when you cast the spell in this way.

Thunderwave

1st-level evocation

You evoke a whip-crack of thunder, creating a wave of energy that can sweep aside creatures and objects it contacts.

Casting Time: 1 action

Range: 15 feet

Duration: Instantaneous

Effect: Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful one, it takes half as much damage and is not pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible within 300 feet of you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8.

True Seeing

5th-level divination

A creature affected by this spell sees with perfect clarity, able to pierce darkness, illusions, and even transmutations to perceive things as they truly are.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: You touch a willing creature. Until the spell ends, the creature can see things as they actually are out to a range of 120 feet. The creature sees in normal and magical darkness, notices secret doors hidden by magic, sees invisible creatures, automatically detects visual illusions and succeeds on saving throws against them, and perceives the true forms of creatures affected by transmutation spells. Furthermore, the target can see into the Ethereal Plane.

Material Components: An ointment for the eyes that costs 25 gp and is made from mushroom powder, saffron, and fat.

Wall of Fire

4th-level evocation

When you evoke wall of fire, you visualize the Elemental Plane of Fire. The blazing plane's ground is ever-shifting plates of compressed flame, the air a continual firestorm, and its seas and rivers boiling magma.

With a rippling wave of your hand, you draw up from the ground a vertical sheet of flame, which burns as hot as that blazing plane.

Casting Time: 1 action

Range: 100 feet

Duration: Concentration, up to 1 minute

Effect: You create a wall of fire on a solid surface within range. You can choose to make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall lasts for the duration, and it heavily obscures creatures behind it.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature within 10 feet of that side. The wall deals this damage when it appears. A creature also takes this damage if it ends its turn inside the wall, if it ends its turn within 10 feet of the wall's damaging side, or if it passes through the wall (but no more than once per turn). The other side of the wall deals no damage.

If you create the wall on top of a creature, that creature must succeed on a Dexterity saving throw or take damage as if it passed through the wall. On a success, the creature can move 5 feet so that it is not in the fire.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each level above 4th.

Material Components: A small piece of phosphorus.

Water Breathing

3rd-level transmutation

Those who live on dry land instinctively fear the deeps. Mastering this spell requires that the caster face and overcome these fears.

When you cast this spell, the suggestion of gills appears on each affected creature's neck, and the creature gains the ability to breathe underwater for extended periods.

Casting Time: 1 action

Range: 25 feet

Duration: 8 hours

Effect: Choose up to ten willing creatures within range. In addition to retaining its normal mode of

respiration, each creature can now breathe underwater until the spell ends.

Material Components: A short reed or piece of straw.

Water Walk

2nd-level transmutation

You touch one or more creatures to enable them to walk across liquids, such as acid, water, mud, snow, quicksand, ice, and lava, as if they were on solid ground. In the case of dangerous liquids, the spell does not protect a creature from environmental effects the liquids cause.

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Effect: Choose up to ten willing creatures within range. Until the spell ends, each target can move across any liquid surface as if it were solid ground.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Web

2nd-level conjuration

You conjure a mass of thick webbing that chokes a corridor, a chamber, a small grove of trees, or any place where such a web can be anchored.

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 hour

Effect: Choose a point within range. A 20-foot radius centered on that point fills with sticky webs for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs are not anchored between two solid masses or layered across a floor, wall, or ceiling, the conjured web collapses on itself and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them for the first time during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot-cube of webs exposed to fire burns away at the start of your next turn. The fire spreads 5 feet at the end of each turn until the web burns away. Any creature that starts its turn in an area of burning webs takes 2d4 fire damage.

Material Components: A bit of spiderweb.

CHAPTER 4: EQUIPMENT

Proper equipment can mean the difference between life and death on an adventure. As an adventurer, you might wear armor, carry one or more weapons, and heft an adventurer's pack containing useful gear to help you navigate perilous environments and survive extended journeys into the wilderness.

This chapter presents an overview of common armor, weapons, and gear.

When you create your character, you receive equipment based on a combination of your background and class.

WEALTH

Wealth comes in many forms in the DUNGEONS & DRAGONS® world. Coins, gemstones, trade goods, art objects, animals, and property can reflect your character's financial well-being.



Coinage

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins in the world are the gold piece (gp), the silver piece (sp), and the copper piece (cp). One gold piece is worth ten silver pieces. One silver piece is worth ten copper pieces.

In addition to the common coins, other unusual metals sometimes come to surface in transactions. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they arouse suspicion and skepticism when used in transactions. An electrum piece is worth five silver pieces, while a platinum piece is worth ten gold pieces.

A standard coin weighs about a third of an ounce, so fifty coins equal a pound.

A typical commoner uses copper pieces and sometimes silver. Other coins are mainly for wealthy merchants, nobles, and the hoards of greedy dragons.

STANDARD EXCHANGE RATES

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

We missed you, ep!

Selling Loot

Opportunities abound in D&D® to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, where you can find buyers and merchants interested in your loot.

Gems, Jewelry, and Art Objects. These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the DM might require you to find a buyer in a large town or larger community first.

Trade Goods. On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—such as bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.

Arms, Armor, Gear. As a general rule, weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters, however, are rarely in good enough condition to sell.

Magic Items. Selling magic that you find as loot is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. In other words, the value of magic is far beyond simple gold and should always be treated as such.

ARMOR AND SHIELDS

Armor and shields protect you against the myriad strikes, stabs, and crushing blows faced during any expedition. Your class determines what types of armor you can wear as well as whether you can use shields. The Armor table summarizes the benefits gained from wearing armor.

Armor Categories

All forms of armor fall into one of the four following categories.

Light Armor. Made from lightweight materials, light armor favors agile adventurers since it offers some protection without sacrificing any mobility.

Medium Armor. Medium armor relies more on metal components to improve its defensive qualities, but such materials can weigh the wearer down.

Heavy Armor. Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Shield. A shield provides additional protection above and beyond what armor offers. Additionally, shields can be used as weapons in combat.



Using the Armor Table

D&D® worlds are a vast tapestry made up of many different cultures, each with its own technology levels. For this reason, adventurers might find a wide range of armor types, ranging from leather armor to chain mail to costly plate armor, and a wide range of armors in between. The Armor table collects the most commonly available types of armor found in the game and separates them into armor categories.

Name: The name of the suit of armor or shield.

Cost: The typical market price for the armor or shield.

Armor Class (AC): Armor protects its wearer from attacks, whether those attacks come in the form of a sword strike or a fiery missile hurled from a mage. The armor determines your base Armor Class, to which you add your entire Dexterity modifier, up to a modifier of +2, or no modifier. Using a shield increases your Armor Class.

Speed: Some armor lowers your speed. Reduce your speed by the given amount.

Stealth Disadvantage: Some armor makes it difficult to hide. When you are wearing such armor, you have disadvantage on any check you make to hide or move silently. See “How to Play” for rules concerning stealth.

Weight: The armor's weight.

ARMOR

Armor	Price	Armor Class (AC)	Speed	Stealth	Weight
Light Armor					
Padded armor	5 gp	11 + Dex modifier	–	Disadvantage	5 lb.
Leather armor	10 gp	11 + Dex modifier	–	–	8 lb.
Dragon leather	500 gp	12 + Dex modifier	–	–	15 lb.
Mithral shirt	5,000 gp	13 + Dex modifier	–	–	10 lb.
Medium Armor					
Hide armor	10 gp	12 + Dex modifier (max 2)	–	–	10 lb.
Studded leather	25 gp	13 + Dex modifier (max 2)	–	–	13 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	–	Disadvantage	45 lb.
Studded dragon leather	500 gp	14 + Dex modifier (max 2)	–	–	20 lb.
Dragon scale	500 gp	15 + Dex modifier (max 2)	–	Disadvantage	50 lb.
Mithral scale	5,000 gp	15 + Dex modifier (max 2)	–	–	25 lb.
Heavy Armor					
Ring mail	30 gp	14	-5 feet	Disadvantage	22 lb.
Chain mail	75 gp	16	-5 feet	Disadvantage	55 lb.
Splint	500 gp	17	-5 feet	Disadvantage	50 lb.
Banded	750 gp	17	–	Disadvantage	55 lb.
Plate	5,000 gp	18	-5 feet	Disadvantage	110 lb.
Mithral plate	6,000 gp	18	–	Disadvantage	40 lb.
Shield					
Shield	10 gp	+2	–	–	8 lb.

Getting Into and Out of Armor

The time it takes to don or remove armor depends on the armor's category.

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Remove. This is the time it takes to take off armor. If you have help, reduce this time by half.

DONNING AND REMOVING ARMOR

Category	Don	Remove
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes

Armor Proficiency

Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in armor's use know how to use it effectively. If you put on armor that you cannot use, you have disadvantage on checks, saving throws, and attack rolls that involve Strength or Dexterity.

Armor Descriptions

The types of armor found on the Armor table are described here, along with any special properties they each possess.

Banded. This armor is made of overlapping strips of metal sewn to a backing of leather and chain mail. The strips cover vulnerable areas; the chain mail and leather protect the joints while providing freedom of movement. Straps and buckles distribute the weight evenly, making it easier to move around in this armor. This suit includes a helmet and gauntlets.

Chain Mail. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. Several layers of mail hang over vital areas. Most of the armor's weight hangs from the shoulders, making the armor uncomfortable to wear for long periods. The suit includes gauntlets.

Dragon Leather. This leather armor is made from the hide of a dragon. It is extremely supple yet far more durable than standard leather armor.

Dragon Scale. This suit of scale armor is made from a dragon's scales rather than metal, granting it superior protective capabilities and flexibility.

Hide. This crude armor consists of thick furs and hides. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.



Leather. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Mithral Plate. This suit of plate armor is crafted from mithral. It is easy to move in compared to other sorts of metal armor. The dwarves sometimes gift this armor to their most trusted allies.

Mithral Shirt. This extremely light chain shirt is made of very fine mithral links. The armor is light enough to wear under normal clothing. It is most commonly crafted by elves.

Padded. Padded armor consists of quilted layers of cloth and batting. It is heavier and less supple than leather armor.

Plate. Consisting of shaped and fitted metal plates riveted and interlocked to cover the entire body, a suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding that is worn underneath the armor. Buckles and straps distribute the weight over the body. Each suit of plate must be individually fitted to its owner by a master armorsmith, although a suit gained from another can be resized to fit a new owner for half the armor's market price.

Ring Mail. This armor is leather armor with heavy rings sewn into the material. The rings help reinforce the armor against blows from swords and axes. Ring mail is typically considered inferior to chain mail, but it is still worn by those who cannot afford better armor.

Scale Mail. This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Shield. Shields are carried in one hand, and they offer modest protection against projectiles and melee attacks alike.

Splint. This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Studded Leather. Made from tough but flexible leather (not hardened leather, as with normal leather armor), studded leather is reinforced with close-set rivets or spikes.

Studded Dragon Leather. This is a suit of studded leather crafted from the tough hide of a dragon.

WEAPONS

Few adventurers have much luck or success in their endeavors without a trusted weapon. Your class grants proficiency with certain weapons, reflecting both your class's focus and the tools you are most likely to use. Whether you favor a long sword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

Weapon Proficiency

If you make an attack roll using a weapon with which you lack proficiency, you make the attack roll with disadvantage.

Weapon Categories

Each weapon falls into one of the following categories, which are broad groups that share certain key traits. Your class determines what weapons you can use.

Simple Weapons. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons commonly found in the hands of commoners.

Martial Weapons. Most warriors use martial weapons because these weapons best use their fighting style and training.

Using the Weapon Table

The most common weapons in the game are presented on the Weapons table. Each weapon has the following characteristics.

Name: The weapon's name.

Price: The weapon's typical market price.

Damage: When you attack and hit with the weapon, you deal the indicated damage plus any bonuses and magic bonuses that apply. The type of damage dealt by the weapon is also noted here.

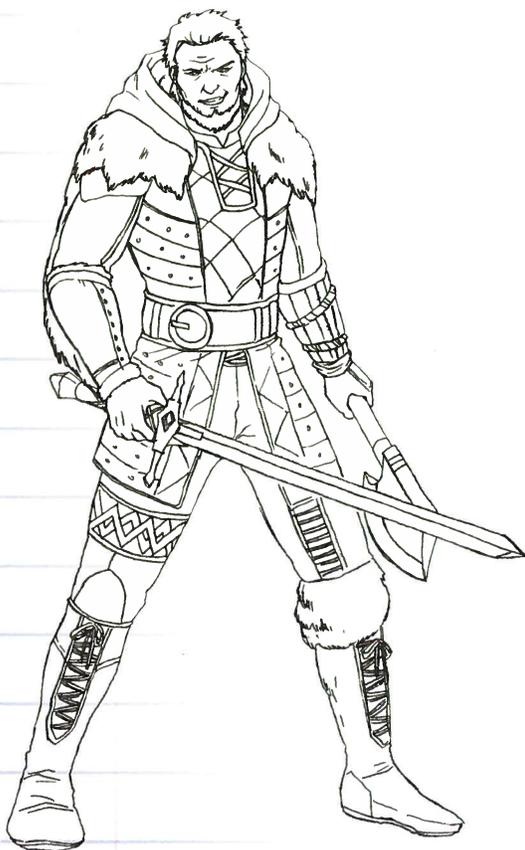


Weight: The weapon's weight.

Properties: If the weapon has any properties, they're noted in this column.

Ammunition: You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to launch from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. At the end of the battle, you can recover half your expended ammunition by taking a minute searching the battlefield.

If you employ such a weapon to make a melee attack, you use the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.



Finesse: When making an attack with a finesse weapon, you can use your choice of your Strength or Dexterity modifier with your attack and damage rolls.

Heavy: A heavy weapon's size and bulk make it too large for a Small creature to use effectively. Small creatures have disadvantage on all attacks made with heavy weapons.

Light: A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading: Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action or reaction to fire it.

Mounted: You have disadvantage when you use a mounted weapon to attack a target within 5 feet of you. Also, a mounted weapon requires two hands to wield when you are unmounted.

Range: A weapon that can be used to make a ranged attack has a range in parentheses after the property that describes how the weapon is used to make a ranged attack. The range lists two numbers. The first is the weapon's normal range, in feet, and the second indicates the weapon's maximum range. When attacking enemies beyond normal range, you have disadvantage on attack rolls.

Reach: When you attack with this weapon, your reach increases by 5 feet.

Special: A special weapon has unusual rules governing its use.

Thrown: If the weapon has the thrown property, you can throw the weapon at a target to make a ranged attack. You use your Strength modifier for the ranged attack roll and damage roll, rather than your Dexterity modifier. You can also use the weapon to make melee attacks.

Two-Handed: This weapon requires two hands to use.

Versatile: This weapon can be used with one or two hands. The damage value in parentheses after the versatile property is the damage when the weapon is used with two hands. Small creatures must use these weapons two-handed.



Improvised Weapons

Any object can serve as a weapon, even if it wasn't designed for such use. An improvised weapon can be any object you can wield in one or two hands, such as a broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

In many cases, an improvised weapon is similar to an actual weapon, and can be treated as such. For example, a table leg is akin to a club. At the DM's discretion, a character proficient with a weapon can use a comparable object as if it were that weapon.

Typically, an object that bears no resemblance to an actual weapon deals 1d4 damage, or 1d6 if it is wielded with two hands. The damage type is appropriate to the object. The DM might assign a different damage type based on the object used.

Silvered Weapons

Some monsters have a special vulnerability to silver weapons, so many adventurers invest the extra coin to silver the weapons they wield. You can silver a single weapon or 10 pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Special Weapons

Weapons with special rules are described here.

Blowgun. A blowgun requires needles as ammunition. As part of the action used to load a blowgun, you can apply poison to the needle loaded into it.

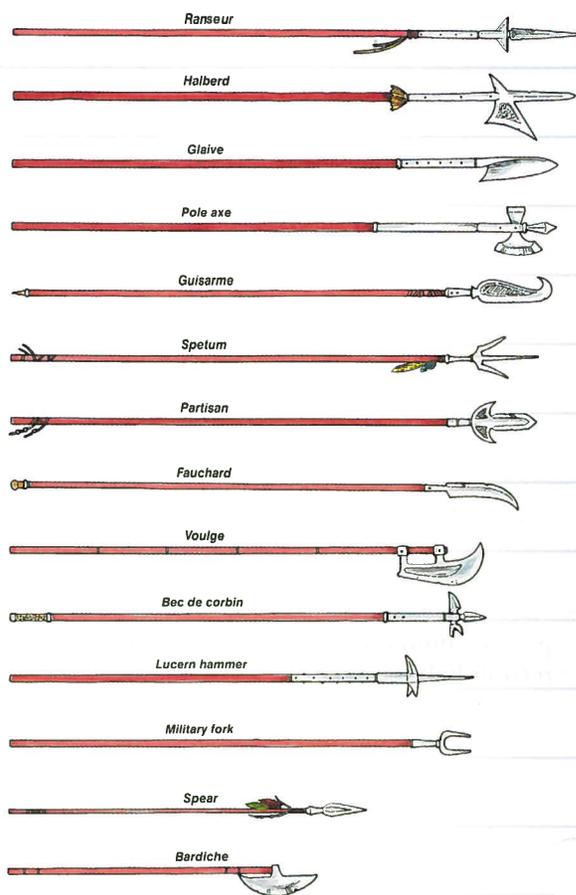
Bolas. A Large or smaller creature hit by a bolas must succeed on a DC 10 Dexterity saving throw or be restrained by it. A creature can break free of the bolas by using its action to make a DC 10 Strength check or by dealing 5 slashing damage to the bolas. Formless creatures are immune to this effect.

Halberd. A halberd consists of a long spike, an attached axe blade on a long pole, and a hook on the back of the axe blade. The hook is designed to pull mounted enemies from their mounts. If you deal damage to a creature with the halberd, the creature must succeed on a Strength saving throw or fall prone. The DC of the check is equal to your attack roll result.

Net. When you attack with a net, you target a point in space. All Large or smaller creatures within 5 feet of that point must succeed on a DC 10 Dexterity saving throw or be restrained by the net. A creature can break free of the net by using its action to make a DC 10 Strength check or by dealing 5 slashing damage to the net. Formless creatures are immune to this effect.

Spiked Shield. A spiked shield counts as a shield, granting the shield's normal +2 bonus to AC.

Whip. You use your Dexterity modifier on attack rolls with a whip, but you use no ability modifier on damage rolls with the whip.



Dead goblin as improvised
weapon = awesome.
Whoever wrote this gets
a raise.

WEAPONS

Name	Price	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Gauntlet	1 gp	1d4 bludgeoning	1 lb.	Light
Club	1 sp	1d4 bludgeoning	3 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 30/120)
Great club	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Javelin	5 sp	1d6 piercing	4 lb.	Thrown (range 30/120)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Two-handed
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8 piercing)
Unarmed strike	—	1 bludgeoning	—	—
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	6 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp each	1d4 piercing	1 lb.	Finesse, thrown (range 30/120)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	1/2 lb.	Ammunition (range 30/120)
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	5 lb.	—
Flail	10 gp	1d8 bludgeoning	6 lb.	—
Glaive	10 gp	1d10 slashing	9 lb.	Heavy, reach, two-handed
Great axe	30 gp	1d12 slashing	10 lb.	Heavy, two-handed
Great sword	50 gp	1d12 slashing	7 lb.	Heavy, two-handed
Halberd	10 gp	1d8 piercing	6 lb.	Heavy, reach, two-handed, special
Handaxe	5 gp	1d6 slashing	3 lb.	Light, thrown (range 20/60)
Lance	10 gp	1d12 piercing	8 lb.	Mounted, reach
Light hammer	2 gp	1d6 bludgeoning	3 lb.	Light, thrown (range 20/60)
Long sword	15 gp	1d8 slashing	4 lb.	Versatile (1d10 slashing)
Maul	10 gp	1d12 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	5 lb.	—
Pike	5 gp	1d8 piercing	5 lb.	Reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse
Short sword	10 gp	1d6 piercing	2 lb.	Finesse, light
Spiked chain	15 gp	1d8 piercing	2 lb.	Reach, two-handed
Spiked shield	8 gp	1d6 piercing	10 lb.	Light, special
Trident	5 gp	1d8 piercing	5 lb.	—
War pick	5 gp	1d8 piercing	4 lb.	—
Warhammer	15 gp	1d8 bludgeoning	4 lb.	—
Whip	2 gp	1d4 slashing	3 lb.	Light, reach, special
<i>Martial Ranged Weapons</i>				
Blowgun	10 gp	1 piercing	2 lb.	Ammunition (range 30/90), loading, special
Bolas	2 gp	1 bludgeoning	1 lb.	Special, thrown (range 30/90)
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), loading
Crossbow, heavy	50 gp	1d10 piercing	19 lb.	Ammunition (range 100/400), loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	None	3 lb.	Special, thrown (range 20/60)

ADVENTURING GEAR

This section describes common gear available to adventurers. Items that have special rules are described below.

Acid. As an action, you can splash acid onto a creature within 5 feet of you or throw it up to 20 feet. Make a ranged attack. On a hit, the target takes 1d4 acid damage. If poured on metal, the metal takes 1d4 acid damage at the start of each of your turns for 1d4 rounds.

Adventurer's Kit. This pack has the basics that an adventurer needs to get along in the wilderness. The kit includes a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. As an action, you can splash alchemist's fire onto a creature within 5 feet of you or throw it up to 20 feet. Make a ranged attack. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 11 Dexterity check to extinguish the flames.

Ammunition. Bows require arrows, crossbows require bolts, slings require bullets, and blowguns require needles.

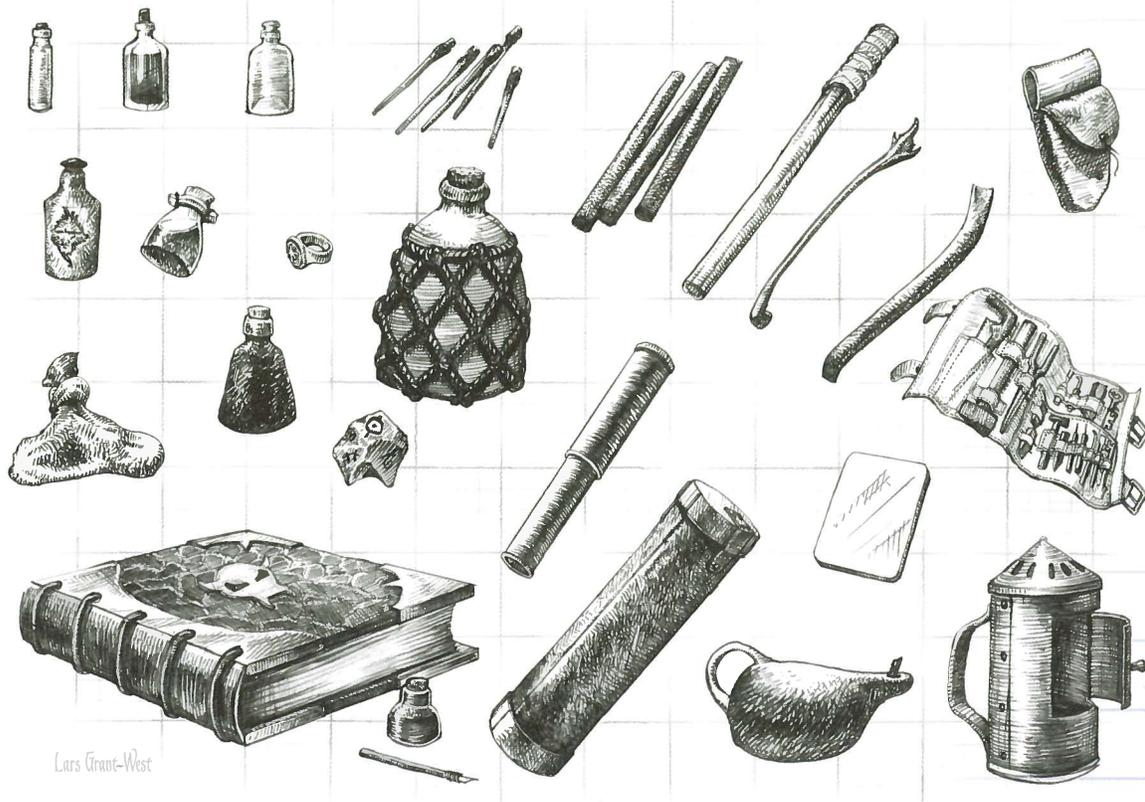
Antitoxin. A living creature that drinks this liquid gains poison resistance and advantage on saving throws against poison for 1 hour.

Artisan's Tools. These special tools include the items needed to pursue a trade. A creature proficient with these tools can create an item from the equipment lists that is neither an alchemical, masterwork, or magic item nor an item that requires proficiency to use. To make an item, a proficient creature must pay 50 percent of the item's cost in raw materials and devote 2d4 days crafting the item.

Backpack. This leather pack is carried on the back and has straps to secure it. It can hold up to 1 cubic foot of material.

Abacus. An abacus is a rectangular frame with beads sliding on rows of wires. A person proficient with an abacus can use it as a tool for calculating sums and other operations that combine numbers.

Ball Bearings. You can spill the contents of the packet or pouch to spread tiny metal balls across the floor. A creature moving across an area covered with ball bearings must succeed on a DC 11 Dexterity saving throw or fall prone. A creature that notices the ball bearings can move at half speed through the area to avoid falling prone. A single pouch of ball bearings covers a 10-foot-square area.



ADVENTURING GEAR

Item	Price	Weight
Abacus	2 gp	2 lb.
Acid (flask)	25 gp	1 lb.
Adventurer's kit	9 gp	38 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Ammunition		
Arrows (20)	1 gp	3 lb.
Bolts (20)	1 gp	3 lb.
Bullets (20)	4 cp	2 lb.
Needle (50)	1 gp	1 lb.
Antitoxin (vial)	50 gp	—
Artisan's tools	5 gp	5 lb.
Backpack (empty)	2 gp	2 lb.
Ball bearings (100)	1 gp	1 lb.
Bedroll	1 gp	5 lb.
Bell	1 gp	—
Blanket, winter	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Bucket (empty)	5 cp	2 lb.
Caltrops	1 gp	2 lb.
Candle, tallow	1 cp	1/10 lb.
Case, map or scroll	1 gp	1 lb.
Chain (10 feet)	5 gp	5 lb.
Chalk (1 piece)	1 cp	—
Climber's kit	25 gp	5 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Component pouch	25 gp	2 lb.
Consecration kit	50 gp	2 lb.
Crowbar	2 sp	5 lb.
Dice	10 sp	—
Disguise kit	25 gp	8 lb.
Fishing tackle	1 gp	4 lb.
Flask (clay)	2 cp	—
Grappling hook	2 gp	4 lb.
Hammer, basic	2 sp	2 lb.
Healer's kit	5 gp	1 lb.
Holy symbol	5 gp	—
Holy water (flask)	25 gp	1 lb.
Hourglass	5 gp	1 lb.
Hunting trap	5 gp	15 lb.
Ink (1-ounce vial)	10 gp	—
Ink pen	2 cp	—
Jug (clay)	2 cp	9 lb.
Ladder (10-foot)	1 sp	20 lb.

Bedroll. Adventurers often don't know where they're going to sleep. A bedroll is bedding and a blanket thin enough to be rolled up and tied.

Blanket, Winter. A heavy blanket perfect for keeping warm or to deaden the sound of breaking glass.

Block and Tackle. A creature proficient with this set of pulleys can lift up to four times the weight he or she is normally able to lift.

Lamp, common	5 sp	1 lb.
Lantern, bullseye	10 gp	3 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	—
Manacles	2 gp	2 lb.
Mess kit	1 sp	1 lb.
Mirror, small, steel	5 gp	1/2 lb.
Musical instrument	5 gp	3 lb.
Oil (1-pint flask)	1 sp	1 lb.
Orb	10 gp	2 lb.
Paper (sheet)	2 sp	—
Parchment (sheet)	1 sp	—
Pick, miner's	5 sp	10 lb.
Piton	5 cp	1/2 lb.
Playing Cards	10 sp	1/10 lb.
Poison, basic (vial)	100 gp	—
Pole (10-foot)	5 cp	8 lb.
Pot, iron	1 sp	10 lb.
Potion of healing	50 gp	1 lb.
Pouch, belt (empty)	1 gp	1 lb.
Ram, portable	1 gp	20 lb.
Rations (1 day)	1 sp	1 lb.
Robes	1 gp	4 lb.
Rod	10 gp	2 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.
Scale, merchant's	5 gp	1 lb.
Sealing wax	5 sp	1 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Sledge	5 sp	10 lb.
Soap	2 cp	1 lb.
Spade or shovel	5 sp	8 lb.
Spellbook (blank)	75 gp	3 lb.
Spike, iron (10)	2 cp	5 lb.
Spyglass	1,000 gp	1 lb.
Staff	10 gp	4 lb.
Tent	2 gp	20 lb.
Thieves' tools	25 gp	1 lb.
Tinderbox	5 sp	1 lb.
Tome	25 gp	5 lb.
Torch	1 cp	1 lb.
Vial	1 gp	—
Wand	10 gp	1/2 lb.
Waterskin (full)	2 sp	4 lb.
Whetstone	1 cp	1 lb.

Bucket. A serviceable wooden bucket can hold or carry up to 1 cubic foot of material.

Caltrops. These large metal jacks have sharpened points, rather than balls, on the ends of their arms. When scattered across the ground, they always land with a point up, so creatures have to move slowly to avoid them. A single bag of caltrops covers a 5-foot-square area. Any creature that enters the area must

make a DC 13 Dexterity saving throw. On a failed saving throw, the creature takes 1 piercing damage and a -10 foot penalty to speed until it regains this hit point. A creature moving through the area at half speed doesn't need to make the saving throw.

Candle. A candle provides dim light in a 5-foot radius and burns for 1 hour.

Chain. A chain has 10 hit points. It can be burst with a DC 19 Strength check.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness that aids in climbing. When using a climber's kit, a proficient creature gains a +2 bonus to checks made to climb.

Component Pouch. A component pouch (sometimes called a hex bag) is a bag of leather or burlap that holds a variety of spell material components. Component pouches used as a focus for magic contain exotic components such as a dragon blood, vampire tears, and troll teeth.

Consecration Kit. This satchel contains holy salts, empty flasks, consecrated candles, purified herbs, and a holy tract, all components necessary to create holy water. To create a flask of holy water, you must be proficient with this kit, expend a use of it during a 10 minute ceremony, and provide the water. A consecration kit has ten uses.

Crowbar. A crowbar grants a +2 bonus to Strength checks made to lever closed objects open.

Dice. Dice are small polyhedral objects carved of bone or wood. The most common dice are cubes of six sides, but dice with more or less sides are common. Dice are meant to be thrown so they come to rest showing a random face. Each face is etched or painted with a symbol or number. Many games can be played using dice, including several games of chance. Proficient creatures who play one of these games of chance against opponents who are not proficient have an advantage on any ability checks made to resolve game-related contests.

Really? We need to tell THESE people what DICE are?

Disguise Kit. A bag of cosmetics, hair dye, and small physical props. To create a believable disguise, you must be proficient with this kit and expend a use of it. A disguise kit has ten uses. Anyone trying to see through your disguise contests a Wisdom check against your Charisma check.

Fishing Tackle. This kit includes a birchwood rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Flask. A clay container fitted with a tight stopper, a flask can hold 1 pint of fluid.

Grappling Hook. You can use a grappling hook to anchor a rope in place.

Healer's Kit. It is the perfect tool for healing, containing bandages, salves, and splints. The kit has ten uses. Expending a use gives you advantage on a Wisdom check to administer first aid. Alternatively, you can use your action to tend to a creature that has 0 hit points. Doing so expends a use from your kit and restores 1 hit point to the creature.



Holy Symbol. A holy symbol is a small representation of a god, pantheon, or philosophy, usually made from silver.

Holy Water. As an action, you can splash this blessed water onto a creature within 5 feet of you or throw it up to 20 feet. Make a ranged attack. On a hit against a fiend or evil undead creature, the target takes 1d4 radiant damage.

Hunting Trap. This trap is a toothy steel ring that snaps shut when a creature steps on the pressure plate. When hidden under leaves and underbrush, it's hard to detect. A creature stepping into the trap must succeed on a DC 13 Dexterity saving throw or take 1d6 piercing damage and be restrained. Freeing oneself from the trap requires a successful DC 13 Strength check. Each failed check deals 1 piercing damage.

Jug. A basic ceramic container fitted with a stopper, a jug can hold 1 gallon of liquid.

Ladder. A straight, simple wooden ladder.

Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light in a 120-foot cone. Once lit, it burns for 6 hours on a pint of oil.

Lantern, Common. A common lantern casts bright light in a 30-foot radius and dim light in a 60-foot radius. Once lit, it burns for 6 hours on a pint of oil.

Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light in a 60-foot radius. Once lit, it burns for 6 hours on a pint of oil. As an action, you can lower the lamp's hood. This reduces its light to a 5-foot radius of dim light.

Lock. A lock is worked with a large, bulky key (provided with the lock). Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 check. Better locks are available for higher prices.

Magnifying Glass. This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any check made to appraise or inspect an item that is small or highly detailed.

Manacles. These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a DC 19 Dexterity check. Breaking them requires a DC 21 Strength check. Each set of manacles comes with one key. Manacles have 15 hit points.

Mess Kit. This small tin box contains a cup and simple cutlery.

Musical Instrument. This item encompasses a wide range of instruments. The DM might decide larger and more fantastical instruments have a higher price and weight. A proficient character can play an instrument and produce moving music.



Oil. A pint of oil burns for 6 hours in a lantern. As an action, you can splash oil onto a creature within 5 feet of you or throw it up to 20 feet. Make a ranged attack. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after about 1 minute), the target takes 5 extra fire damage. You can pour a pint of oil on the ground to cover a 5-foot-square area, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature entering the area or ending its turn there.

Orb. An orb is a 3- to 5-inch diameter sphere of mineral, such as quartz or jade, designed to comfortably fit in the palm of the hand. Orbs used as a focus for magic have other constituents such as runes, silver wire netting, or other exotic embellishments.

Pick, Miner's. Good for breaking apart stone or hard-packed earth, a miner's pick can be used as an improvised weapon that deals piercing damage.

Piton. Climbers hammer pitons into walls to create their own handholds. Pitons are also useful for spiking a door shut, causing the door to become stuck.

Playing Cards. Playing cards are specially prepared pieces of heavy paper or thin wood, each one painted with a particular letter, symbol, or numerical marker. The cards are combined into a deck. Many games can be played using the cards, including several games of chance. Proficient creatures who play one of these games of chance against opponents who are not proficient have an advantage on any ability checks made to resolve game-related contests.

Poison, Basic. A creature proficient at using poison can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of

ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 11 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Pole. Adventurers use 10-foot poles to test the passages ahead of them for traps. Though hardly a replacement for a rogue, a pole might uncover a hidden danger before you stumble into it.

Pot, Iron. Good for cooking, an iron pot can hold up to 1 gallon of fluid. It can also serve as an improvised weapon.

Potion of Healing. This small vial of magical fluid restores life and energy to the individual consuming it. A character who drinks the contents regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Pouch, Belt. This leather pouch straps to your belt. It's good for holding things you need to retrieve in a hurry. A belt pouch can hold about one-fifth of a cubic foot of material.

Ram, Portable. You can use a portable ram to break down doors. When doing so, you gain advantage on the Strength check. If another character assists you, your minimum die roll on the check is equal to your Strength score plus 2.

Rations. Compact, dry, high-energy foods, suitable for extended travel, rations include jerky, dried fruit, hardtack, and nuts.

Rope, Hempen. Rope has 2 hit points and can be burst with a DC 17 Strength check.

Rope, Silk. Silk rope has the same characteristics as hempen rope, but it weighs less.

Sack. This drawstring sack made of burlap (or similar material) can hold 1 cubic foot of material.

Scale, Merchant's. A scale includes a small balance, pans, and a suitable assortment of weights. A scale gives you advantage on checks made to appraise objects.

Sealing Wax. This wax melts easily and is used to seal scrolls and other documents.

Signet Ring. A signet ring has a unique design carved into it, so when pressed into warm sealing wax, the ring leaves behind an identifying mark.

Sledge. The weighty metal sledge atop the wooden haft can easily break rock apart.

Soap. Aside from keeping away dirt and grime, soap has myriad uses, from making hinges slippery to being a handy object to toss into a darkened room.

Spade or Shovel. This basic tool can be used as an improvised weapon that deals either slashing or bludgeoning damage.

Spellbook. Many wizards keep a spare spellbook on hand in case they lose their original tome.

Spyglass. Objects viewed through a spyglass are magnified to twice their size.

Staff. A staff is a 5- to 8-foot long shaft carved of hardwood. Staffs used as a focus for magic are

constructed with special constituents, such as silver wire, semiprecious headpieces, runes carved up shaft, and so on. A staff also functions as a quarterstaff.

Tent. This simple tent sleeps two.

Thieves' Tools. Characters proficient with thieves' tools can use them to find and disarm traps and to open locks. Normally, these tasks are impossible if you lack proficiency with thieves' tools. A set of thieves' tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

Possession of, and proficiency with, thieves' tools allows the character to attempt the following tasks:

Disable a Trap. You can use your action to make a Dexterity check to attempt to disable a trap. You must have physical access to the trap's mechanisms, and the DC to disable the trap is determined by the quality of the trap. If you succeed, you disable the trap and can bypass it safely. If you fail your Dexterity check by 5 or more, you trigger the trap.

Open a Lock. You can use your action to make a Dexterity check to attempt to open a lock. The DC to open the lock is determined by the quality of the lock. If you succeed, you open the lock.

Tinderbox. Lighting a torch with flint and steel (included in the tinderbox) is an action, and lighting any other fire takes at least that long.

Tome. This heavy book contains lore pertaining to a particular field. The DM assigns a DC to the tome's lore. If you spend an hour studying the tome, you automatically succeed at one lore-related ability check with a DC less than or equal to the tome's DC rating.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light in a 40-foot radius. If a torch is used as a weapon, treat it as a club that deals fire or bludgeoning damage. Lighting a torch takes an action.

Vial. This ceramic, glass, or metal vial fitted with a tight stopper is usually no more than an inch wide and holds about 1 ounce of liquid.

Wand. A wand is a 1-foot long, 1/2-inch diameter switch of hardwood favored as a focus for magic. A wand is constructed with special constituents, including crystal segments, the hair of magical beasts threaded through the length, and so on.

Waterskin. A leather pouch with a narrow neck used for holding water or wine, a waterskin can hold up to 1 gallon of water.



CHAPTER 5: DM GUIDELINES

In the DUNGEONS & DRAGONS game, a Dungeon Master must take a number of roles, all at the same time. A DM serves as a referee, interpreting the rules and resolving any conflicts that arise because of them. The DM builds the world, creates adventures, and places monsters and treasure. The DM is the characters' eyes and ears, describing what the characters can see and hear to the players.

The first rule of being a good DM is to remember that the rules are a tool that you and the players use to have a good time. The rules aren't in charge. You, the DM, are the one in charge of the game. Guide the play experience and the use of the rules so that as many of your players have a good time as possible. There will be setbacks, such as a character being slain by an unlucky die roll, but look for ways to turn setbacks into interesting complications in the game's story.

The second rule is to remember that the DM's power comes with responsibility. Be fair and impartial with the players. Don't force your story upon them or give them a game where their choices don't matter. By the same token, challenge their characters with deadly monsters, fiendish traps, and vexing puzzles. A good DM is no pushover, but a good DM is also never simply out to slaughter the characters.

RESOLVING TASKS

The rules for ability checks, saving throws, and attacks form the basis of the D&D game. As a DM, your most important responsibility when it comes to these rules is determining how to use them and, just as important, when to use them.



Umber Hulk

When to Use Dice

Characters in the D&D game frequently attempt a tremendous variety of tasks, from running across a swinging rope bridge to talking their way out of a sticky spot with an orc chieftain. All these tasks are resolved in an interaction between you (the DM) and the player whose character is attempting the task.

When a player wants to take an action, it's often appropriate to just let the action succeed. A character doesn't normally need to make a Dexterity check to walk across an empty room, or a Charisma check to order a mug of ale in a tavern. Only call for a roll if you think it's worth taking the time for the rules to come into the flow of the game. Ask yourself two questions to aid your decision.

Is the action being taken so easy, so free of stress or conflict, or so appropriate to the situation that there should be no chance of failure? "So easy" should take into account the ability score associated with the intended action. It's easy for someone with a Strength score of 18 to flip over a table, though not easy for someone with a Strength score of 9.

Is the action being taken so inappropriate or impossible that it would never work? Hitting the moon with an arrow is, for instance, impossible in almost any circumstance.

If the answer to both of these questions is no, some kind of roll is appropriate.

IGNORING THE DICE

If you're an experienced gamer, you have seen the following situation happen before. Rachel, playing her halfling cleric, delivers a perfect speech rallying the barbarian tribes to aid a besieged city. When she's done, everyone erupts in spontaneous applause. When she rolls her Charisma check, though, the die comes up a natural 1 and points to failure.

As a DM, remember that the dice are like the rules. They're a tool to help keep the action moving. At any time, you can decide that a player's action is automatically successful, even if the Difficulty Class, or DC, would normally be somewhere above 20. By the same token, a bad plan or unfortunate circumstances can transform even the easiest task into an impossibility.

The dice are neutral arbiters. They come into play when success and failure are far from clear. Think of them as impartial judges, ready to dispense a yes or no answer based on a character's bonus and the DC you have selected. The dice don't run the game. You do.

As a DM, you should think about the role the dice play in your game. Do you prefer the vagaries of fate, or do you prefer to reward a good effort with success and a poor one with failure? Use your style to help guide when you call for rolls and when you simply declare success or failure.

ABILITY CHECKS

An ability check is a test to see if a character succeeds. If a character attempts an action that has a significant chance of failure, have the player make an ability check.

Ability checks are the most commonly used mechanic in the game. Attacks, contests, and saving throws are, in essence, specialized forms of ability checks.

When in doubt, call for an ability check.

Contests

A contest is a kind of ability check that matches two creatures against each other. Use a contest if a character attempts an action that either directly foils or is directly opposed by another creature's actions.

When you call for a contest, you pick the ability that each side must use. In most contests, both sides use the same ability, but that is not always the case. For example, when a creature tries to hide, it engages in a contest of Dexterity against Wisdom. But if two creatures arm wrestle, or if one creature is holding a door closed against another's attempt to push it open, both would probably use Strength.

When you call for a contest, keep in mind what's at stake. What are the intentions of each side? Use that intent to determine which abilities are involved in the contest and the consequences of the contest.

Call for a contest when . . .



- ◆ a character wants to do something that another creature could prevent with an action of its own.
- ◆ success requires a character to overcome another creature.
- ◆ two creatures attempt the same thing at the same time, and only one can succeed.

Saving Throws

Saving throws are quick reactions, and they take the form of rolls made in response to someone else's actions or an event. You can think of a saving throw as a reactive ability check.

A saving throw makes the most sense when something bad happens to a character and the character has a chance to avoid that effect.

Call for a saving throw when . . .

- ◆ a character's armor is of no use in avoiding an attack.
- ◆ an attacker's skill has no bearing on the outcome of an attack.
- ◆ an effect requires a character to make an effort to resist something when it is not that character's turn.

An ability check is something a character actively attempts to accomplish, whereas a saving throw is usually a split-second response to something.

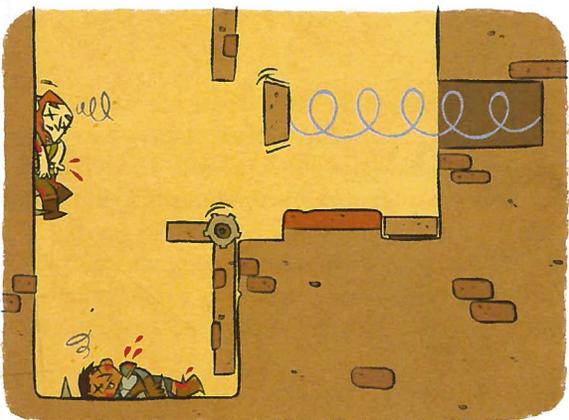
Attacks

An attack is perhaps the easiest rule to resolve. In essence, an attack is a check to see if one character can hit the other with a weapon or a spell. The Difficulty Class, or DC, for an attack is the target's Armor Class, or AC.

Call for an attack when a character tries to hit another creature with a physical or a magical attack, and the target's armor or shield could foil that attempt.

Ability Checks as a Tool

Ability checks are an incredibly flexible tool you can use to adjudicate almost any possible task a character could attempt in the world of D&D. You can decide which ability score is most relevant to the attempted task, set a Difficulty Class based on how hard you think the task should be, and apply a variety of modifiers to the check to reflect the particular circumstances. This section helps you set the parameters of an ability check to resolve a character's acts in the world.



Setting a DC

A Difficulty Class is a numerical rating that measures a task's difficulty. The higher the DC, the more difficult the task. As a DM, it is up to you to set most DCs. In some cases, such as a character's special ability or a task in a published adventure, a DC is provided for you.

Trivial (DC 5): In normal circumstances, a DC of 5 or lower represents a task that is so easy that it is not worth an ability check. An adventurer can almost always succeed automatically on a trivial task.

Easy (DC 10): An easy task requires a minimum level of competence or a modicum of luck to accomplish.

Moderate (DC 15): A moderate task requires a slightly higher level of competence to accomplish. A

character with a combination of natural aptitude and specialized training can accomplish a moderate task more often than not.

Hard (DC 20): Hard tasks include any effort that is beyond the capabilities of most people without aid or exceptional ability. Even with aptitude and training, a character needs some amount of luck—or a lot of specialized training—to pull off a hard task.

Very Hard (DC 25): Only especially talented individuals need even try their hand at very hard tasks.

Formidable (DC 30): Only the most highly trained, experienced, and talented individuals have a chance at success at a formidable task, and even they probably need mundane equipment or magic items to aid them.

Nearly Impossible (DC 35): Tasks of this difficulty are so challenging that only demigods and their peers can succeed without assistance.

Hazards

Is there a chance that failing a task might lead to a disastrous outcome for the character? You decide whether a hazard applies to a particular ability check and when the hazard applies.

A hazard might affect a character who fails a check. For example, a character who attempts and fails a Strength check to jump across a pit that he or she couldn't normally clear probably falls into the pit. Sometimes, though, a hazard kicks in only if the character misses the check's DC (or loses a contest) by a significant margin, such as 5 or 10. Examples of hazards can be found in the "Common Tasks" section.

Requirements

A task might require a specific tool or circumstance for a character to have any chance of success. For example, you might need a magnifying glass to accurately appraise a gem.

A character who cannot meet the requirements for a task automatically fails. One who meets them can attempt an ability check as normal for the task.

You can decide to waive this requirement, but the task should be hard to complete without it. You might give the character disadvantage on the ability check, or set the DC higher than you would for a character who met the requirement.

Otherwise, requirements should come up only rarely. Use them to encourage the players to come up with clever solutions, not to punish them for trying to do interesting things.

Engaging the Players

As a DM, you could memorize these guidelines, apply them flawlessly, and still miss out on the point of

D&D. Unlike some other games, D&D is a flexible set of guidelines, not a rigid set of laws.

When you ask a player to make an ability check, an attack roll, or a saving throw, you first should focus on engaging the players' imaginations. Describe the scene to them, and pull in details such as sights, sounds, and even smells to make the action vivid.

More important, you want the players to become fully engaged in the game. Reward inventive players who look beyond game options to describe their characters' actions. Roleplaying games stand out from other types of games because they allow for this type of creativity. Encourage it whenever you can.

The easiest way to do so is to make imaginative solutions the easiest path to success for the adventurers. Consider the following options.

Ability Checks: When a player makes an ability check, invite him or her to describe the character's action. If the player makes clever use of the situation in the description, consider either granting an automatic success or advantage on the ability check.

Contests: In a contest, an ingenious description that points to a key advantage that a character might gain could lead you to grant the character advantage on the ability check.

Attacks and Saving Throws: A colorful description is nice for attacks and saving throws, but should rarely be the avenue to gaining a concrete game benefit, since it is too easy to abuse such an approach. You might have players endlessly describing how they resist a mind flayer's *mind blast* or trying to narrate every detail of a sword blow. In most cases, spells and special abilities serve to grant characters advantage on their attacks and saving throws.

That said, if the situation warrants it, use advantage to grant a character an edge.

Disadvantage: Not every idea is a good one. A character might try to win the prince's favor by bragging about all the bandits he or she slew, not realizing that the prince is an avowed pacifist. If an idea backfires on a player, apply disadvantage to the ability check or attack.

Multiple Ability Checks

Sometimes a character fails an ability check and wants to try again. You have a couple of options in this case.

In most cases, the character can simply try again. The only real cost is the time it takes. The character keeps trying and, after enough time passes, eventually succeeds. To speed things up, you can assume that a character can automatically succeed at a task if he or she spends twenty times the normal amount of time needed to complete it. This exception does not allow a character to turn an impossible task into a successful one.

In other cases, the first failure renders subsequent checks impossible. For instance, a rogue tries to trick a

town guard into thinking that the group members are undercover agents of the king. The rogue loses the contest of Charisma against Wisdom. The same lie told again clearly won't work.

COMMON TASKS

This section provides an overview of the sorts of things that characters typically attempt in D&D, as a guide to some of the most common ways that ability checks can be used in the game. For each of the six ability scores and the common tasks associated with them, this section offers guidelines for how difficult various tasks might be. Some examples of tasks a character might improvise are also included. As always, use your good judgment when applying these guidelines. They are meant to provide storytelling and adjudication options to you, not to tie your hands as a storyteller.

Strength

Strength measures a creature's physical power. Use a Strength check for any attempt to lift, push, pull, or break something, to force one's body through space, or to otherwise apply brute force to a situation.

The most common Strength checks are used to break an object, to climb, to jump, or to swim. Certain combat actions, including disarm, grapple, knock down, and push, also call for Strength checks, usually as a contest.

Break an Object

Easy (DC 10): Force open a stuck wooden door

Hard (DC 20): Break open a solid door held by a lock

Hard (DC 20): Break free of rope bonds

Very Hard (DC 25): Break open a solid door held by a wooden bar or elaborate lock

Formidable (DC 30): Break chains or manacles

Formidable (DC 30): Break open a heavy door held by a metal bar or a masterwork lock

Contest: Push a door open when someone else is holding it closed (against Strength)

Climb

Easy (DC 10): Scale a cliff with plenty of handholds

Moderate (DC 15): Climb a rough stone wall

Hard (DC 20): Climb a sheer surface with scant handholds

Formidable (DC 30): Climb an oiled rope

Jump

Easy (DC 10): Jump a few feet farther than you normally could

Hard (DC 20): Throw a grappling hook in the middle of a long jump

Swim

Easy (DC 10): Tread water in rough conditions

Hard (DC 20): Swim in stormy waters

Formidable (DC 30): Swim free of a vortex

Improvised Tasks

Moderate (DC 15): Push through an earthen tunnel that is too small

Hard (DC 20): Hang on to a wagon while being dragged behind it

Very Hard (DC 25): Tip over a large stone statue

Very Hard (DC 25): Keep a boulder from rolling

Hazards: Climbing or swimming in dangerous conditions can present hazards (falling or sinking, respectively) for failed ability checks. A very heavy object could fall on top of the character who's trying to lift or push it. A character might get stuck halfway in a tunnel while trying to force his or her way through.

Requirements: You might decide that a character can't attempt a Strength check without having some amount of leverage or a solid foothold.

Dexterity

Dexterity represents a creature's hand-eye coordination, agility, reflexes, and balance. Use a Dexterity check for tasks that require physical finesse or agility.

The most common Dexterity checks are used to balance, to conceal an object, to disable a trap, to drive a vehicle, to open a lock, to pick a pocket, to ride a mount, to sneak, or to tumble. Certain combat actions involve Dexterity checks, often as a defense against another maneuver such as grapple, disarm, or push.

Balance

Easy (DC 10): Walk across an icy surface

Moderate (DC 15): Walk on a narrow ledge

Hard (DC 20): Cross a wildly swaying rope bridge

Very Hard (DC 25): Walk across a tightrope

Very Hard (DC 25): Slide down a staircase while standing on a shield

Conceal an Object

Easy (DC 10): Perform simple feats of sleight of hand

Contest: Palm an object while under close observation (against Wisdom)

Disarm a Trap

Easy (DC 10): Keep a pit trap from opening when it's triggered

Moderate (DC 15): Keep a scything blade trap from triggering

Hard (DC 20): Prevent a poison needle or gas trap from springing

USING THESE DCS

These numbers are pretty easy to keep in your head, because we really don't want you to have to look at a table every time you have to decide on a DC. Here are some tips for using them at the table.

If you have decided that an ability check is called for, then clearly it's not a trivial task—you can eliminate DC 5.

Then ask yourself: "Is it easy, moderate, or hard?" If the only DCs you ever use are 10, 15, and 20, your game will run just fine.

If you find yourself thinking, "Well, it's *really* hard," then you can go up to the higher DCs, but do so with caution and consider the level of the characters. A DC 25 task is extremely hard for low-level characters to accomplish, but it becomes more reasonable after 10th level. A 1st-level character can hardly ever hit DC 30, so use that very sparingly. If you think the task really is next to impossible, then 35 is your DC, but bear in mind that even a 20th-level character who is skilled at the task in question needs some luck to accomplish such a task.

Here's another secret: You don't actually have to set the DC before the player rolls the ability check. Decide whether the character succeeds based on the check result. You'll probably find that your gut feeling (and the player's) squares pretty well with the set DCs presented here. A number below 10 is never going to make it unless the task is trivially simple. A number in the low teens is good enough for an easy task. A number in the high teens will succeed at a moderate task. And when a player rolls a 20 or better, there's usually little question that the character succeeds.

Your players will never know.

Very Hard (DC 25): Disarm an intricate trap

Formidable (DC 30): Disarm a magic trap

Drive

Moderate (DC 15): Control a heavily laden cart on a steep descent

Hard (DC 20): Steer a chariot around a tight turn or around an obstacle in your path

Open a Lock

Moderate (DC 15): Pick a simple lock

Hard (DC 20): Pick a typical lock

Very Hard (DC 25): Pick an elaborate lock

Formidable (DC 30): Pick a masterwork lock

Pick a Pocket

Contest: Pick someone's pocket (against Wisdom)

Ride

Easy (DC 10): Keep your seat on a rearing horse

Sneak

Contest: Hide in an obscured area (against Wisdom)

Tumble

Moderate (DC 15): Swing from a chandelier

Very Hard (DC 25): Somersault over a creature of the same size

Improvised Tasks

Easy (DC 10): Securely tie up a prisoner

Hard (DC 20): Wriggle free of rope bonds

Very Hard (DC 25): Slip out of manacles

Contest: Wriggle free of a grapple (against Strength)

Hazards: Balancing on a narrow surface and other acrobatic feats present the very real danger of falling. When attempting to disarm a trap, a bungled ability check often causes the trap to trigger. A hazard while picking someone's pocket is that the target notices the attempt.

Requirements: Proficiency with thieves' tools allows a character to attempt a Dexterity check to disable a trap or open a lock. Some acrobatic feats might require a certain amount of movement, or require the character to be wearing light or no armor.

Constitution

Constitution represents a creature's health, stamina, and vital force. Constitution saving throws are far more common than Constitution checks, because the endurance this ability represents typically comes into play in reaction to external events, not as an effort a character is making. If a character attempts a task that clearly relies on physical resilience and fortitude, use a Constitution check.

There are no common tasks that require Constitution checks. Use the following guidelines if characters attempt something that warrants a test of their endurance.

Improvised Tasks

Easy (DC 10): Quaff an entire stein of ale in one go

Moderate (DC 15): March overland for twelve hours in a day

Moderate (DC 15): Roll down a steep slope without taking damage

Hard (DC 20): Stay awake for forty hours



Hard (DC 20): Swim for an hour straight

Very Hard (DC 25): March overland for eighteen hours in a day

Very Hard (DC 25): Swim for three hours straight

Formidable (DC 30): March overland for twenty-four hours

Hazards: A badly failed Constitution check can mean taking damage. A swimming character might suffer a cramp that makes further swimming impossible, or a character attempting a forced march might sustain an injury.

Requirements: You might rule that some Constitution checks are impossible unless the character removes heavy armor.

Intelligence

Intelligence measures how well a creature learns and reasons. Use an Intelligence check when a character needs to draw on logic, education, or deductive reasoning.

The most common Intelligence checks are used to recall lore or to search.

Recall Lore

Easy (DC 10): Recall commonly-known facts

Easy (DC 10): Identify a common symbol

Moderate (DC 15): Recall specific details about commonly-known facts, or vague information about slightly obscure facts

Moderate (DC 15): Identify an uncommon monster

Hard (DC 20): Recall specific details about obscure facts, or vague information about truly esoteric facts

Hard (DC 20): Identify a spell as it is being cast (higher-level spells might be harder)

Hard (DC 20): Understand a dialect of a known language

Very Hard (DC 25): Recall specific details about truly esoteric facts known only to a few

Very Hard (DC 25): Identify an especially rare monster

Very Hard (DC 25): Decipher a simple message in an unfamiliar language

Very Hard (DC 25): Identify the persistent effects of a spell

Formidable (DC 30): Identify a unique monster

Search

Easy (DC 10): Find a simple tripwire or a pit covered with branches and leaves (when searching)

Moderate (DC 15): Find the signs of a creature passing across dry ground and deduce its nature and the direction of its travel

Moderate (DC 15): Find a hidden compartment in a chest

Hard (DC 20): Find a secret door

Hard (DC 20): Find a pressure plate in the floor or locate a transparent tripwire

Very Hard (DC 25): Find a particularly well-hidden secret door

Very Hard (DC 25): Find a well-disguised pressure plate

Improvised Tasks

Easy (DC 10): Communicate a simple idea to a creature that doesn't share your language

Moderate (DC 15): Deduce what kind of weapon caused an injury

Moderate (DC 15): Estimate the value of a piece of jewelry



Moderate (DC 15): Pull together a disguise to help an ally pass as a city guard

Hard (DC 20): Determine how to cause part of a tunnel to collapse

Hard (DC 20): Estimate the value of a gemstone

Very Hard (DC 25): Estimate the value of a rare, antique, or exotic item

Contest: Pass off a forged document as real (against Intelligence)

useful information.
Presentation sucks.

Hazards: An attempt to recall information presents the chance of recalling false information. A character might make dangerous mistakes about a monster's resistances or capabilities, collapse a tunnel in the wrong place, or discard a precious item after believing that it is worthless. A character searching for a trap runs the risk of finding it the hard way: by accidentally triggering the trap.

Requirements: You might require that a character have a magnifying glass to appraise gems or jewelry. For truly obscure information, sometimes the best knowledge is where to find the information, but actually unearthing the facts might require access to a specific tome or library.

Wisdom

Wisdom measures a creature's common sense, perception, self-discipline, and empathy. Use a Wisdom check in situations that call for intuition, gut feelings, or sensitivity to the environment.

The most common Wisdom checks are used to administer first aid, to handle an animal, to listen, to sense motive, to spot, or to track creatures.

Administer First Aid

Easy (DC 10): Identify a common ailment or poison from its symptoms

Moderate (DC 15): Stabilize a dying creature

Moderate (DC 15): Identify an uncommon ailment or poison

Hard (DC 20): Identify a rare ailment or poison

Handle an Animal

Moderate (DC 15): Get an animal to keep moving while tired

Hard (DC 20): Train an animal for a specific task

Hard (DC 20): Calm an aggressive wild animal

Very Hard (DC 25): Calm a panicked animal

Very Hard (DC 25): Rear a wild animal

Formidable (DC 30): Tame a wild animal

Listen

Moderate (DC 15): Eavesdrop on a conversation through a door

Contest: Hear someone who's trying to be silent (against Dexterity)

Sense Motive

Moderate (DC 15): Discern who among a cagey group is the leader

Moderate (DC 15): Read a person's motives or attitude

Hard (DC 20): Interpret enemies' hand signs

Very Hard (DC 25): Sense an outside influence on a person, such as an enchantment spell

Very Hard (DC 25): Eavesdrop on a whispered conversation through a door

Contest: Recognize a lie (against Charisma)

Contest: See through a disguise (against Charisma)

Spot

Hard (DC 20): Find a tiny item such as a gem in the midst of a lot of other items

Contest: Spot a creature that is hiding (against Dexterity)

Track Creatures

Easy (DC 10): Track a creature through snow or mud

Moderate (DC 15): Track a creature through a forest.

Hard (DC 20): Track a creature across dirt or grass

Very Hard (DC 25): Track a creature across bare stone

Formidable (DC 30): Track a creature across dirt or grass after a rainfall

Improvised Tasks

Easy (DC 10): Hunt and forage for food while traveling in the wilderness

Moderate (DC 15): Avoid natural hazards, such as quicksand

Hard (DC 20): Keep from getting lost while traveling in the wilderness

Hazards: Judging a person's motives presents the risk of dreadfully misreading those motives. A character might end up following the wrong set of tracks.

Requirements: It's rare for Wisdom checks to have requirements.

Charisma

Charisma measures a person's force of personality, persuasiveness, and leadership. Use Charisma checks in situations that require social skills and the ability to influence others.

The most common Charisma checks are used to bluff, to gather rumors, to intimidate, to perform, or to persuade.

Bluff

Contest: Fast-talk or con someone (against Wisdom)

Contest: Adopt a disguise (against Wisdom)

Contest: Impersonate someone's voice (against Wisdom)

Contest: Give false assurance to dull suspicion (against Wisdom)

Contest: Tell a convincing lie (against Wisdom)

Gather Rumors

Easy (DC 10): Gather the common gossip in a town or neighborhood

- Easy (DC 10):** Learn about the local power figures
- Moderate (DC 15):** Find what you need in an unfamiliar city
- Moderate (DC 15):** Find out who's really in power
- Hard (DC 20):** Weasel out local information only a few other people know
- Very Hard (DC 25):** Dig up obscure news or lore from a community

Intimidate

- Hard (DC 20):** Get an unruly crowd to move out of the way
- Hard (DC 20):** Badger allied soldiers into a fighting mood
- Hard (DC 20):** Goad a person into action
- Contest:** Pry information out of a prisoner (against Wisdom)

Perform

- Easy (DC 10):** Entertain a crowd with a tall tale
- Easy (DC 10):** Give a pleasing speech
- Moderate (DC 15):** Give a rousing or inspiring speech

Persuade

- Moderate (DC 15):** Calm and comfort a distraught person
- Contest:** Persuade someone to do something (against Wisdom)
- Contest:** Convince someone to back down from a confrontation (against Wisdom)

Hazards: The most likely hazards associated with a Charisma check are attracting unwanted attention, arousing suspicion, or angering someone.

Requirements: You might decide that a Charisma check requires bribes of some sort, from slipping an official some gold to buying an informant a drink.

Ability Checks and Interaction

Fighting monsters and navigating hazardous environments are only part of an adventurer's career. Characters will often find that words are a better resource than swords, spells, or brute force.

There are several schools of thought when it comes to handling interactions in a roleplaying game. Some DMs prefer to speak in character and adopt the mannerisms of a nonplayer character in the same way that an actor depicts a character.

Other DMs prefer to describe an NPC's dialogue, giving a basic outline of what an NPC has to say, rather than narrating the exact dialogue.

Players fall into similar camps. Don't try to force the players into one approach or the other. Just as some

people like to play fighters and others prefer rogues, so too do different players take different approaches to portraying their characters.

No matter which approach you use, an interaction should be driven by the back-and-forth between an NPC and the characters. Dice should come into play only when you are unsure about a conversation's outcome.

Players who shy away from roleplaying prefer to let the dice do the talking for them. For such players, it's probably best to rely on the dice, rather than force that player to go against his or her preferences.

Calling for Ability Checks

Characters don't need to make ability checks or enter into lengthy interactions when they buy supplies or order food in a tavern. Significant interactions in an adventure involve challenges and obstacles—persuading someone (or something) to do something he or she is not initially inclined to do, or not do something he or she wants to do. A significant interaction has objectives (things the characters want to accomplish) and obstacles (reasons why the NPCs don't want to acquiesce to the PCs).

When a character makes a firm argument, whether it's in support of an objective or an attempt to negate an obstacle, that's the time to ask for an ability check. Typically, the player characters and NPCs will exchange several lines of dialogue around each ability check.

Ability Check or Contest? In most cases, you use ability checks for social interactions. Contests should come into play only if two parties are in direct conflict, such as in an argument, a debate, or a negotiation.

Determining DCs

Picking a DC for an interaction ability check follows the normal guidelines for determining a DC, and it is important to consider the context of the check. A conversation is a fluid thing. Base the DC on what is happening in the moment. How has the conversation ebbed and flowed? What does an NPC think of the characters? A stilted, awkward exchange can turn a simple request into a high DC.

Think of whom the speaker is trying to sway or impress. You can do worse than start with an NPC's Wisdom score or Charisma score as a base DC. Use the target's Wisdom score for attempts to bluff or intimidate someone, while the Charisma score is a good choice in most other situations.

With that as a starting point, consider the NPC's attitude toward the speaker. A positive attitude can grant advantage, whereas a negative attitude or a faux pas can impose disadvantage.

MISCELLANEOUS RULES

Always Round Down

Whenever you divide a number in the game, round down if you end up with a fraction, unless a rule says otherwise. Do so even if the fraction is 0.5 or more.

Creature Size

During a battle, creatures take up different amounts of space on the battlefield. A lone ogre can block off a 10-foot-wide bridge, while over a dozen goblins could surround a storm giant. A creature's size determines how much space it takes up, how far its attacks can reach, and how many enemies can gang up on it.

Size	Space	Surround	Fills
Tiny	2.5 × 2.5 ft.	8	1
Small	5 × 5 ft.	8	1
Medium	5 × 5 ft.	8	1
Large	10 × 10 ft.	12	1.5
Huge	15 × 15 ft.	16	2
Gargantuan	20 × 20 ft.*	20	2.5

* or larger

Space: This is the area in feet that a creature occupies. A creature's space is not an expression of its actual physical dimensions, but the area it effectively owns in the game. A human isn't 5 feet wide, but it does own a space that wide, particularly in combat. If a human stands in a 5-foot-wide doorway, other creatures can't get through the doorway unless the human lets them.

A creature can squeeze through a space large enough for a creature one size category smaller than itself. When squeezing through such a space, every 5 feet of movement costs 5 extra feet of movement. While squeezing, a creature has disadvantage on



attacks and on Dexterity saving throws, and attacks against it have advantage.

Surround: This column represents the number of Medium creatures that can fit in a 5-foot radius around the creature.

Fills: When creatures of different size surround one opponent, a creature counts as this many Medium size creatures when determining how many can fit in the threatened area.

For example, eight Medium creatures can surround a fellow Medium creature. A pair of Gargantuan creatures (worth two and a half Medium each) and two Large creatures (worth one and a half each) could also surround a Medium creature.

Illumination

Characters face three broad categories of illumination in a typical D&D game.

Bright Light

Bright light is also called normal light. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Effect: Most creatures can see normally in bright light.

Dim Light

Dim light is also called shadows. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. Dim light is also common at twilight and just before dawn. A particularly brilliant full moon may cover the land beneath in dim light.

Effect: Creatures can see in dim light, but creatures and objects are lightly obscured within it.

Darkness

Darkness is common at night under an overcast sky or within the confines of an unlit dungeon or subterranean vault. Sometimes magic can create regions of darkness.

Effect: Normal creatures can't see anything in darkness and are effectively blinded. Someone in darkness is heavily obscured from creatures that don't have enhanced senses.

Holding Your Breath and Drowning

If a character is swimming underwater intentionally (not as a result of a failed ability check), the character can hold his or her breath for a number of minutes equal to his or her Constitution modifier (minimum 30 seconds).

A character who runs out of breath while underwater (usually as a hazard of a failed ability check) is drowning. While drowning, the character is restrained. As an action, a drowning character can make a Strength check to stop drowning. The DC to do so is at least 13, possibly higher if the water conditions warrant a more difficult ability check. The drowning character must breathe before a number of rounds pass equal to his or her Constitution modifier (minimum 1) or fall unconscious. Once unconscious, the drowning character loses all his or her remaining hit points. The character is dying and cannot be stabilized or recover hit points until he or she can breathe (either by being brought to the surface or by gaining the magical ability to breathe underwater). Once the character can breathe, normal means of restoring lost hit points can revive the character.

ENCOUNTERS AND REWARDS

Creating adventures is one of the great joys of being a Dungeon Master. It's your way to express yourself through imaginative elements of your own design. When you design an adventure, you call the shots.

At the same time, you'll usually want to design adventures that aren't too easy, or too deadly, for your players. When you decide on the locations your players will explore, the NPCs they will encounter, and the monsters they will fight, it's best to do so with a plan of what you want to accomplish.

BUILDING COMBAT ENCOUNTERS

Building a combat encounter is a matter of choosing threats appropriate to the characters—generally monsters and other dangerous creatures—and combining them in interesting and challenging ways. Encounter building is a mixture of art and science as you combine these threats together.

When you set out to create a combat encounter, first decide how challenging you want it to be. Easy encounters are speed bumps on the characters' path as they make their way through adventures, while tough encounters often form the climactic moment of an adventure. The bulk of the encounters in an adventure should fall in the average range.

The difficulty you choose for the encounter, combined with the number of characters in the party and their level, gives you a target experience point (XP) value for the encounter. The sum of the XP values of all the threats in the encounter should fall in the

neighborhood of this target, so you can select threats until you reach that target number.

You can think of this process as spending XP against a budget. The difficulty you choose gives you an XP budget, and you "buy" individual monsters or other threats to build your encounter until you've exhausted your budget.

To find your total XP budget, multiply the number of characters in the party by the XP value shown on the table below. For example, if you want to create an average encounter for four 3rd-level characters, use about 240 XP (60×4) for the encounter.

Level	Easy	Average	Tough
1	10	20	40
2	20	40	70
3	40	60	120
4	80	130	250
5	150	250	500
6	200	300	600
7	250	350	700
8	350	550	1,050
9	400	700	1,300
10	600	900	1,700
11	900	1,300	2,600
12	1,400	2,100	4,100
13	1,700	2,600	5,100
14	2,000	3,000	5,500
15	2,500	5,500	7,000
16	3,500	6,000	10,500
17	4,000	7,000	12,000
18	4,500	7,500	14,000
19	5,000	7,500	15,000
20	6,000	9,000	17,500

If the characters in your party are of different levels, you can either use their average level or choose the appropriate number for each character and add them together, as you please. So, if your party has two 3rd-level characters, one 4th-level character, and a 1st-level character, an average encounter for them would have about 270 XP ($60 + 60 + 130 + 20$).

Large Numbers of Monsters: If you want to build an encounter using a lot of monsters, bear in mind that the encounter might be more difficult than the table above indicates. If the characters are outnumbered 2 to 1, an easy encounter becomes average, and an average encounter becomes tough. If the characters are outnumbered 3 to 1, what looks like an easy encounter is probably tough. Use such large numbers of monsters with caution.

THE ADVENTURING DAY

When you're designing an adventure, you rarely have the ability to predict how much or how little the player characters will accomplish in any given stretch of time. As a rule of thumb, you can figure that the characters

will probably get through four average encounters, six or seven easy encounters, or two tough encounters before they have to take a long rest.

Since you can't predict the path your players will choose through an adventure, you can't really design an adventure around this daily target. But it might be helpful to bear it in mind, so you don't force the characters into three tough fights in a row or send monsters to close off the dungeon behind them after they've already fought their way through four average encounters. Keep the adventurers' need to rest in mind as you set up your adventures.

REWARDS

Experience points, treasure, and more intangible rewards keep characters moving on from encounter to encounter, level to level, and adventure to adventure. Small rewards come frequently, while large rewards provide a big boost once in a while. Both are important.

Without frequent small rewards, players begin to feel like their efforts aren't paying off. They're doing a lot of work with nothing to show for it. Without occasional large rewards, encounters feel like pushing a button to get a morsel of food—a repetitive grind with no meaningful variation.

Experience Points

Experience points are the fundamental reward of the game, just as encounters are the building blocks of adventures and campaigns. Every encounter comes with an experience reward to match its difficulty.

Every monster has its own XP value, specified with the rest of its statistics. An encounter is worth XP equal to the sum of all the monsters and other threats that make up the encounter. When characters overcome an encounter—typically by killing, routing, or capturing the opponents in a combat encounter—they divide the total XP value of the encounter evenly among them.

XP for Noncombat Encounters: It's up to you to decide whether to award XP to characters for overcoming challenges outside of combat. If characters successfully complete a tense negotiation with a baron,



forge a trade agreement with the surly dwarves, or navigate their way across the Chasm of a Thousand Deeps, you might decide that's an encounter worth an XP reward. Don't award XP, though, unless there was a meaningful risk of failure.

As a rule of thumb, gauge the difficulty of the encounter (easy, average, or tough) and award the characters XP as if it had been a combat encounter of the same difficulty.

You can also award XP when characters complete significant adventure objectives. You can treat major objectives as average encounters, and minor objectives as easy encounters.

Treasure

There's no assumed amount of gold, jewels, magic items, and other treasure for D&D adventures. You can give out as many or as few rewards as you like, though you might want to adjust the adventure difficulty to compensate for the level of the rewards you provide. You can also use the following guidelines for a more "middle of the road" amount of treasure offered.

You can think of treasure on an encounter-by-encounter basis. By this way of thinking, a good target is 12.5 gp per character per level for an average encounter. (So a party of four 3rd-level characters who overcome an average encounter might expect about 150 gp as a reward.) For an easy encounter, use about 7.5 gp per character per level. For a tough encounter, you can give out about 25 gp per character per level.

Alternatively, you can think about treasure spread out over an adventuring day, using the abstract measurement of a day discussed earlier. A good target for an adventuring day is about 50 gp per character per level. You can spread that treasure out over combat encounters as well as secret vaults, ancient chests, and the bottoms of spiked pits.

Whichever approach you choose, break up the treasure value into coins, gemstones, art objects, and other valuable but nonmagical items. Here are some suggested items to fill out your treasure hoards.

MAGIC ITEMS

In an adventure you create, you determine how many magic items characters can find. The game does not assume that characters need them to succeed. Magic items, when found at all, simply make characters better.

Thus, you can add or withhold magic items in your adventures as you see fit. Being somewhat stingy with magic item placement, especially at lower levels, means that players will appreciate such items all the more when they find some.

If you populate your tougher dungeon levels and adventures with more magic items, then players can influence the kind of magic items they obtain by accepting greater risks.

Identifying a Magic Item: Magic items rarely disclose their true nature, so adventurers rely on two spells to find and identify magic items: *detect magic* and *identify*. *Detect magic* indicates whether an item is magical, and *identify* reveals a magic item's properties, as well as any command words that an item might have. Without those spells, a character must rely on trial and error, or hope that an item bears an inscription that explains the item's use.

Charges: If a magic staff has charges, the staff regains $1d6 + 4$ expended charges each day at dawn. If a magic wand has charges, the wand regains $1d6 + 1$ expended charges each day at dawn.

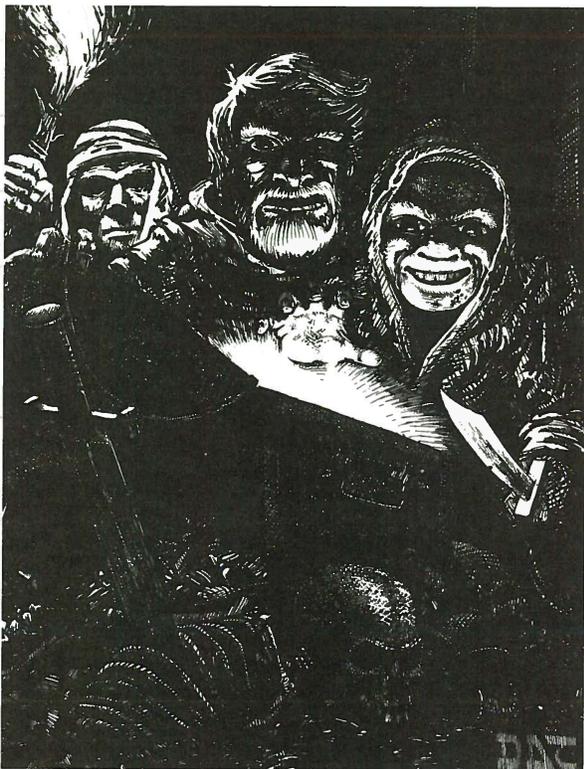
If a character expends the last charge in a staff or a wand, roll a d20. On a 1, the item crumbles, or turns into a mere stick, as its magic drains away.

Attunement: If a magic item's property bears the "Attuned" tag, a creature must attune itself to that item before it can use the property. The attunement process requires the creature to be in contact with the item for 10 minutes while concentrating on it. A creature can attune itself to no more than three magic items at a time. A creature can voluntarily end attunement by repeating the 10 minutes of concentration for each attuned item. Attunement also ends when the creature dies or when an attuned item has been more than 100 feet away from the creature for 24 hours.

Bag of Holding

Uncommon wondrous item

This appears to be an ordinary cloth sack, roughly 2 feet in diameter at the mouth and 4 feet deep.



Opening the sack reveals an interior space considerably larger than its outside dimensions.

Property: This bag can hold up to 500 pounds of weight, not exceeding a volume of 70 cubic feet. The bag always weighs 15 pounds, regardless of its contents.

Placing an object in the bag does not usually take an action, no matter how full the bag is. Retrieving an item from the bag requires an action, however.

If the bag is overloaded, or if a sharp object pierces it or tears it (from inside or outside), the bag ruptures and is ruined. Most of its contents are lost forever, but magic items turn up again somewhere in the world sooner or later. If a *bag of holding* is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. If a breathing creature is placed within the bag, it can survive for up to 10 minutes, after which time it begins to suffocate.

Secret: Placing a *bag of holding* inside a *portable hole* opens a rift to the Astral Plane. The rift sucks the bag's contents into the void, where they tumble away, lost forever.

Placing a *portable hole* inside a *bag of holding* opens a gate to a random plane of existence. The *portable hole*, the *bag of holding*, and all creatures within 10 feet of the items are forcibly drawn into the other plane. Both items are destroyed in the process.

Dust of Dryness

Uncommon wondrous item

This fine-grained gray powder sparkles in the light and is usually stored in a small pouch or envelope made of folded parchment.

A sniff of the powder reveals the scent of sunbaked clay and leaves one with a parched mouth. Touching dust of dryness dries the skin temporarily, and tasting a pinch causes thirst.

Property: You have $1d6 + 4$ pinches of this magic dust. As an action, you can sprinkle a pinch of it over water. The dust turns up to 100 gallons of water into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet can be picked up and carried; its weight is negligible.

The pellet can be smashed against a hard surface as an action, which causes the pellet to shatter and releases the same volume of water that the dust absorbed.

Dust of dryness is particularly deadly to water creatures. A water creature exposed to a pinch of dust must make a DC 12 Constitution saving throw. The creature takes $5d6$ necrotic damage on a failed save, and half as much damage on a successful one.

Flame Tongue

Rare magic weapon (long sword)

This blade is etched with flame designs that sometimes flare as if they were real fire. It is warm to the touch. In combat, the blade roars to life. It burns like a red dragon's tongue might, flaming scarlet and orange, and the weapon's tip exhales a thick spiral of black smoke.

Property: As an action, you can speak the sword's command word to cause flames to erupt from the blade. The flames emit bright light in a 20-foot radius and dim light for 20 feet beyond that. The flames last until you speak the command word again or until you drop or stow the item. Your attacks made using the weapon while it's flaming deal 2d6 extra fire damage.

Gauntlets of Ogre Power

Uncommon wondrous item

Made from thick leather, these gauntlets have iron studs on the back that run halfway down the length of each finger. The gauntlets are heavier than they look—as if lead were sewn between the layers of leather. A creature that dons the gauntlets feels as strong as an ogre, and the gauntlets do not seem nearly as weighty.

Property: While wearing *gauntlets of ogre power*, your Strength becomes 19. If your Strength is already 19 or higher, the gauntlets do not affect you.

Horn of Blasting

Rare wondrous item

This plain brass horn is badly dented, but despite the apparent damage, it is fully functional and highly resilient.

A *horn of blasting* functions as a normal trumpet unless someone speaks the command word and then blows the horn. Even without the command word, the horn emits a deep, roaring rumble when blown. The sound causes the ground in front of the horn to quake slightly, and dust kicks into the air as if disturbed by a sudden gale.

Property: If you use your action to speak the horn's command word and then blow the horn, it emits a thunderous blast in a 30-foot cone. Each creature in the cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage, and it is deafened for 1 minute. On a successful save, a creature takes half as much damage and is not deafened. Crystalline creatures and objects make the saving throw with disadvantage, and the damage against them is 7d6 instead of 5d6.

When the horn's magic is used more than once per day, each use beyond the first during a single day has a 20 percent cumulative chance of causing the horn to explode. The explosion deals 10d6 thunder damage to the blower and destroys the horn.



I LOVE THIS!! The
horn of blasting
should come in an
ACME box.

GEMS

d100	Value	Average	Examples
01-25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye; turquoise; freshwater (irregular) pearl
26-50	2d4 × 10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite; jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70	4d4 × 10 gp	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red, red-brown or deep green spinel; tourmaline
71-90	2d4 × 100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99	4d4 × 100 gp	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 × 1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

ART OBJECTS

d100	Value	Average	Examples
01-10	1d10 × 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11-25	3d6 × 10 gp	105 gp	Cloth-of-gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26-40	1d6 × 100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41-50	1d10 × 100 gp	550 gp	Silver comb with moonstones; silver-plated steel long sword with jet jewel in hilt
51-60	2d6 × 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61-70	3d6 × 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71-80	4d6 × 100 gp	1,400 gp	Eye patch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81-85	5d6 × 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86-90	1d4 × 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91-95	1d6 × 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96-99	2d4 × 1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 × 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Javelin of Lightning

Rare magic weapon (*javelin*)

This wooden javelin was carved from an ash tree that was struck by lightning. The javelin is tipped with iron, and iron wires in thunderbolt designs trace the javelin's length.

When the weapon is handled, tiny bolts of lightning leap to the wielder's hand from the shaft.

Property: You use this javelin by throwing it at a point up to 100 feet away. A 5-foot-wide line of lightning

travels from you to that point. Each creature in the line must make a DC 13 Dexterity saving throw. The creature takes 4d6 lightning damage on a failed saving throw, and half as much damage on a successful one.

Once you use the javelin in this way, it becomes a normal javelin until the next dawn, when the magical energy returns.

Potion of Climbing

Common consumable

This potion is separated into brown, silver, and gray layers resembling bands of stone. If the container is shaken, upon settling, the liquid separates once more. A person who samples the potion feels his or her fingers and toes itch and is momentarily filled with the desire to climb. Drinking it causes the person to notice on every vertical surface paths composed of tiny ledges, imperfections, and cracks that offer handholds and footholds.

Effect: As an action, you drink the potion. For 1 hour, you automatically succeed on any ability check you make to climb.

Potion of Healing

Common consumable

This liquid is a faintly phosphorescent blue. Sampling the potion produces a brief sense of well-being. A creature that drinks this potion feels the pain of its wounds lessen.

Effect: When you drink this potion, you regain 2d4 + 2 hit points.

Potion of Invisibility

Rare consumable

Sampling this colorless, transparent liquid causes the imbiber's body to flicker out of sight for a moment. A creature that drinks the potion instantly vanishes.

Effect: When you drink this potion, you—along with your clothing, armor, weapons, and other equipment—become invisible for 1 hour. The effect ends before that time if you make an attack or cast a spell that affects a creature other than yourself.

Potion of Water Breathing

Uncommon consumable

This greenish-blue fluid smells of the sea. A character who samples the potion coughs involuntarily.

Effect: After drinking this potion, you can breathe underwater for 1 hour.

Staff of Charming

Rare magic staff

This length of oak has end caps of silver. Fine threads of bright light twine almost hypnotically through the grain of the wood. A person grasping this weapon feels confident in social situations and believes that he or she can convince anyone of anything.

Property (Attuned): You must be a wizard to become attuned to this item.

The staff has 10 charges. As an action, you can expend 1 charge and cast one of the spells contained within the staff: *charm person*, *command*, or *comprehend languages*.

Secret: The staff's secret is revealed the first time the person wielding it is the target of an enchantment spell.

Once per day when you fail a saving throw against an enchantment spell, you can turn the failed saving throw into a successful one. Furthermore, you can expend one charge as your reaction to turn the effects of that enchantment spell against its caster, as if you had cast the spell.

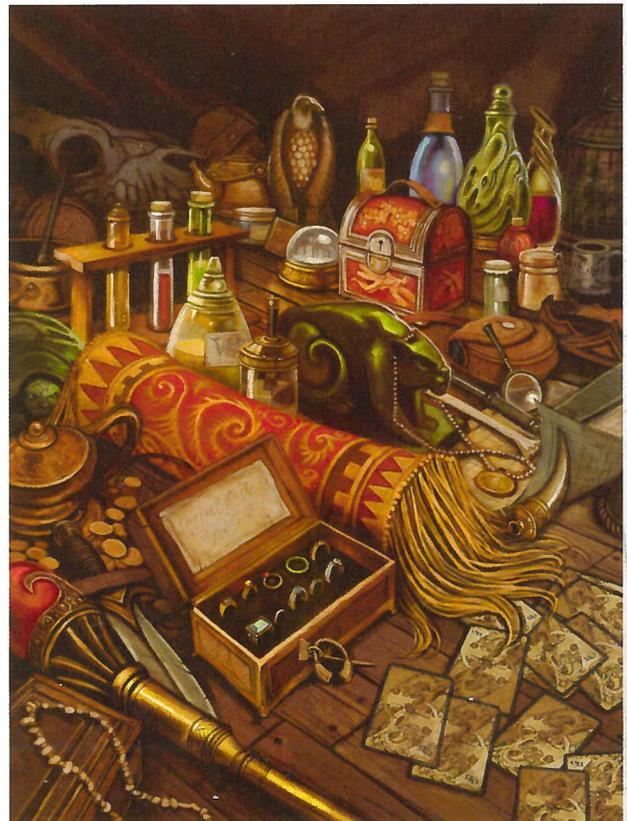
Wand of Enemy Detection

Uncommon magic wand

This pale wand is carved from aspen wood, capped on one end with a lens-shaped crystal. When the wand is held, the crystal glows faintly.

Property: The wand has 7 charges. If you are holding the wand when you roll initiative, you can expend 1 charge to roll a d8 and add the number rolled to your initiative.

While you hold the wand, you can use your action to expend 2 charges to sense the presence of enemies within 60 feet of you. If any enemies are within range, one end of the wand rapidly pulses with red light, and the wand tugs your hand in the direction of the nearest hostile creature within range. The wand detects an enemy even if it is invisible, hidden, or disguised. The wand's detection can penetrate barriers, but it is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt.



CHAPTER 6: BESTIARY

The world of DUNGEONS & DRAGONS teems with monsters, from the vermin-like kobolds, which build traps to waylay those who stumble into their lairs, to majestic dragons, which are so powerful that the mere sight of one is enough to strike fear in the hearts of the boldest heroes.

The monsters described in the following pages provide but a sampling of those found in the worlds of D&D and offer a hint at the types of foes adventurers will face as they set out to fight for glory, plunder, honor, the cause of good, or simply high adventure.

Monsters have many of the same attributes that characters do. Much of this common information is carried in the top portion of a monster's statistics block. The remainder of a monster's description consists of traits (innate abilities and characteristics) and actions that it can take during an encounter.

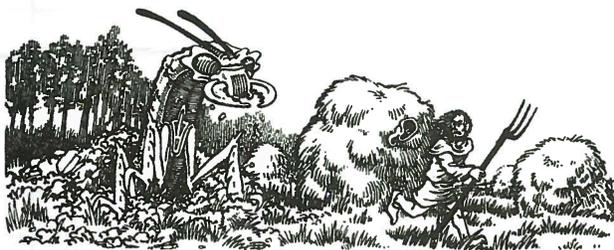
Senses: A monster that has a "Senses" line in its statistics block has one or more of the following abilities.

Blindsight: The creature can perceive anything within the specified range, even something that is invisible. This perception relies on nonvisual senses such as acute hearing, scent, or the ability to feel vibrations in the air.

Darkvision: The creature can see in darkness within the specified range. This vision renders things in black and white.

Low-Light Vision: The creature can see in dim light as well as it sees in bright light.

Recharge: Some monsters have actions they can use more than once, but only if they succeed at recharging them. At the start of the monster's next turn after it uses the action, roll a d6. If the roll is one of the results shown after the word "Recharge," the monster regains the use of that action. The action also recharges when the monster takes a short rest.



Animated Suit of Armor

Medium Construct

Armor Class 18 (plate mail)

Hit Points 18 (4d8); see Traits below

Speed 25 ft.

Senses blindsight 30 ft.

Str 14 (+2)

Dex 11 (+0)

Con 10 (+0)

Int 1 (-5)

Wis 3 (-4)

Cha 1 (-5)

Alignment unaligned

Languages –

TRAITS

Immunities: The armor is immune to disease, petrification, poison, gaze effects, and other attack forms that rely on sight. It cannot be blinded, charmed, frightened, paralyzed, stunned, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: The suit of armor makes two warhammer attacks.

Melee Attack–Warhammer: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d10 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 3

XP 80

What at first seems to be an empty suit of armor reveals its true nature when it lurches forward to swing a heavy warhammer at creatures in its path. Like most objects given a semblance of life through magic, the suit of armor is not alive, and if the magic fails, it collapses into a pile of mundane gear.

Ankheg

Large Beast

Armor Class 15

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 20 ft.

Senses darkvision 60 ft., blindsight 30 ft.

Str 15 (+2)

Dex 11 (+0)

Con 13 (+1)

Int 1 (-5)

Wis 13 (+1)

Cha 6 (-2)

Alignment unaligned

Languages –

TRAITS

Soft Underbelly: While the ankheg is prone, it takes a -3 penalty to AC.

Tunneler: When the ankheg burrows, it leaves behind a 5-foot-diameter tunnel.

ACTIONS

Melee Attack–Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) piercing damage and 3 (1d6) acid damage, and a Medium or smaller target is grappled and is restrained while grappled. While it has a creature grappled, the ankheg can bite only that creature. Whenever the ankheg takes damage, it releases the grapple.

Acid Spray (Recharge 6): If it has no creature grappled, the ankheg can breathe acid in a 30-foot line. Each creature in the line must make a DC 9 Dexterity saving throw. *Failed Save:* 10 (3d6) acid damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 4

XP 190

The ankheg burrows through earth like an earthworm and attacks with little warning, breaking through the ground to snatch anything it can reach—usually livestock, but any flesh will do—and drag it into the fetid tunnels where it makes its lair.

The ankheg cannot rip and tear with its maw, so instead it crushes and cuts up prey with its serrated mandibles and then dissolves the meal with its digestive enzymes. The ankheg uses these corrosive fluids as a defense if it feels threatened and expels a stream of the noxious stuff to cover its escape.

Ankhegs vary in size and coloration. Most specimens measure 10 feet in length and weigh up to 800 pounds. A thick brown carapace covers most of its body except for its pinkish underside. Six legs support its bulk, each multijointed and bristling with spikes. Glistening, multifaceted black eyes sit above its small sphincter-like maw and scimitar-like mandibles curve out from the sides of its head and meet just below its mouth.

Basilisk

Medium Beast

Armor Class 10

Hit Points 28 (5d8 + 5)

Speed 20 ft.

Senses darkvision 60 ft.

Str 13 (+1)

Dex 8 (-1)

Con 12 (+1)

Int 2 (-4)

Wis 14 (+2)

Cha 12 (+1)

Alignment unaligned

Languages –

TRAITS

Petrifying Gaze: A creature that starts its turn within 30 feet of the basilisk and can see the basilisk must either avert its eyes or make a DC 11 Constitution saving throw against petrification (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the start of its next turn. *Failed Save:* The target is restrained. The target can use its action to make a DC 11 Constitution check. If the check fails or is not made, the target turns to stone permanently.

A basilisk can be affected by its own gaze if it sees its own eyes reflected on a polished surface that's within 30 feet of it and in an area of bright light.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). Hit: 8 (2d6 + 1) piercing damage.

ENCOUNTER BUILDING

Level 3

XP 120

The basilisk can thrive in almost any environment, from a windswept mountaintop to a pestilential swamp. These slow-moving predators hunt at night, when their glowing green gaze pierces the darkness and transfixes a victim just long enough for it to rip the flesh and snap the bones with its powerful jaws.

Contrary to the claims of some explorers and scholars, the basilisk does not use its gaze to capture food. The creature derives no sustenance from eating stone.

Hence, in order to hunt for a meal it creeps through the gloom at night when its potential victims cannot see the monster clearly enough to be affected by its petrifying eyes. The basilisk primarily uses its gaze for protection against other predators (whether natural enemies or adventurers). It moves so slowly that it cannot outrun a great cat or even a crocodile, and so it needs merely to turn its eyes upon its foe to turn it to stone.

The basilisk is a reptilian monster, with a thick body supported by eight stocky legs. A large, bone-white horn rises up from its snout. Bony protrusions emerge from the base of its head and extend along the spine to the tip of its tail.

Beetle, Fire

Small Beast

Armor Class 11

Hit Points 3 (1d6)

Speed 30 ft.

Str 8 (-1)

Dex 10 (+0)

Con 10 (+0)

Int 3 (-4)

Wis 8 (-1)

Cha 7 (-2)

Alignment unaligned

Languages –

TRAITS

Glowing Glands: The fire beetle has two glands (one above each eye) that cast bright light in a 10-foot-radius sphere. The glands continue to cast light for 1d6 days after the beetle is slain.

ACTIONS

Melee Attack—Bite: +2 to hit (reach 5 ft.; one creature). Hit: 2 (1d4) piercing damage.

ENCOUNTER BUILDING

Level 1

XP 10

The smallest of the giant beetles, fire beetles thrive both aboveground and below, and tend to be nocturnal scavengers. A fire beetle takes its name from the two glowing glands just above its eyes. These glands give off bright red light but don't generate heat. Miners and adventurers discovered long ago that the luminosity of these glands usually persists for several days after their removal from a beetle.

Behir

Huge Monstrosity

Armor Class 15

Hit Points 114 (12d12 + 36); see Traits below

Speed 50 ft., climb 30 ft.

Senses darkvision 90 ft.

Str 20 (+5)

Dex 13 (+1)

Con 17 (+3)

Int 6 (-2)

Wis 14 (+2)

Cha 12 (+1)

Alignment neutral evil

Languages Draconic

TRAITS

Immunity: The behir is immune to lightning.

ACTIONS

Multiattack: The behir makes one bite attack and one constrict attack, or if the behir has a creature grappled, it can make six claw attacks against that creature.

Melee Attack—Bite: +6 to hit (reach 10 ft.; one creature). *Hit:* 12 (2d6 + 5) piercing damage.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d6 + 5) slashing damage.

Melee Attack—Constrict: +6 to hit (reach 10 ft.; one creature). *Hit:* 14 (2d8 + 5) bludgeoning damage, and a Large or smaller target is grappled and is restrained while grappled. The behir can have only one creature grappled at a time.

Lightning Breath (Recharge 5-6): The behir breathes lightning in a 20-foot line. Each creature in the line must make a DC 12 Dexterity saving throw. *Failed Save:* 24 (7d6) lightning damage. *Successful Save:* Half damage.

Swallow Whole: While grappling a Medium or smaller creature, the behir can make a bite attack against the creature, and if the behir hits, it also swallows the creature. A behir can swallow one creature at a time.

A swallowed creature takes 20 (3d6 + 10) acid damage at the start of each of the behir's turns until it escapes. A swallowed creature is blinded and restrained, but it can use its action to cut its way free by dealing 15 piercing or slashing damage to the gizzard (AC 12). A creature that frees itself falls prone in an unoccupied space within 5 feet of the behir.

ENCOUNTER BUILDING

Level 7

XP 1,880

A reptilian monster, the behir has a long, snake-like body supported by a dozen legs, each ending in grasping claws that enable the creature to race across the ground or slither up walls. Thick, banded scales cover its body, their coloration ranging from ultramarine to deep blue. A behir has a massive head atop a sinuous neck, and twin horns sprout and curve back from its skull.

The behir attacks prey by biting, then loops its body around its victim and constricts to crush bones while it uses its claws to rake flesh. When it can, it unhinges its jaw and swallows the creature whole. In addition to its physical attacks, a behir can spray lightning from its maw, blasting foes with a bolt of electricity.

Although behirs have draconic traits, they are not dragons and consider dragons as some of their greatest foes. A behir never shares territory with a dragon, and if one invades a behir's territory, the monster does everything it can to drive the dragon out. If the behir fails in this task, it will move off to find a new home in a place free of dragons and their kind.



Bugbear

Medium Humanoid (Goblinoid)

Armor Class 15 (leather, shield)

Hit Points 18 (4d8)

Speed 30 ft.

Senses darkvision 60 ft.

Str 15 (+2)

Dex 14 (+2)

Con 10 (+0)

Int 8 (-1)

Wis 11 (+0)

Cha 9 (-1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Stealthy +5: The bugbear gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Morningstar: +5 to hit (reach 5 ft.; one creature). Hit: 6 (1d8 + 2) piercing damage.

Ranged Attack—Javelin: +5 to hit (range 30 ft./120 ft.; one creature). Hit: 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 2

XP 40

The largest of the goblinoid races, bugbears are hulking and hairy brutes that gather in loose bands, usually sharing the same territory as their smaller cousins. Bugbears have large, muscular frames and stand about 7 feet tall. Thick fur, varying in color from light yellow to yellow brown, covers their bodies. Shaggy manes, brown to brick red, frame their savage, bestial features. A bugbear's nose is similar to that of a bear (hence the creature's name) and has the same fine sensitivity.

Bugbears appear clumsy and walk with a shambling gait, yet they can move quickly and with great stealth, allowing them to get the drop on their prey more often than not. Bullies by nature, they sometimes live in communities of goblins and evil humans, where they assert their dominance through displays of brute force.



Bulette

Large Monstrosity

Armor Class 17

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 30 ft. (5 ft. through solid rock)

Senses darkvision 60 ft.

Str 19 (+4)

Dex 11 (+0)

Con 21 (+5)

Int 2 (-4)

Wis 10 (+0)

Cha 5 (-3)

Alignment unaligned

Languages –

TRAITS

Leap: On land, the bulette can leap up to 30 feet horizontally and up to 10 feet vertically without a running start. Leaping counts as part of its movement.

ACTIONS

Melee Attack—Bite: +9 to hit (reach 5 ft.; one creature). Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap: The bulette leaps (see Traits above) into an occupied space. All other creatures occupying that space must make a DC 10 Dexterity saving throw. Failed Save: 11 (2d6 + 4) bludgeoning damage and 11 (2d6 + 4) slashing damage, and the target falls prone. Successful Save: The target moves to the nearest unoccupied square as a reaction or falls prone.

ENCOUNTER BUILDING

Level 7

XP 1,230

Known also in many realms as the land shark, the bulette lives only to eat. All other creatures shun bulettes, even monstrous ones.

Sages believe the bulette is the result of a mad wizard's experimental crossbreeding of a snapping turtle and an armadillo with infusions of demon ichor. The combination is a voracious predator that feeds largely on horses, humans, and, really, anything it can catch. Bulettes seem to have no taste for dwarves and avoid elves, yet are always ravenous for the flesh of halflings and are known to dig such individuals from their burrows. The stupid, irascible, and always hungry bulette fears nothing and will burst from the ground and attack even a heavily armed party just to eat a horse.

A typical bulette stands about 9½ feet tall at the shoulder and is about 12 feet long. It usually has a blue-brown head and hind portion, with plates and scales of gray-blue to blue-green. Its nails and teeth are dull ivory. The area around its yellowed eyes is brownish black.

Bullywug

Medium Humanoid

Armor Class 14 (leather, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

Senses low-light vision

Str 10 (+0)

Dex 12 (+1)

Con 13 (+1)

Int 9 (-1)

Wis 11 (+0)

Cha 7 (-2)

Alignment chaotic evil

Languages Bullywug

TRAITS

Aquatic: The bullywug can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Stealthy +5: The bullywug gains a +5 bonus to all ability checks to avoid detection.

Leap: On land, as part of the bullywug's movement, it can leap up to 20 feet horizontally and up to 10 feet vertically without a running start.

ACTIONS

Multiattack: The bullywug makes one bite attack and one spear attack.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

Melee Attack—Spear: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 2

XP 40

The bullywugs despoil any land they inhabit. A race of frog-like, amphibious humanoids, they infest swamps, marshes, meres, and other dank places, where they can dampen their moist hides. Bullywugs lack the wherewithal to cultivate their lands, and the creatures typically clear an area of every living they can eat until they deplete all its natural resources, at which point they pick up and move off to a new area.

Bullywugs have smooth, mottled, olive green skin. They vary in height, and can be shorter or taller than humans. They have broad, flat heads with wide mouths and bulbous eyes. Webs between their fingers and toes help them move easily through the fetid waters they inhabit. They speak in a guttural, croaking language.

Carrion Crawler

Large Beast

Armor Class 12

Hit Points 34 (4d10 + 12)

Speed 30 ft., climb 30 ft.

Senses darkvision 60 ft.

Str 14 (+2)

Dex 15 (+2)

Con 16 (+3)

Int 1 (-5)

Wis 12 (+1)

Cha 6 (-2)

Alignment unaligned

Languages –

ACTIONS

Multiattack: The carrion crawler makes one tentacles attack and one bite attack.

Melee Attack—Tentacles: +4 to hit (reach 5 ft.; one creature).

Hit: The target must make a DC 12 Constitution saving throw against poison. *Failed Save:* The target is paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns, ending the paralysis early on a successful save. The duration is cumulative with multiple hits.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) piercing damage.

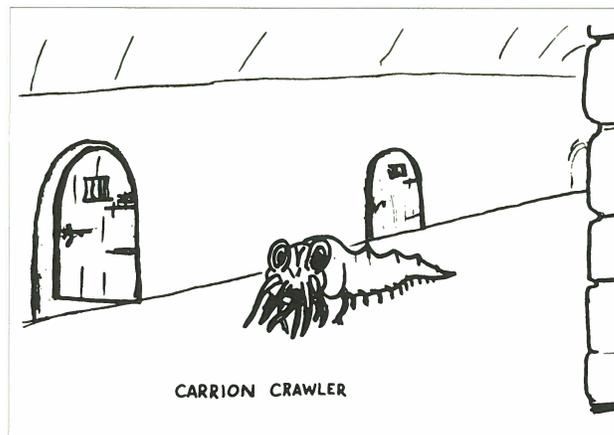
ENCOUNTER BUILDING

Level 3

XP 100

The carrion crawler scavenges in subterranean areas, feeding primarily on carrion. When carcasses become scarce, a crawler might turn to fresher fare.

The crawler has a long, segmented body supported by a dozen or more legs; each ends in a grasping appendage that enables it to scuttle up walls and crawl across ceilings. A writhing mass of tentacles rings its beak-like mouth. The crawler uses these tentacles to deliver a toxin that can incapacitate a horse or an even larger creature. Once it paralyzes its prey, the crawler advances to begin its feast.



CARRION CRAWLER

Centaur

Large Monstrosity

Armor Class 13 (shield)

Hit Points 30 (4d10 + 8)

Speed 60 ft.

Str 18 (+4)

Dex 12 (+1)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 11 (+0)

Alignment chaotic good

Languages Common plus one other (usually Elvish)

ACTIONS

Multiattack: The centaur makes one club attack and one hooves attack, or two longbow attacks.

Melee Attack—Club: +5 to hit (reach 5 ft.; one creature). Hit: 7 (1d6 + 4) bludgeoning damage.

Melee Attack—Hooves: +5 to hit (reach 5 ft.; one creature). Hit: 6 (1d4 + 4) bludgeoning damage.

Ranged Attack—Longbow: +2 to hit (range 150 ft./600 ft.; one creature). Hit: 5 (1d8 + 1) piercing damage. *Special:* While the centaur is wielding a longbow, its AC drops to 11.

ENCOUNTER BUILDING

Level 4

XP 190

Centaur dwell in secluded glades and pastures far from human-held lands. They distrust humans, dwarves, and most other races, though they tolerate gnomes and halflings, and tend to be friendly toward elves and might even come to their aid.

A centaur has the upper torso, arms, and head of a human being, and the lower body of a large, powerful horse. Roving bands of centaurs carry weapons and shields, though they do not usually wear barding, because it slows them down.

Centipede, Giant

Small Beast

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft., climb 20 ft.

Senses darkvision 60 ft.

Str 7 (-2)

Dex 14 (+2)

Con 11 (+0)

Int 3 (-4)

Wis 8 (-1)

Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Pack Tactics: The centipede gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature).

Hit: 1 piercing damage, and the target must make a DC 9

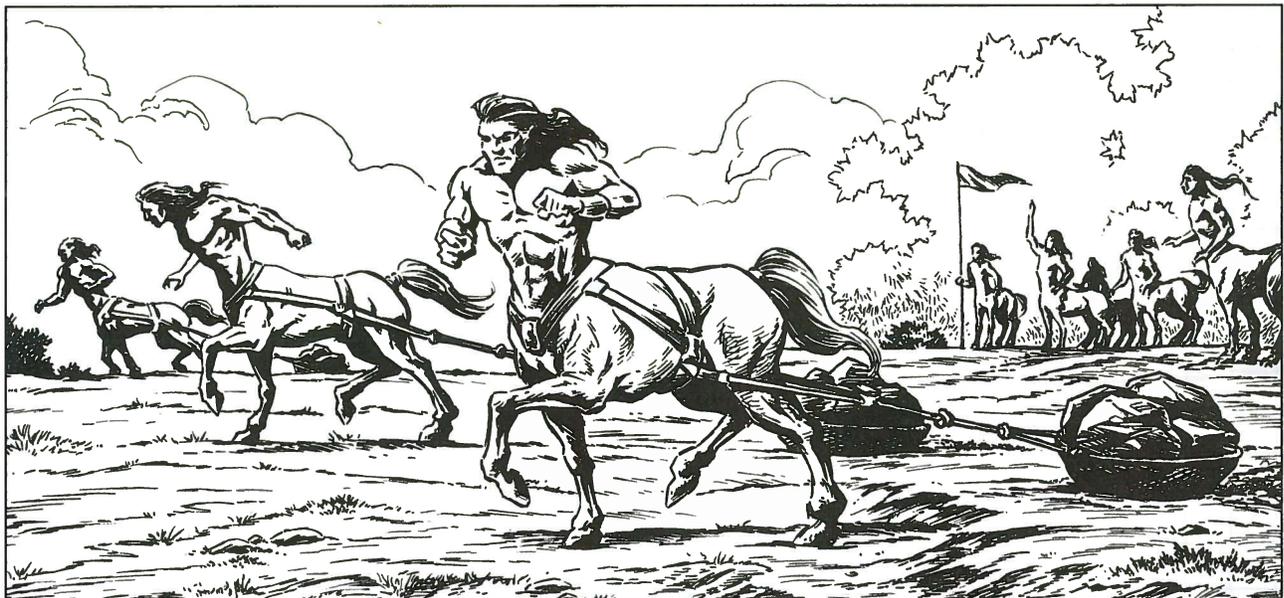
Constitution saving throw. *Failed Save:* The target takes a 5-foot penalty to speed and a -1 penalty to AC and Dexterity saving throws for 1d6 hours. This is a poison effect. Multiple bites have cumulative effects, but the duration remains unchanged.

ENCOUNTER BUILDING

Level 1

XP 10

Giant centipedes thrive in almost every location. A centipede's segmented body and many legs help it flow across the ground. The chitinous shell covering the segments protects the creature long enough for it to deliver its wicked, numbing sting. Centipedes found in rocky areas are gray, underground dwellers are black, and those in forests are red or brown.



Chimera

Large Monstrosity

Armor Class 14

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 30 ft.

Senses low-light vision

Str 18 (+4)

Dex 11 (+0)

Con 19 (+4)

Int 3 (-4)

Wis 14 (+2)

Cha 10 (+0)

Alignment chaotic evil

Languages understands Draconic

ACTIONS

Multiattack: The chimera makes a bite attack, a gore attack, and a rake attack.

Melee Attack—Bite: +7 to hit (reach 5 ft.; one creature). *Hit:* 14 (3d6 + 4) piercing damage.

Melee Attack—Gore: +7 to hit (reach 5 ft.; one creature). *Hit:* 10 (1d12 + 4) piercing damage.

Melee Attack—Rake: +7 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 5-6): The chimera breathes fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw. *Failed Save:* 21 (6d6) fire damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 7

XP 1,550

The chimera combines features of three creatures in a monstrous manner. It has the hindquarters of a huge goat, the foreparts of a lion, the wings of a dragon, and three large heads, one for each creature that makes up part of its form. It uses the claws on its forelegs to rake enemies, it can bite or gore with its lion and goat heads, and it spews flames from its dragon head.

The goatish parts of the chimera are black with amber eyes and yellow horns. The lion-like parts are tawny yellow with a dark brown mane, green eyes, and yawning red maw. The dragon wings are brownish-black, the head orange, and the eyes and mouth black.

Chimeras are unnatural creatures and are consumed by chaos and evil. They attack for sustenance and also for the joy of killing.



Death Knight

Medium Undead

Armor Class 18 (plate mail)

Hit Points 85 (9d8 + 45); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 20 (+5)

Dex 11 (+0)

Con 20 (+5)

Int 12 (+1)

Wis 16 (+3)

Cha 18 (+4)

Alignment chaotic evil

Languages Common

TRAITS

Dread Commander: The death knight and undead creatures under the death knight's command treat their hit points as doubled for the purpose of resisting turn undead effects.

Fear Aura: Any living creature hostile to the death knight that starts its turn within 5 feet of it must make a DC 15 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. *Successful Save:* The target is immune to the death knight's Fear Aura trait for the next 24 hours. This immunity also applies after the effect ends.

Immunities: The death knight is immune to disease, necrotic, and poison. It cannot be put to sleep and does not need to sleep, eat, or breathe.

Magic Resistance: The death knight has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The death knight makes three long sword attacks.

Melee Attack—Long Sword: +8 to hit (reach 5 ft.; one creature). *Hit:* 14 (2d8 + 5) slashing damage and 9 (2d8) necrotic damage.

Eldritch Fire (Recharge 5-6): The death knight chooses a point within 50 feet of it. Each creature in a 20-foot-radius cloud centered on that point must make a DC 15 Dexterity saving throw. *Failed Save:* 35 (10d6) fire damage. *Successful Save:* Half damage.

The fire ignites unattended flammable objects and damages objects in the area.

REACTIONS

Parry: As a reaction to a melee attack that hits it, a death knight can roll 2d6 and subtract the result from the damage taken from the attack.

ENCOUNTER BUILDING

Level 11

XP 4,930

Legend holds that only twelve death knights exist. Whether that assertion is true or not, the death knight is believed to be a form of lich created by a demon prince (most suppose Demogorgon) from a fallen human paladin.

A death knight resembles a hulking warrior clad in ornate plate mail that's tarnished and stained and armed with a long sword, usually one of magical power. Inside the helmet is a blackened skull with shreds of shriveled skin clinging to the bone. Fiery pinpricks burn in the eye sockets, a hint of the evil power that granted the creature its unlife.

All death knights have the fighting skills they had in life, but augmented with sinister power. The mere

presence of one is enough to unman its foes and send them fleeing in terror—and if they try to stand fast, the knight can call fires from the Abyss to incinerate them. A death knight almost always leads a company of lesser undead, as if the creature attracts these monsters to fight at its side.

Devil, Barbed (Hamatula)

Medium Fiend (Devil)

Armor Class 14

Hit Points 67 (9d8 + 27); see Traits below

Speed 30 ft.

Senses darkvision 100 ft.

Str 15 (+2)

Dex 17 (+3)

Con 16 (+3)

Int 12 (+1)

Wis 14 (+2)

Cha 14 (+2)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Immunities: The barbed devil is immune to fire and poison.

Damage Resistance: The barbed devil is resistant to cold and to damage from all nonmagical weapons except those made of silver.

Telepathy: The barbed devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

Vigilant: The barbed devil is never surprised.

ACTIONS

Multiattack: The barbed devil makes two claw attacks and one barbed tail attack.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d8 + 2) piercing damage, and the target must make a DC 12 Wisdom saving throw. *Failed Save:* The target is frightened until the end of its next turn. If the target is already frightened, the effect lasts for 1 additional minute.

Melee Attack—Barbed Tail: +5 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d10 + 2) piercing damage.

Produce Flame: A flame appears in the barbed devil's claw. As part of this action, the devil can hurl the flame at a creature or object within 50 feet of it, dealing 15 fire damage to the target (no attack roll required), or it can apply this damage to its next claw attack, whether the attack hits or misses.

The fire ignites any unattended flammable object it damages.

Summon Devil (1/day): The barbed devil can attempt to summon another barbed devil with a 30% chance of success. The summoned devil appears within 50 feet of the barbed devil, disappears if the barbed devil is slain, and cannot summon devils of its own.

ENCOUNTER BUILDING

Level 9

XP 2,400

The hamatulas, known as barbed devils to mortals, guard places of power throughout the third and fourth Hells. Barbed devils prefer to capture enemies and drag them to cells where the hamatulas can mete out further torment at their clawed hands.

Barbed devils have no need to take up weapons or armor. Horny barbs jut from their hands, suited for



catching and tearing flesh. Each has a long, barbed tail whose sharpened tip can punch through the thickest armor. A hamatula has a wiry build and a mottled hide, with barbs and spikes breaking the flesh in various places on its body. It stands about 7 feet tall.

uh, art is upside-down. Please fix.

Devil, Bone (Osluth)

Large Fiend (Devil)

Armor Class 14

Hit Points 95 (10d10 + 40); see Traits below

Speed 40 ft., fly 40 ft.

Senses darkvision 100 ft.

Str 18 (+4)

Dex 16 (+3)

Con 18 (+4)

Int 13 (+1)

Wis 14 (+2)

Cha 16 (+3)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Fear Aura: Any creature hostile to the devil that starts its turn within 5 feet of it must make a DC 12 Charisma saving throw. **Failed Save:** The creature is frightened for 1 minute. **Successful Save:** The creature is immune to this bone devil's fear aura for 24 hours.

Immunities: The bone devil is immune to fire and poison.

Damage Resistance: The bone devil is resistant to cold and to damage from all nonmagical weapons except those made of silver.

Telepathy: The devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The devil makes two claw attacks. If it hits with both attacks, a Large or smaller target is grappled. The devil can grapple only one creature at a time.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) slashing damage.

Melee Attack—Hook: +6 to hit (reach 10 ft.; one creature). *Hit:* 17 (2d12 + 4) piercing damage, and a Large or smaller target is grappled. The devil can grapple only one creature at a time.

Summon Devils (1/day): The bone devil can attempt to summon two bone devils or one ice devil with a 40% chance of success. Summoned devils appear within 50 feet of the bone devil, disappear if the bone devil is slain, and cannot summon devils of their own.

REACTIONS

Sting: When a creature grappled by the devil starts its turn, the devil makes the following attack against the creature.

Melee Attack—Sting: +6 to hit (reach 10 ft.; the creature grappled by the devil). *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw. **Failed Save:** 10 (3d6) poison damage, and for 1 minute the target has disadvantage on Strength checks and Strength saving throws, and deals minimum damage on Strength-based attacks.

ENCOUNTER BUILDING

Level 10

XP 3,520

Osluths, also called bone devils, can be found throughout the Nine Hells of Baator, but are most numerous in the fifth Hell. Infamous for their maliciousness and cruelty, they take special pleasure in tormenting less powerful creatures and opening up their victims to see what's inside them. Bone devils prefer cold areas to hot ones, but they can adapt to almost any environment.

Nearly every bone devil carries a great bone hook. Osluths use these weapons to snare and wound their

foes. If one loses its weapon, it can resort to its claws to rend its foes.

Bone devils stand 9 feet tall. They have gaunt, emaciated frames, and yellow insectile wings, like those found on cicadas, that sprout from their backs and carry them into the air.

Devil: Imp

Tiny Fiend (Devil, Shapechanger)

Armor Class 13

Hit Points 7 (2d4 + 2); see Traits below

Speed 15 ft., fly 30 ft.

Senses darkvision 60 ft.

Str 6 (-2)

Dex 17 (+3)

Con 13 (+1)

Int 11 (+0)

Wis 12 (+1)

Cha 14 (+2)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Immunities: The imp is immune to fire and poison.

Magic Resistance: The imp has advantage on saving throws against magical effects.

Damage Resistance: The imp is resistant to nonmagical weapons except those made of silver.

ACTIONS

Melee Attack—Sting: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw. **Failed Save:** 10 (2d8 + 1) poison damage.

Change Shape: The imp polymorphs into a Small monstrous spider, goat, or boar, or a Tiny raven or cave rat, and can remain in this form indefinitely. The imp's statistics do not change when it assumes a new shape (except for its size). The imp reverts to its natural form when killed.

Invisibility: The imp turns invisible until it attacks, casts a spell, or ends the effect. It can end the effect at any time without using an action.

Suggestion (Recharge 6): The imp chooses a creature within 50 feet of it that can hear and understand it. The creature must make a DC 10 Wisdom saving throw. **Failed Save:** The target is charmed until the end of its next turn. During that turn, the imp can verbally control how the target uses its action and movement, but cannot command the target to harm itself.

ENCOUNTER BUILDING

Level 3

XP 100

Imps are found serving evil spellcasters as councilors, spies, or (most often) familiars. More powerful fiends send these minor devils to tempt mortals to the path of darkness and convince them to offer up their souls for magical power. An imp often conceals its true nature by changing its shape into that of a spider, a rodent, or some other small animal.

In its true form, an imp looks like a tiny humanoid with leathery wings, a barbed tail, and sharp, twisted horns. Imps have dark red skin and white horns and teeth. They stand about 2 feet tall and weigh about 8 pounds.

Devil: Lemure

Medium Fiend (Devil)

Armor Class 9

Hit Points 9 (2d8); see Traits below

Speed 15 ft.

Senses darkvision 100 ft.

Str 10 (+0)

Dex 8 (-1)

Con 10 (+0)

Int 1 (-5)

Wis 11 (+0)

Cha 3 (-4)

Alignment lawful evil

Languages –

TRAITS

Hellborn: While in the Nine Hells, a lemure reduced to 0 hit points re-forms at the start of its next turn with maximum hit points. If it is reduced to 0 hit points by a blessed weapon or splashed with holy water while at 0 hit points, it does not re-form and is permanently slain.

Immunities: The lemure is immune to fire and poison. It cannot be charmed or frightened.

ACTIONS

Melee Attack—Slam: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) bludgeoning damage.

ENCOUNTER BUILDING

Level 1

XP 20

Souls damned to the Nine Hells of Baator are often reborn as lemures—revolting blobs of molten flesh. Anguish twists a lemure's face into a distorted visage, awful to behold.

Lemures surge forward, being nearly mindless, and hammer at their victims with their fleshy, dripping appendages. They fight without fear, realizing that death is a respite, albeit a momentary one, before their torment begins anew.



Devil, Spined (Spinagon)

Small Fiend (Devil)

Armor Class 13

Hit Points 10 (3d6); see Traits below

Speed 20 ft., fly 30 ft.

Senses darkvision 100 ft.

Str 9 (-1)

Dex 17 (+3)

Con 10 (+0)

Int 11 (+0)

Wis 14 (+2)

Cha 8 (-1)

Alignment lawful evil

Languages Common, Infernal

TRAITS

Immunity: The spined devil is immune to fire.

Damage Resistance: The spined devil is resistant to cold and to nonmagical weapons except those made of silver.

Swoop: The spined devil doesn't provoke opportunity attacks when it flies out of a hostile creature's reach.

Telepathy: The spined devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack: The spined devil makes one claws attack and one tined fork attack, or two spine attacks.

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature). *Hit:* 4 (2d4 - 1) slashing damage.

Melee Attack—Tined Fork: +5 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 - 1) piercing damage (minimum 1 damage).

Ranged Attack—Spine: +5 to hit (range 20 ft./80 ft.; one creature). *Hit:* 2 (1d4) piercing damage and 3 (1d6) fire damage. *Special:* The spined devil has twelve spines and regrows spines at the rate of one per hour.

Summon Devil (1/day): A spined devil can attempt to summon 1d4 other spined devils with a 35% chance of success. Summoned devils appear within 50 feet of the spined devil, disappear if the spined devil is slain, and cannot summon devils of their own.

ENCOUNTER BUILDING

Level 3

XP 80

Found throughout the Nine Hells, the spined devils, known also as spinagons, soar through the skies of the various layers, dispatched to run errands for their dark masters. They might be encountered while herding lemures, a thankless task often delegated to these relatively small and weak devils. Spined devils grow sharp protrusions all over their bodies, and they can snap off these spines and throw them as weapons.

Spined devils rarely engage their foes in close quarters. They harry them from above, hurling their fiery spines at enemies on the ground until they deplete their numbers. When one has to engage a foe directly, it swoops down, attacking with its tined fork and then winging away before its foes have a chance to react.

A spinagon stands about 3 feet tall. It has a thin, spindly body, with leathery wings sprouting from its back.

Displacer Beast

Large Monstrosity

Armor Class 12

Hit Points 51 (6d10 + 18)

Speed 40 ft.

Senses darkvision 60 ft.

Str 18 (+4)

Dex 15 (+2)

Con 16 (+3)

Int 3 (-4)

Wis 12 (+1)

Cha 8 (-1)

Alignment lawful evil

Languages –

TRAITS

Avoidance: Whenever a displacer beast makes a saving throw to take half damage from a damage source, it instead takes no damage on a successful saving throw, and only half damage on a failed saving throw.

Displacement [Magic]: A creature has disadvantage on attack rolls against a displacer beast unless the attacker is under the effect of a *true seeing* spell. If the beast takes damage, this trait ceases to function until the start of its next turn. This trait also ceases to function while the beast is paralyzed, restrained, unconscious, or otherwise unable to move.

ACTIONS

Multiattack: The displacer beast makes two tentacle attacks.

Melee Attack—Tentacle: +6 to hit (reach 10 ft.; one creature). Hit: 9 (1d10 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 6

XP 540

A displacer beast resembles a puma with six legs, glowing green eyes, and two muscular tentacles growing from its shoulders. It has luxurious, blue-black fur and a long, feline body and head. One can grow to about 10 feet in length and weigh up to 500 pounds. The creature's tentacles end in pads equipped with horny ridges.

Displacer beasts favor small game, but they eat anything they can catch. They regard all other creatures as prey.

Displacer beasts have a unique self-defense system: Each one is surrounded by a light-bending magical



field that distorts how other creatures perceive it. As those creatures discover, a displacer beast is often not exactly where it appears to be, but a few feet off to the side in one direction or another. While an enemy swipes ineffectually against the beast's displaced image, the displacer beast hammers the foe using its tentacles until its prey succumbs and the beast can safely eat.

Dragon, Black

Huge Dragon

Armor Class 15

Hit Points 126 (12d12 + 48)

Speed 60 ft., fly 150 ft., swim 60 ft.

Senses blindsight 60 ft., darkvision 120 ft.

Str 23 (+6)

Dex 10 (+0)

Con 19 (+4)

Int 12 (+1)

Wis 13 (+1)

Cha 12 (+1)

Alignment chaotic evil

Languages Common, Draconic

TRAITS

Aquatic: The dragon can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Frightful Presence: A creature that starts its turn within sight of the dragon must make a DC 14 Wisdom saving throw.

Failed Save: The target is frightened for 1 minute; while frightened, the target must use its movement to move away from the dragon. As an action, the frightened target can make a DC 14 Wisdom or Charisma check to end this effect. **Successful Save:** The target is immune to the dragon's frightful presence for the next 24 hours. This immunity also applies once the effect ends.

Immunities: The dragon is immune to acid. It cannot be paralyzed or put to sleep.

Keen Senses: The dragon gains a +5 bonus to all ability checks to detect hidden creatures.

Magic Resistance: The dragon has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The dragon makes one bite attack and two claw attacks, or one bite attack and one tail attack.

Melee Attack—Bite: +9 to hit (reach 10 ft.; one creature). Hit: 13 (2d6 + 6) piercing damage.

Melee Attack—Claw: +9 to hit (reach 5 ft.; one creature). Hit: 10 (1d8 + 6) slashing damage.

Melee Attack—Tail: +9 to hit (reach 10 ft.; one creature). Hit: 10 (1d8 + 6) bludgeoning damage and, if the target is Large or smaller, the dragon either pushes the target up to 10 feet away or knocks it prone (dragon's choice).

Acid Breath (Recharge 5-6): The dragon breathes acid in an 80-foot line. Each creature in the line must make a DC 16 Dexterity saving throw. **Failed Save:** 18 (4d6 + 4) acid damage. **Successful Save:** Half damage.

ENCOUNTER BUILDING

Level 10

XP 3,920



Dragon Wyrmling, Black

Medium Dragon

Armor Class 14

Hit Points 22 (4d8 + 4); see Traits below

Speed 30 ft., fly 30 ft., swim 30 ft.

Senses blindsight 30 ft., darkvision 60 ft.

Str 13 (+1)

Dex 10 (+0)

Con 13 (+1)

Int 8 (-1)

Wis 9 (-1)

Cha 10 (+0)

Alignment chaotic evil

Languages Common, Draconic

TRAITS

Aquatic: The dragon can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Immunities: The dragon is immune to acid. It cannot be paralyzed or put to sleep.

Magic Resistance: The dragon has advantage on saving throws against magical effects.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Acid Breath (Recharge 5-6): The dragon breathes acid in a 20-foot line. Each creature in the line must make a DC 10 Dexterity saving throw. *Failed Save:* 8 (2d6 + 1) acid damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 2

XP 50

Black dragons are evil-tempered, cunning, and malevolent—characteristics reflected in their crafty, sinister-looking faces. They are sometimes known as skull dragons because of their deep-socketed eyes and distinctive nasal openings.

Adding to the dragon's skeletal appearance is the gradual deterioration of the hide around the base of its horn and its cheekbones. This erosion increases with age and does not harm the dragon. When the creature hatches, a black dragon's scales are thin, small, and glossy. As the dragon ages, they become larger, thicker, and duller, helping it camouflage itself in swamps and marshes.

Black dragons lair in large, damp caves and multi-chambered caverns. They smell of rotting vegetation and foul water, with an acidic undertone. They often hide their lair entrances behind vines, underbrush, and branches. Black dragons eat fish, mollusks, and other aquatic creatures. They also hunt red meat, but like to "pickle" such prey by letting it lie in a pond within its lair for days before eating it.

Black dragons are especially fond of coins. An older dragon might capture enemies and question them about stockpiles of gold, electrum, and platinum coins before killing them.

Dragon, Green

Huge Dragon

Armor Class 16

Hit Points 127 (12d12 + 55)

Speed 60 ft., fly 150 ft., swim 60 ft.

Senses darkvision 100 ft.

Str 23 (+6)

Dex 13 (+1)

Con 20 (+5)

Int 13 (+1)

Wis 13 (+1)

Cha 14 (+2)

Alignment lawful evil

Languages Common, Draconic

TRAITS

Aquatic: The dragon can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Immunities: The dragon is immune to poison. It cannot be paralyzed or put to sleep.

Frightful Presence: A creature that starts its turn within sight of the dragon must make a DC 14 Wisdom saving throw.

Failed Save: The target is frightened for 1 minute; while frightened, the target must use its movement to move away from the dragon. As an action, the frightened target can make a DC 14 Wisdom or Charisma check to end this effect. **Successful Save:** The target is immune to the dragon's frightful presence for the next 24 hours. This immunity also applies once the effect ends.

Keen Senses: The dragon gains a +5 bonus to all ability checks to detect hidden creatures.

Magic Resistance: The dragon has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The dragon makes one bite attack and two claw attacks, or one bite attack and one tail attack.

Melee Attack—Bite: +7 to hit (reach 10 ft.; one creature). *Hit:* 19 (2d12 + 6) piercing damage.

Melee Attack—Claw: +7 to hit (reach 5 ft.; one creature). *Hit:* 15 (2d8 + 6) slashing damage.

Melee Attack—Tail: +7 to hit (reach 10 ft.; one creature). *Hit:* 15 (2d8 + 6) bludgeoning damage and, if the target is Large



or smaller, the dragon either pushes the target up to 10 feet away or knocks it prone (dragon's choice).

Poison Breath (Recharge 5-6): The dragon breathes poisonous gas in a 60-foot cone. Each creature in the area must make a DC 14 Constitution saving throw. *Failed Save:* 25 (6d6 + 4) poison damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 12 XP 5,310

The belligerent green dragon attacks without provocation. Its toothy jaw and arrogant crest warn other creatures of its aggressive behavior.

A green dragon wyrmling has thin, very small scales of deep green that appear nearly black. As the dragon ages, the scales grow larger and lighter, turning various shades of light and dark green, which helps it blend in with its wooded surroundings. Clusters of hornlets at the brows and chin enhance its fearsome appearance.

Green dragons lair in forests—the older the forest and bigger the trees, the better. They prefer caves that open onto cliffs or hillsides, and their nearby presence can be detected by the stinging odor of chlorine. Although they will eat practically anything, including shrubs and small trees when hungry enough, green dragons especially savor elves and other fey creatures.

Dwarf, Shield

Medium Humanoid (Dwarf)

Armor Class 14 (ring mail)

Hit Points 6 (1d8 + 2); see Traits below

Speed 25 ft.

Senses darkvision 60 ft.

Str 13 (+1) Dex 10 (+0) Con 14 (+2)

Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment any

Languages Common, Dwarvish

TRAITS

Dwarven Resilience: The dwarf has advantage on saving throws against poison and is resistant to poison damage.

Stonecunning: While underground, the dwarf has advantage on all Wisdom checks to listen and spot, and knows its approximate depth beneath the surface.

ACTIONS

Melee Attack—Warhammer: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d8 + 1) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 XP 10

Shield dwarves live in the northern reaches of western and central Faerûn and are the most numerous and widespread of the Stout Folk, though their numbers have been steadily declining as a result of their interminable wars with goblins, giants, and trolls.

A typical shield dwarf stands 4½ feet tall and weighs about as much as an adult human. Shield dwarves are fair-skinned, and most have green or silvered blue eyes and hair ranging from brown to reddish brown. Both genders wear their hair long, and males (and some females) pride themselves on their long, carefully groomed beards.

Shield dwarves take their oaths seriously and never break their words. They are as famous for their stubbornness as for their craftsmanship, and both qualities have allowed them to cling to their ancient holdfasts, both by refusing to budge and from the quality of the traps and defenses they construct to hold back the enemy tide.



Elementals

Elementals are incarnations of the elements that compose existence. They are as wild and dangerous as the forces that birthed them. The most common elementals are those spawned from air, earth, fire, and water. They seldom leave their home planes except when summoned elsewhere by a spell.

Elemental, Air

Large Elemental (Air)

Armor Class 13

Hit Points 45 (7d10 + 7); see Traits below

Speed 0 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 14 (+2) **Dex** 17 (+3) **Con** 13 (+1)

Int 6 (-2) **Wis** 10 (+0) **Cha** 10 (+0)

Alignment neutral

Languages Auran

TRAITS

Immunities: The elemental is immune to disease and poison. It cannot be knocked prone, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Formless: The elemental can squeeze through gaps that are at least 1 inch wide.

Damage Resistance: The elemental is resistant to lightning, thunder, and nonmagical weapons.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). **Hit:** 11 (2d8 + 2) bludgeoning damage.

Melee Attack—Whirlwind (Recharge 4–6): +4 to hit (reach 5 ft.; one creature). **Hit:** 9 (2d6 + 2) bludgeoning damage, and the target must make a DC 12 Strength saving throw if it is Large or smaller. **Failed Save:** The target is engulfed. While engulfed, the target is pulled into the elemental's space and restrained, and it takes 9 (2d6 + 2) bludgeoning damage at the start of each of the elemental's turns until it escapes. The target can escape by making a DC 11 Strength or Dexterity check as part of its movement. On a success, the target is no longer restrained and can complete its movement.

A creature next to the elemental can pull a creature or object out of it with a DC 11 Strength check as an action.

The elemental can engulf up to one Large creature or up to four Medium or smaller creatures at a time.

When the elemental moves, any creatures it has engulfed automatically move with it.

ENCOUNTER BUILDING

Level 5

XP 350

Air elementals are among the swiftest and most agile creatures in existence. An air elemental appears as an amorphous, shifting cloud. Darker bits of swirling vapor give viewers the impression that it has two eyes and a mouth.

Elemental, Earth

Large Elemental (Earth)

Armor Class 13

Hit Points 68 (8d10 + 24); see Traits below

Speed 30 ft.

Str 19 (+4)

Dex 8 (-1)

Con 16 (+3)

Int 5 (-3)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Terran

TRAITS

Earth Glide: The earth elemental can move through stone, dirt, or any other sort of rock (except metal ore) as if that material weren't there, leaving no sign of its passage.

Immunities: The elemental is immune to disease and poison, and it cannot be paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Damage Resistance: The elemental is resistant to nonmagical weapons.

Vulnerability: The elemental is vulnerable to thunder.

ACTIONS

Melee Attack—Slam: +6 to hit (reach 10 ft.; one creature).

Hit: 17 (3d8 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 6

XP 970

Earth elementals are so strong and tough that they can pound almost anything into rubble. An earth elemental looks like a very large stony humanoid. When one is summoned to the Material Plane, it is composed of whatever sort of material (dirt, stones, precious metals, or gems) was used for the summoning. An earth elemental has a cold, expressionless face with a mouthlike opening and two gems or shiny stones that sparkle in its eye sockets.



Elemental, Fire

Large Elemental (Fire)

Armor Class 12

Hit Points 52 (7d10 + 14); see Traits below

Speed 50 ft.

Str 10 (+0)

Dex 15 (+2)

Con 14 (+2)

Int 6 (-2)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Ignan

TRAITS

Checked by Water: A fire elemental takes 5 cold damage each time it starts its turn in a body of water of its size or larger. Fire elementals cannot willingly cross bodies of water 10 feet wide or wider.

Immunities: The elemental is immune to disease, fire, and poison. It cannot be knocked prone, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Damage Resistance: The elemental is resistant to nonmagical weapons.

ACTIONS

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (3d6) fire damage, and the target must make a DC 13 Dexterity saving throw. *Failed Save:* The target catches fire and takes 3 (1d6) fire damage at the start of each of its turns. A creature can use its action to extinguish the flames, which ends this effect. Any event that smothers the fire likewise ends the effect.

ENCOUNTER BUILDING

Level 6

XP 570

Fire elementals are fast and agile. The merest touch from the creature's fiery body is sufficient to set many materials aflame. A fire elemental looks like a tall sheet of flame with an appendage on each side. These "arms" seem to flicker back into the creature's flaming body, only to spring out again seconds later. The only facial features of a fire elemental are two large, glowing patches of brilliant blue flame, which seem to function as eyes.

Elemental, Water

Large Elemental (Water)

Armor Class 12

Hit Points 60 (8d10 + 16); see Traits below

Speed 40 ft., swim 40 ft.

Senses darkvision 60 ft.

Str 18 (+4)

Dex 14 (+2)

Con 14 (+2)

Int 5 (-3)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Aquan

TRAITS

Immunities: The elemental is immune to disease and poison. It cannot be knocked prone, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Formless: The elemental can squeeze through gaps that are at least 1 inch wide.

Freeze: When the elemental takes cold damage, it partially freezes. Until the end of its next turn, its speed is reduced by 20 feet and it loses its damage resistance.

Damage Resistance: The elemental is resistant to acid and to nonmagical weapons.

ACTIONS

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). *Hit:* 18 (4d6 + 4) bludgeoning damage.

Melee Attack—Engulf (Recharge 4–6): +6 to hit (reach 5 ft.; one creature). *Hit:* 18 (4d6 + 4) bludgeoning damage, and the target must make a DC 12 Strength saving throw if it is Large or smaller. *Failed Save:* The target is engulfed. While engulfed, the target is pulled into the elemental's space and restrained, and it takes 9 (2d6 + 2) bludgeoning damage at the start of each of the elemental's turns until it escapes. The target can escape by making a DC 12 Strength or Dexterity check as part of its movement. On a success, the target is no longer restrained and can complete its movement.

A creature next to the elemental can pull a creature or object out of it with a DC 12 Strength check as an action.

The elemental can engulf up to one Large creature or up to four Medium or smaller creatures at a time.

When the elemental moves, any creatures it has engulfed automatically move with it.

ENCOUNTER BUILDING

Level 6

XP 870

A water elemental can be as ferocious and powerful as a stormy sea. It looks like a high, crested wave with smaller waves for arms. Two orbs of deep green peer out of the front of the wave, serving as eyes. A water elemental cannot venture far from the body of water from which it was conjured.

Elf, Wood

Medium Humanoid (Elf)

Armor Class 15 (studded leather)

Hit Points 4 (1d8)

Speed 35 ft.

Senses low-light vision

Str 10 (+0)

Dex 15 (+2)

Con 10 (+0)

Int 12 (+0)

Wis 12 (+1)

Cha 11 (+0)

Alignment any

Languages Common, Elvish

TRAITS

Immunities: The elf cannot be charmed or put to sleep.

Keen Senses: The elf has advantage on all Wisdom checks to listen and spot.

Mask of the Wild: The elf can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

ACTIONS

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Long Bow: +3 to hit (ranged 150 ft./600 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

ENCOUNTER BUILDING

Level 1

XP 10

Of all the elven peoples, the wood elves, also known as copper elves and sylvan elves, have the greatest population. They are uniformly a young and confident people, who see it as their duty to hold the old elven forest homelands against the invaders. They hope to spread their influence through compassion and humility, having witnessed the failures of yore brought about by ostentatious shows of strength and pride.

Wood elves have coppery skin tinged green, with eye color tending toward brown, green, and hazel, and brown or black hair, though blonde or coppery red are not unknown. They favor simple clothing in subdued colors and enhanced with leaf, tree, and vine patterns.

Calm, serene, and difficult to surprise, wood elves approach every situation with patience. They make informed decisions, weighing all their options, before acting. They feel uncomfortable in civilized areas, because they consider themselves one with nature and are most at home in the forest.

Elf Prince, Wood

Medium Humanoid (Elf)

Armor Class 17 (+1 studded dragon leather)

Hit Points 45 (10d8)

Speed 35 ft.

Senses low-light vision

Str 10 (+0)

Dex 15 (+2)

Con 10 (+0)

Int 14 (+2)

Wis 12 (+1)

Cha 17 (+3)

Alignment any

Languages Common, Draconic, Elvish

TRAITS

Immunities: The elf prince cannot be charmed or put to sleep.

Keen Senses: The elf prince has advantage on all Wisdom checks to listen and spot.

Mask of the Wild: The elf prince can attempt to hide even when he is only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

ACTIONS

Multiattack: The elf prince makes three short sword attacks or three longbow attacks.

Melee Attack—Short Sword: +6 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Longbow: +6 to hit (ranged 150 ft./600 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

ENCOUNTER BUILDING

Level 5

XP 420

An elf prince (or princess) descends from a long line of royals, possibly going back to the first people created by Corellon Larethian himself. An elf prince rarely goes without escort and has a personal guard of skilled warriors who display unswerving loyalty.

Things wood elves say:

"Aillesel Seldarie." ("May the Seldarine save us.")

"Hykyath Slaugh!" ("Prance, you mud-wallowing dogs!")

"Essraul Blalatha." ("I could kill for some mushrooms.")

Ettin

Large Giant

Armor Class 11 (hide)

Hit Points 63 (6d10 + 30)

Speed 40 ft.

Str 21 (+5)

Dex 8 (-1)

Con 20 (+5)

Int 6 (-2)

Wis 10 (+0)

Cha 11 (+0)

Alignment chaotic evil

Languages Giant

TRAITS

Two-Headed: The ettin has advantage on ability checks to detect hidden creatures as well as advantage on saving throws made to resist being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Vigilant: The ettin is never surprised.

ACTIONS

Multiattack: The ettin makes two greatclub attacks.

Melee Attack—Greatclub: +6 to hit (reach 5 ft.; one creature).

Hit: 14 (2d8 + 5) bludgeoning damage.

ENCOUNTER BUILDING

Level 6

XP 830

The two-headed giant known as the ettin is a dangerous combination of vicious and unpredictable. The creature's two heads squabble with one another when the monster is not engaged in smashing its foes with its heavy club. Although the two heads seem not to get along, they work well together in some ways and make it almost impossible to catch the monster unprepared. Because of this quality, ettins sometimes hire themselves out as scouts or guardians.

An ettin has orlike facial features and pink to brownish skin. It never bathes on purpose, which usually means it's so grimy that its skin resembles thick, gray hide. An ettin has long, stringy, unkempt hair and large, yellowing, often rotten teeth. Most stand about 13 feet tall and exceed 5,000 pounds in weight.

Mental note: When eaten by giant frog, don't let go of sword.

Frog, Giant

Medium Beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 15 ft., swim 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 12 (+1)

Int 1 (-5)

Wis 11 (+0)

Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Aquatic: The frog can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Stealthy +5: The frog gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). **Hit:** 7 (2d4 + 2) piercing damage, and the target is grappled. While the frog has a creature grappled, the frog can bite only that creature, but the frog has advantage when it does so.

Melee Attack—Sticky Tongue: +5 to hit (reach 15 ft.; one creature). The frog cannot use this attack if it has a creature grappled. **Hit:** If the target is Medium or smaller, the giant frog pulls the target up to 15 feet and can make a bite attack as part of the same action.

Swallow Whole: While grappling a Small or smaller creature, the frog can make a bite attack against the creature, and if the frog hits, it also swallows the creature. A frog can swallow one creature at a time.

A swallowed creature takes 3 (1d4 + 1) acid damage at the start of each of the frog's turns until it escapes. A swallowed creature is blinded and restrained, but it can use its action to cut its way free by dealing enough piercing or slashing damage to kill the frog. A creature that frees itself falls prone in an unoccupied space within 5 feet of the frog.

ENCOUNTER BUILDING

Level 2

XP 30

Giant frogs are found in marshes, swamps, and large ponds, and along riverbanks and lake shores. The smallest are about 2 feet long, and the largest can be up to 6 feet in length. A giant frog ensnares prey using its long, sticky tongue. After the tongue strikes prey, the frog retracts it, pulling its victim into its mouths for a quick meal. Giant frogs consume large insects, birds, rats, and just about any other creature they can swallow.



Gargoyle

Medium Monstrosity

Armor Class 13

Hit Points 30 (4d8 + 12); see Traits below

Speed 40 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 15 (+2)

Dex 14 (+2)

Con 16 (+3)

Int 6 (-2)

Wis 11 (+0)

Cha 7 (-2)

Alignment lawful evil

Languages Common, Terran

TRAITS

Hide in Plain Sight: The gargoyle can hold itself so still that it appears to be an inanimate statue. A DC 17 Intelligence or Wisdom check reveals that the statue is, in fact, a gargoyle.

Damage Resistance: The gargoyle is resistant to nonmagical weapons except those made of adamantine.

ACTIONS

Multiattack: The gargoyle makes one bite attack, one claws attacks, and one gore attack.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). Hit: 6 (1d8 + 2) piercing damage.

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). Hit: 6 (1d8 + 2) slashing damage.

Melee Attack—Gore: +4 to hit (reach 5 ft.; one creature). Hit: 4 (1d4 + 2) piercing damage.

ENCOUNTER BUILDING

Level 5

XP 330

A ferocious predator of magical origin, the gargoyle haunts ruined buildings or caverns deep underground. The creature's malicious nature drives it to attack anything it detects. Gargoyles toy with their victims before killing them, torturing them while they are helpless. Some evil masters manage to coerce gargoyles into service, though the creatures are unreliable servants at best.

Before a gargoyle moves, it appears to be a winged stone statue that displays long claws, a mouth filled with fangs, and a corkscrewing horn emerging from the center of its brow. A gargoyle can perch indefinitely without moving and uses this ability to surprise its foes.



Ghost

Medium Undead

Armor Class 11

Hit Points 32 (5d12); see Traits below

Speed 30 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 9 (-1)

Dex 13 (+1)

Con 10 (+0)

Int 10 (+0)

Wis 12 (+1)

Cha 14 (+2)

Alignment any

Languages Common

TRAITS

Ethereal: The ghost is ethereal.

Immunities: The ghost is immune to disease, necrotic, petrification, and poison. It cannot be charmed, frightened, paralyzed, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Melee Attack—Corrupting Touch: +5 to hit (reach 5 ft.; one creature). Hit: 9 (2d6 + 2) necrotic damage.

Horrifying Visage: Each creature within 50 feet of the ghost that can see it must make a DC 10 Wisdom saving throw. *Failed Save:* The creature is frightened for 1 minute. As an action, the frightened creature can make a DC 10 Wisdom check to end this effect. *Successful Save:* The creature is immune to the ghost's horrifying visage for the next 24 hours. This immunity also applies once the effect ends.

Possession (Recharge 5-6): The ghost chooses a living creature within 5 feet of it. The chosen creature must make a DC 10 Wisdom saving throw. *Failed Save:* The ghost vanishes into the target. The target can use its action to make a DC 10 Wisdom check. If the check fails or is not made, then for the next 24 hours the ghost controls the target. *Successful Save:* The target is not possessed and is immune to the ghost's possession for the next 24 hours.

Special: While possessing the target, the ghost cannot recharge this action. The ghost can end the possession at any time by moving out of the target. A turn undead effect or a *lesser restoration* spell that targets the possessed creature automatically drives out the ghost. The ghost must also leave a target that drops to 0 hit points. Whether the ghost leaves voluntarily or not, it reappears in a space within 5 feet of its former host.

ENCOUNTER BUILDING

Level 5 XP 280

A ghost is the spectral remains of an intelligent being that was somehow prevented from resting easy in its grave. Many ghosts are spirits of evil humans who were so despicable that they were rewarded (or perhaps cursed) with an undead existence. Ghosts roam about at night or in places of darkness. Evil ghosts hate goodness and life, and they hunger for the living essence that the living possess.

A ghost that reveals itself strikes terror in creatures that can see it. While its targets are stricken by fear, the ghost swoops in and attempts to possess a creature's body and use it to achieve whatever ends it desires.

Ghoul

Medium Undead

Armor Class 12

Hit Points 18 (4d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 13 (+1) **Dex** 15 (+2) **Con** 10 (+0)

Int 10 (+0) **Wis** 10 (+0) **Cha** 8 (-1)

Alignment chaotic evil

Languages Common

TRAITS

Immunities: The ghoule is immune to disease and poison. It cannot be charmed, frightened, or put to sleep. It does not need to sleep, eat, or breathe.

ACTIONS

Multiattack: The ghoule makes one bite attack and two claw attacks.

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 12 Constitution saving throw (elves are immune). *Failed Save:* The target is paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns, ending the paralysis early on a successful save.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) slashing damage, and the target must make a DC 12 Constitution saving throw (elves are immune). *Failed Save:* The target is paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns, ending the paralysis early on a successful save.

ENCOUNTER BUILDING

Level 3 XP 80

Ghoules are once-human creatures that are now undead and subsist by eating the corpses of humans



and other creatures. The transformation from human to ghoule twists and destroys the creature's mind, but leaves it with a terrible cunning that enables it to effectively hunt for meat. As eaters of the dead, ghoules have nails and teeth so filthy that creatures they wound become temporarily paralyzed, which enables the ghoule to feast on one morsel of prey without interference from its next victims.

Giant, Hill

Huge Giant

Armor Class 11 (hide)

Hit Points 76 (8d10 + 32)

Speed 40 ft.

Str 21 (+5) **Dex** 8 (-1) **Con** 18 (+4)

Int 6 (-2) **Wis** 8 (-1) **Cha** 7 (-2)

Alignment neutral evil

Languages Common, Giant

ACTIONS

Multiattack: The hill giant makes two greatclub attacks.

Melee Attack—Greatclub: +6 to hit (reach 10 ft.; one creature). *Hit:* 14 (2d8 + 5) bludgeoning damage.

Ranged Attack—Rock: +5 to hit (range 60 ft./240 ft.; one creature). *Hit:* 16 (2d10 + 5) bludgeoning damage.

ENCOUNTER BUILDING

Level 6 XP 720

Most hill giants are selfish, cunning brutes that survive by hunting and raiding.

Hill giants have a simian appearance, with overlong arms, stooped shoulders, a low forehead, and thick, powerful limbs. Their skin color ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair these garments, preferring to simply add more hides when the old ones wear out or fall off.

Adult hill giants stand about 10½ feet tall and weigh just over 1,000 pounds.

Giant, Stone

Huge Giant

Armor Class 15

Hit Points 103 (9d12 + 45)

Speed 40 ft.

Str 23 (+6)

Dex 15 (+2)

Con 20 (+5)

Int 10 (+0)

Wis 12 (+1)

Cha 11 (+0)

Alignment neutral

Languages Common, Giant

ACTIONS

Multiattack: The stone giant makes two greatclub attacks.

Melee Attack—Greatclub: +7 to hit (reach 15 ft.; one creature). *Hit:* 19 (3d8 + 6) bludgeoning damage.

Ranged Attack—Rock: +6 to hit (range 100 ft./300 ft.; one creature). *Hit:* 22 (3d10 + 6) bludgeoning damage. *Miss:* If the stone giant rolls a result of 16 or higher on the attack roll, the target still takes half damage.



REACTIONS

Rock Catching: When a rock or similar object is hurled at the stone giant, the giant can catch it with a successful DC 12 Dexterity check. If the check succeeds, the giant takes no damage from the hurled object.

ENCOUNTER BUILDING

Level 7

XP 1,800

Many people consider stone giants to be rock-throwing hooligans, perhaps based on embellished tales they might have heard about these behemoths. This reputation notwithstanding, stone giants tend to be reclusive around strangers.

These giants resemble lean, muscular humans. Their hard, hairless flesh is smooth and gray, making it easy for them to blend in with their mountainous surroundings. They have gaunt facial features and deep-sunken black eyes that make their mood seem dour and grim. Stone giants wear thick leather garments, dyed in shades of brown and gray to match the stone around them.

An adult stone giant stands about 12 feet tall and weighs 1,500 pounds.



Gnoll

Medium Humanoid (Gnoll)
Armor Class 15 (leather, shield)
Hit Points 13 (3d8)
Speed 30 ft.
Senses darkvision 60 ft.
Str 14 (+2) **Dex** 15 (+2) **Con** 11 (+0)
Int 7 (-2) **Wis** 10 (+0) **Cha** 8 (-1)
Alignment chaotic evil
Languages Common, Gnoll

ACTIONS

Melee Attack—Battleaxe: +4 to hit (reach 5 ft.; one creature). **Hit:** 6 (1d8 + 2) slashing damage.

Ranged Attack—Longbow: +4 to hit (range 150 ft./600 ft.; one creature). **Hit:** 6 (1d8 + 2) piercing damage.

REACTIONS

Blood Frenzy: When a hostile creature drops to 0 hit points within 10 feet of it, the gnoll makes a melee attack against that creature with disadvantage.

ENCOUNTER BUILDING

Level 2 **XP 40**

A debased race stained by a demon lord's dark influence, gnolls roam the countryside in rapacious bands led by the strongest in their numbers. They are utterly chaotic and unprincipled, honoring no bargain or pact. Gnolls hunt intelligent creatures at night, delighting in the screams of their victims when their axes fall.

A gnoll stands 7½ feet tall and has greenish-gray skin, a furry body, and a head like a hyena's with a reddish gray to dirty yellow mane. Gnolls wear armor made from horn, metal plates, and leather. Like their fur capes and vests, their armor is shabby, infested with vermin, and fouled with excrement and blood.

Most gnolls worship the demon lord Yeenoghu, whose decrees urge them to commit ever more heinous acts of violence and treachery.

Gnoll Leader (Pack Lord)

Medium Humanoid (Gnoll)
Armor Class 16 (chain mail)
Hit Points 27 (5d8 + 5)
Speed 30 ft.
Senses darkvision 60 ft.
Str 17 (+3) **Dex** 16 (+3) **Con** 13 (+1)
Int 9 (-1) **Wis** 11 (+0) **Cha** 10 (+0)
Alignment chaotic evil
Languages Common, Gnoll

TRAITS

Incite Blood Frenzy: The gnoll grants other creatures of its choice within 30 feet of itself a +4 bonus to damage rolls when they use the blood frenzy reaction. Multiple bonuses granted by this trait do not stack.

ACTIONS

Multiattack: The gnoll makes two greataxe attacks or two longbow attacks.

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). **Hit:** 9 (1d12 + 3) slashing damage.

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

REACTIONS

Blood Frenzy: When a hostile creature drops to 0 hit points within 10 feet of it, the gnoll makes a melee attack with disadvantage.

ENCOUNTER BUILDING

Level 4 **XP 180**

Gnolls respect only strength, and thus leadership among them falls to the gnolls that have the strength to take it and hold it. Gnoll leaders, called pack lords, are generally taller than other gnolls and outfitted in chain mail. They have thickly muscled bodies festooned with old scars and still-healing wounds that will become scars.



Goblin

Small Humanoid (Goblinoid)

Armor Class 13 (leather, shield)

Hit Points 3 (1d6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 8 (-1)

Dex 11 (+0)

Con 10 (+0)

Int 10 (+0)

Wis 9 (-1)

Cha 8 (-1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Bushwhacker: During the first round of combat, the goblin has advantage on attack rolls against any target that has a lower initiative.

Sneaky: The goblin can attempt to hide at the end of a move without using an action.

Stealthy +5: The goblin gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Mace: +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d6 - 1) bludgeoning damage (minimum 1 damage).

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1

XP 10

Most other creatures see individual goblins as little more than nuisances, vermin that can be easily dispatched if need be. Goblins in the plural are another matter. If a group of goblins is left unchecked, their rapid rate of reproduction and evil disposition can make them a threat to overrun and lay waste to civilized areas.

A goblin has a flat face with a sloping forehead, a broad nose, pointed ears, a wide mouth, and small, sharp fangs. Goblins' eyes are usually dull and glazed, varying in color from red through orange to yellow. They walk upright, but their arms hang down almost to their knees. Skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. They wear clothing of dark leather, tending toward drab, soiled-looking tones.



Goblins

Goblin Leader (Boss)

Small Humanoid (Goblinoid)

Armor Class 15 (studded leather)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

Senses darkvision 60 ft.

Str 10 (+0)

Dex 13 (+1)

Con 13 (+1)

Int 11 (+0)

Wis 9 (-1)

Cha 13 (+1)

Alignment neutral evil

Languages Common, Goblin

TRAITS

Bushwhacker: During the first round of combat, the goblin has advantage on attack rolls against any target that has a lower initiative.

Sneaky: The goblin can attempt to hide at the end of a move without using an action.

Stealthy +5: The goblin gains a +5 bonus to all checks to avoid detection.

ACTIONS

Melee Attack—Short Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

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

ENCOUNTER BUILDING

Level 1

XP 20

The strongest goblins rule the mobs made up of others of their kind. Called a boss, or sometimes a king, by those beneath it, one of these creatures lords over its underlings as a petty dictator, dispensing "justice" against anyone that offends it. A goblin boss has the best treasure, the finest equipment, and superior weapons, often stolen from elves the tribe has murdered. A goblin leader is often courageous and blustery at the start of a confrontation, but when the goblins' numbers start to dwindle too much, the boss is usually the first to flee.

Golem, Flesh

Medium Construct

Armor Class 9

Hit Points 57 (6d8 + 30); see Traits below

Speed 30 ft.

Senses darkvision 50 ft.

Str 19 (+4)

Dex 9 (-1)

Con 20 (+5)

Int 3 (-4)

Wis 10 (+0)

Cha 1 (-5)

Alignment neutral

Languages understands Common

TRAITS

Berserk: While the golem is in combat, roll a d6 at the start of each of the golem's turns. If the result is 6, the golem goes berserk until the end of the encounter. On its turn, a berserk golem attacks the nearest creature or some object smaller than itself if no creature is within reach, and it deals 5 extra bludgeoning damage when it hits with a melee attack.

The berserk golem's creator can, if it is within 60 feet of the golem and can be seen and heard by the golem, calm it by speaking firmly and persuasively, which requires an action and a DC 16 Charisma check. If the check succeeds, the golem is no longer berserk, although it may go berserk again.

Immunities: The golem is immune to nonmagical weapons except those made of adamantine, as well as disease, cold, lightning, poison, and psychic damage. It cannot be charmed, paralyzed, petrified, stunned, or put to sleep. It does not need to sleep, eat, or breathe.

Whenever the golem would take lightning damage, it instead regains hit points equal to half the damage dealt.

Magic Resistance: The golem has advantage on saving throws against magical effects.

ACTIONS

Multiattack: The golem makes two slam attacks.

Melee Attack—Slam: +6 to hit (reach 5 ft.; one creature). Hit: 13 (2d8 + 4) bludgeoning damage.

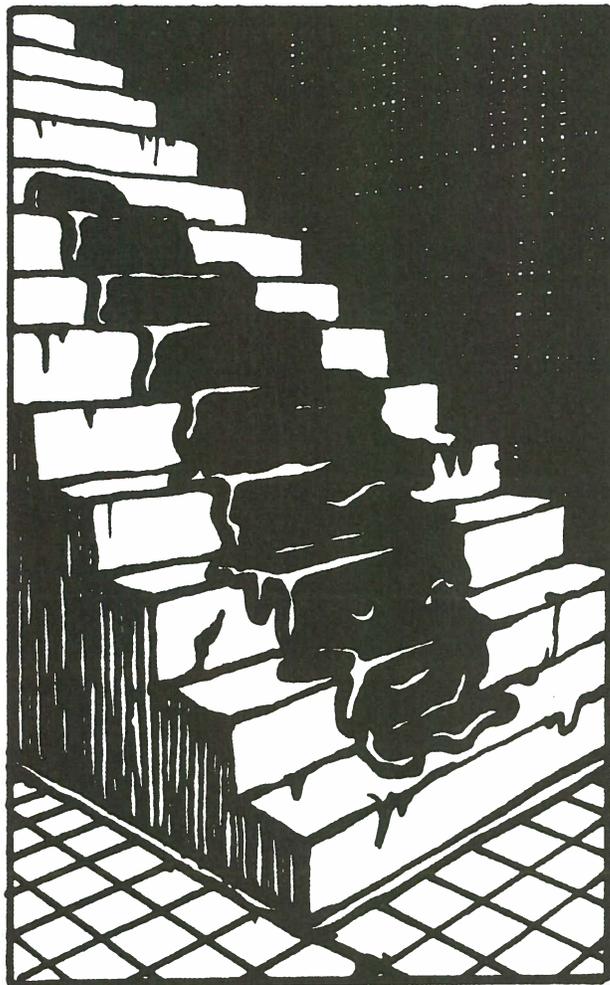
ENCOUNTER BUILDING

Level 7

XP 1,320

A bizarre collection of human body parts stitched together into a single form, a flesh golem stands 8 feet tall and weighs about 500 pounds. No one would mistake a flesh golem for a living creature; its sickly, greenish yellow pallor leaves no doubt in the matter. It reeks of the grave, with the stench of dead flesh, damp earth, and ozone polluting the air around it. No animal will track these abominations.

Flesh golems cannot speak, though they emit a hoarse roar or a high-pitched keening. They walk and move stiffly, as if not in complete control of their bodies. A golem wears whatever clothing its maker provides for it, usually no more than a ragged pair of trousers.



Gray Ooze

Medium Ooze

Armor Class 8

Hit Points 30 (4d8 + 12); see Traits below

Speed 10 ft.

Senses blindsight 60 ft.

Str 12 (+1)

Dex 6 (-2)

Con 16 (+3)

Int 1 (-5)

Wis 10 (+0)

Cha 3 (-4)

Alignment unaligned

Languages —

TRAITS

Dissolve: Any nonmagical weapon that hits the ooze becomes damaged and takes a -1 penalty to subsequent damage rolls. This penalty is cumulative with multiple hits. If a damaged weapon's penalty drops to -5, the weapon is destroyed. A damaged weapon costs half the weapon's cost to repair; a destroyed weapon cannot be repaired. Nonmagical ammunition that hits the ooze is destroyed instantly.

Formless: The ooze can squeeze through gaps that are at least 1 inch wide.

Immunities: The ooze charmed, frightened, or knocked prone.

Damage Resistance: The ooze is resistant to acid, cold, and fire.

Stealthy +5: The ooze gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Slam: +5 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d6) bludgeoning damage plus 7 (2d6) acid damage.

REACTIONS

Passive Threat: When a creature ends its turn next to the ooze and is unaware of it, the ooze makes a free slam attack against the triggering creature.

ENCOUNTER BUILDING

Level 4 XP 180

What at first appears to be a harmless puddle of water, a patch of wet sand, or a section of damp stone reveals its true nature when it strikes a nearby target with a serpent's speed.

The gray ooze is an amorphous creature that exists only to eat. These slimy horrors are most often found in subterranean places. They can grow up to 8 feet in diameter with a thickness of about 6 inches.

Green Slime

Medium Ooze (Hazard)

Detect: It takes a DC 10 Wisdom check to notice the green slime under normal conditions and a DC 12 Intelligence check to identify the hazard for what it is.

Effect on Creatures: The slime can detect the air vibrations and temperature of living creatures. When it does, a sheet of it large enough to envelop the passing creature drops from its resting place onto the target. The target must make a DC 12 Dexterity saving throw to avoid the sheet, making the saving throw with disadvantage if the slime was unnoticed or not considered to be a hazard. On a failed save, the target takes 1d6 acid damage, and takes another 1d6 acid damage at the end of each of its turns during which it is still in contact with the slime.

A creature that steps in a patch of green slime on the floor receives no saving throw to avoid taking damage.

Effect on Objects: Against wood or metal, green slime deals 2d6 acid damage per round, dissolving about an inch thickness of material each round. Green slime does no harm to stone or glass.

Countermeasures: Green slime can be scraped off or killed by taking 11 damage or more from weapons, cold, or fire. Dealing damage to the slime also deals half damage to the creature it is covering.

ENCOUNTER BUILDING

Level 1 XP 20

Green slime is a dangerous, unintelligent variety of normal algae that forms in moist subterranean environments. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches. This plant is a slow-growing hazard that feeds on flesh, plant matter, and metal. Despite its bright color, it is often hard to spot in shadows or darkness. Green slime has ended the careers of many incautious adventurers.

Griffon

Large Beast

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

Senses darkvision 60 ft.

Str 18 (+4)

Dex 15 (+2)

Con 16 (+3)

Int 2 (-4)

Wis 13 (+1)

Cha 8 (-1)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The griffon gains a +5 bonus to all ability checks to detect hidden creatures.

ACTIONS

Multiattack: The griffon makes one bite attack and one claws attack.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage.

Melee Attack—Claws: +6 to hit (reach 5 ft.; one creature). *Hit:* 11 (2d6 + 4) slashing damage.

ENCOUNTER BUILDING

Level 5 XP 450

Griffons combine the characteristics of lions and eagles. They prey on all manner of beasts, but favor horses above all else. A griffon's body resembles that of a muscular lion, and its head and front legs are those of an eagle.

From nose to tail, an adult griffon can reach up to 8 feet in length. A pair of broad, golden wings extend from the creature's back and span 25 feet or more.

Jury's out on whether green slime is a monster or a hazard.

Hag, Green

Medium Humanoid

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

Senses low-light vision

Str 15 (+2)

Dex 15 (+2)

Con 10 (+0)

Int 14 (+2)

Wis 13 (+1)

Cha 15 (+2)

Alignment neutral evil

Languages Common, Giant

TRAITS

Mimicry: The hag can imitate the sounds of common beasts and voices of humanoids, male or female, young or old. A creature hearing the imitated sounds can make a DC 16 Intelligence or Wisdom check to realize that they're not genuine.

ACTIONS

Melee Attack—Claws: +4 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d6 + 2) slashing damage.

Melee Attack—Withering Grasp (Recharge 5-6): +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d6) necrotic damage, and the target must make a DC 9 Constitution saving throw.

Failed Save: The target has disadvantage on melee attack rolls, saving throws, and all Strength and Dexterity checks for 1 minute.

Disguise Self: The hag assumes the illusory form of any Small or Medium humanoid and can maintain this illusion indefinitely. A DC 16 Intelligence or Wisdom check reveals that the creature is not what it appears to be, but not the hag's true form. The hag can end the illusion at any time (no action required). The effect also ends when the hag is killed.

Invisibility: The hag turns invisible until it attacks, casts a spell, or ends the effect. It can end the effect at any time without using an action.

ENCOUNTER BUILDING

Level 3

XP 130

Hags are horrible creatures whose innate love of evil is equaled only by their ugliness.

Although they plot and scheme for power or some malevolent end, hags also perform acts of evil for its own sake. They might use their knowledge of fell magic to serve a more powerful evil being, but they are seldom faithful.

Although every variety of hag is unique in appearance and mannerisms, all take the form of crones whose bent shapes belie their fierceness. Despite a face cracked by wrinkles and heavy with cruelty, a hag's eyes shine with villainy and cunning. Its long nails have the strength of steel and are as keen as any knife.

Green hags live in desolate swamps and dark forests. They have a sickly green complexion with dark, tangled hair that looks almost like twisted vines. A green hag can drain strength and vigor from creatures it grasps, and it tries to reserve this affliction for use against warriors of exceptional caliber.

Half-Orc (“Dworc”)

Medium Humanoid (Half-Orc)

Armor Class 13 (studded leather)

Hit Points 6 (1d8 + 2); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 13 (+1)

Dex 10 (+0)

Con 14 (+2)

Int 8 (-1)

Wis 11 (+0)

Cha 10 (+0)

Alignment any

Languages Common, Orc

TRAITS

Dwarf Resilience: The half-orc has advantage on saving throws against poison and is resistant to poison damage.

ACTIONS

Melee Attack—Greataxe: +2 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d12 + 1) slashing damage.

ENCOUNTER BUILDING

Level 1

XP 20

When the orcs of the Clotskull tribe invaded the dwarven stronghold under Mount Illefarn, they used dwarf captives as breeding stock to expand their tribe. A “dworc” is a half-orc that is the result of a dwarf and orc mating. A typical specimen has grayish skin and stands roughly 5 feet tall. Otherwise, it combines the best and worst features of its parents.



Harpy

Medium Monstrosity

Armor Class 13

Hit Points 13 (3d8)

Speed 15 ft., fly 40 ft.

Str 10 (+0)

Dex 13 (+1)

Con 11 (+0)

Int 7 (-2)

Wis 10 (+0)

Cha 8 (-1)

Alignment chaotic evil

Languages Common

TRAITS

Captivating: The harpy has advantage on attack rolls made against creatures it has charmed.

ACTIONS

Multiattack: The harpy makes a claws attack and a club attack.

Melee Attack—Claws: +3 to hit (reach 5 ft.; one creature). Hit: 6 (2d4 + 1) slashing damage.

Melee Attack—Club: +2 to hit (reach 5 ft.; one creature). Hit: 2 (1d4) bludgeoning damage.

Luring Song: The harpy chooses a creature within 300 feet of it (other harpies and deafened creatures are immune). The target must make a DC 9 Wisdom saving throw. *Failed Save:* The target is charmed for 1 minute. While charmed by the harpy, the target must first move closer to the harpy. After that, it can use its action to make a DC 10 Wisdom check. If the check succeeds, the effect ends.

Once the effect ends, the target is immune to the luring song of all harpies for the next 24 hours.

ENCOUNTER BUILDING

Level 2

XP 40

A more malignant creature than the harpy is difficult to imagine. These sadistic monsters take great glee in causing suffering and death, and are always on the lookout for new victims.



A harpy resembles an evil-faced old human with the lower body, legs, and wings of a birdlike dinosaur. Its hair is tangled and filthy. A harpy's coal-black eyes clearly reflect its evil soul, as do the wicked talons on its knobby fingers. These creatures wield large, heavy bones as through they were clubs.

Harpies like to entrance travelers with their magical song and lead them into unspeakable torments. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and eating them.

Hobgoblin

Medium Humanoid (Goblinoid)

Armor Class 14 (ring mail)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Senses darkvision 60 ft.

Str 11 (+0)

Dex 10 (+0)

Con 12 (+1)

Int 10 (+0)

Wis 10 (+0)

Cha 13 (+1)

Alignment lawful evil

Languages Common, Goblin

TRAITS

Steadfast: The hobgoblin cannot be frightened while it can see a friendly creature within 30 feet of it that also has this trait.

ACTIONS

Melee Attack—Longspear: +2 to hit (reach 10 ft.; one creature). Hit: 4 (1d8) piercing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). Hit: 3 (1d6) piercing damage.

Disciplined: The hobgoblin chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has this trait has advantage.

ENCOUNTER BUILDING

Level 1

XP 20

The most disciplined of the goblin races, hobgoblins display greater militarism and organization than do their smaller cousins. Hobgoblins wage war eternal against other humanoids, especially elves. In their drive for domination, they bully orcs, goblins, and other races into fighting at their sides, then use them as fodder to absorb the worst their enemies can throw at them.

Most hobgoblins stand about 6½ feet tall. They have hairy hides ranging in color from dark reddish brown to dark gray, with dark or red-orange skin, and eyes generally of yellow or dark brown. Males have blue or red noses. Hobgoblins favor brightly colored garments, often blood-red with black-stained leather, adorned with badges denoting their tribal affiliation. As a warrior society, they keep their weapons and armor in good repair.

Hobgoblins do not build cities or strongholds of their own. Instead, they settle in the places they have wrested from their victims, using prisoners as slaves to repair damage, grow crops, or work the mines until such time as the call to battle carries the hobgoblins on to their next conquest.



Hobgoblin Leader (Captain)

Medium Humanoid (Goblinoid)
Armor Class 16 (chain mail)
Hit Points 27 (5d8 + 5)
Speed 25 ft.
Senses darkvision 60 ft.
Str 13 (+1) **Dex** 12 (+1) **Con** 13 (+1)
Int 12 (+1) **Wis** 10 (+0) **Cha** 13 (+1)
Alignment lawful evil
Languages Common, Goblin

TRAITS

Commander +2: Friendly creatures with the disciplined action that can see or hear the hobgoblin and are within 30 feet of it gain a +2 bonus to damage rolls. If multiple friendly creatures have the Commander trait, only the highest bonus applies.

Steadfast: The hobgoblin cannot be frightened while it can see a friendly creature within 30 feet of it that also has this trait.

ACTIONS

Multiattack: The hobgoblin makes two longspear attacks or two shortbow attacks.

Melee Attack—Longspear: +4 to hit (reach 10 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

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

ENCOUNTER BUILDING

Level 3 **XP** 90

Order defines hobgoblin society—brutal, efficient, tyrannical order. These humanoids live for war and believe in strength and martial prowess as the highest of ideals. Their leaders exhibit these qualities in abundance. Every hobgoblin leader has a rank, in a similar fashion to other military organizations. A hobgoblin captain has earned its rank through a combination of ability and previous accomplishments on the battlefield.

Horse

Large Beast
Armor Class 12
Hit Points 13 (2d10 + 2)
Speed 60 ft.
Str 15 (+2) **Dex** 10 (+0) **Con** 12 (+1)
Int 2 (-4) **Wis** 8 (-1) **Cha** 6 (-2)
Alignment unaligned
Languages —

ACTIONS

Melee Attack—Hoof: +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 1 **XP** 20

Various kinds of horses are found nearly everywhere. All horses except those trained for war will panic if they encounter raging fire, sudden movement, loud noises, or strange smells. Horses are generally not small or agile enough to take into dungeons.



Human Commoner

Medium Humanoid (Human)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

Str 10 (+0)

Dex 10 (+0)

Con 10 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment any

Languages Common

TRAITS

Pack Tactics: The commoner gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Club: +3 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

Ranged Attack—Rock: +3 to hit (range 20 ft./80 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 1

XP 10

Most humans encountered in the world are collectively described as commoners, simple people who work as farmers, laborers, or artisans.

Human Warrior

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 12 (+1)

Dex 12 (+1)

Con 12 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 10 (+0)

Alignment any

Languages Common

ACTIONS

Melee or Ranged Attack—Spear: +2 to hit (reach 5 ft. or ranged 20 ft./60 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

Disciplined: The warrior chooses a creature within its reach. The next attack roll made against that target by a friendly creature that also has the disciplined action has advantage.

ENCOUNTER BUILDING

Level 1

XP 20

Human warriors include mercenaries, guards, militia, and brigands. Their training makes them more effective than commoners in combat.

Hydra

Huge Monstrosity

Armor Class 11

Hit Points 92 (8d12 + 40)

Speed 30 ft., swim 30 ft.

Senses darkvision 60 ft.

Str 17 (+3)

Dex 12 (+1)

Con 20 (+5)

Int 2 (-4)

Wis 10 (+0)

Cha 7 (-2)

Alignment unaligned

Languages —

TRAITS

Amphibious: The hydra can breathe air and water. Being underwater imposes no penalties on its ability checks, attack rolls, and saving throws.

Multiple Heads: The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and put to sleep.

If the hydra takes 15 or more damage from a single attack or effect, one of the heads dies. If all the heads die, the hydra dies even if it has more than 0 hit points.

Reactive Heads: The hydra can take as many reactions per round as it has heads.

ACTIONS

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

Melee Attack—Bite: +5 to hit (reach 10 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage.

Regrow Heads (Recharge 5-6): The hydra can use this action only if it has not taken fire damage since its last turn and it has fewer than five living heads. It grows two heads, then makes as many bite attacks as it has heads.

ENCOUNTER BUILDING

Level 7

XP 1,200

Reptilian creatures with multiple heads, hydras live in marshes, swamps, and similar places, as well as in subterranean lairs.

A hydra has a large, bulky body surmounted by five or more heads perched atop long, serpentine necks. A long tail extends out from the base of its spine and helps it maintain balance. A hydra's gray-brown to dark brown hide and yellow underbelly help it blend into its surroundings. Hydras have amber eyes and yellow-white teeth. Most are about 20 feet long and weigh around 4,000 pounds.

Invisible Stalker

Medium Elemental (Air)

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 30 ft.

Senses darkvision 60 ft.

Str 18 (+4)

Dex 19 (+4)

Con 14 (+2)

Int 14 (+2)

Wis 15 (+2)

Cha 11 (+0)

Alignment neutral

Languages Auran, understands Common

TRAITS

Invisibility: The invisible stalker is naturally invisible and remains so even while attacking. This invisibility cannot be dispelled or suppressed. A *true seeing* spell reveals a roiling cloud of vapor.

Planar Recall: An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it.

Tracker: When summoned to track a specific creature, the invisible stalker always knows the direction and distance of its intended target provided the two are on the same plane.

ACTIONS

Melee Attack—Slam: +10 to hit (reach 5 ft.; one creature).

Hit: 11 (2d6 + 4) bludgeoning damage.

ENCOUNTER BUILDING

Level 5

XP 460

Invisible stalkers hail from the Elemental Plane of Air. Wizards and sorcerers sometimes enlist them to fulfill specific tasks, such as tracking and killing a particular creature.

As its name indicates, a stalker is naturally invisible. Only on the Plane of Air can one be dimly seen, and then only if it wants to be seen.

Invisible stalkers resent being forced into service and are known to turn against their masters after unusually long periods of servitude. If a rebellious stalker is prevented from harming the spellcaster that summoned it, the creature might attempt to pervert the intent of its commands in order to escape its master's control.

Lich

Medium Undead

Armor Class 15

Hit Points 85 (10d8 + 40); see Traits below

Speed 30 ft.

Senses darkvision 100 ft.

Str 11 (+0)

Dex 16 (+3)

Con 18 (+4)

Int 20 (+5)

Wis 18 (+4)

Cha 20 (+5)

Alignment neutral evil

Languages Abyssal, Common, Infernal

TRAITS

Immunities: The lich is immune to disease, necrotic, and poison. It cannot be charmed, frightened, paralyzed, polymorphed against its will, or put to sleep. It does not need to sleep, eat, or breathe.

Phylactery: If destroyed, a lich re-forms in 1d10 days, appearing with all of its possessions in the nearest open space next to its phylactery.

Spellcasting: The lich is a 10th-level spellcaster that uses Intelligence as its magic ability (spell save DC 15). The lich has the following spells prepared:

Cantrips—*prestidigitation*, *ray of frost*, *read magic*, *shocking grasp*

1st level (4/day)—*charm person*, *detect magic*, *disguise self*, *magic missile*

2nd level (3/day)—*invisibility*, *mirror image*

3rd level (3/day)—*fireball*, *lightning bolt*

4th level (3/day)—*blight*, *dimension door*

5th level (2/day)—*cloudkill*

ACTIONS

Multiattack: The lich makes two touch attacks.

Melee Attack—Touch: +6 to hit (reach 5 ft.; one creature).

Hit: 11 (2d10) cold damage and 5 (1d10) necrotic damage, and the target must make a DC 15 Constitution saving throw.

Failed Save: The target is paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns, ending the paralysis early on a successful save.

ENCOUNTER BUILDING

Level 7

XP 1,830

Death awaits all mortals. It is a specter that stands at the end of life's road, to shepherd the soul to whatever lies beyond for it. For those trained in arcane magic, however, death need not be only an end. It can also be a new beginning, a doorway to immortality and power beyond imagining.

The lich defies the natural order. It is a creature in which reality has been intertwined with dark magic to keep its soul linked to its body beyond death. A lich passes from a state of mortality to a nonhuman, unliving existence through force of will and the darkest of spells. The creature ensures its continued existence by storing its soul in a special vessel called a phylactery. If a lich's body is destroyed, the phylactery restores its form after some number of days. Hence, those who seek to lay one of these monsters to rest can do so only if they also find and destroy its most prized possession.

As a rule, liches are scheming and, largely, insane. They hunger for ever greater power, long-forgotten



knowledge, and the most terrible of arcane secrets. Because death in the normal sense does not threaten them, they often conceive plans that take years, decades, or even centuries to come to fruition.

A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across visible bones. Its eyes have been lost to decay, but pinpoint of bright crimson light burn on in the empty sockets. Even the least of these creatures was a noteworthy individual in life, so they are typically draped in grand clothing.

Lizard, Giant

Medium Beast

Armor Class 12 Hit Points 13 (2d8 + 4)

Speed 30 ft.

Str 16 (+3)

Dex 12 (+1)

Con 14 (+2)

Int 2 (-4)

Wis 12 (+1)

Cha 6 (-2)

Alignment unaligned

Languages –

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.

ENCOUNTER BUILDING

Level 2

XP 30

Lizard, Giant: Crocodile

Medium Beast

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft., swim 30 ft.

Str 16 (+3)

Dex 12 (+1)

Con 14 (+2)

Int 2 (-4)

Wis 12 (+1)

Cha 6 (-2)

Alignment unaligned

Languages –

TRAITS

Hold Breath: The crocodile can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or checks.

ACTIONS

Melee Attack—Clamping Jaws: +3 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) piercing damage, and the target is grappled. While the lizard has a creature grappled, the crocodile can bite only that creature but has advantage when it does so.

ENCOUNTER BUILDING

Level 2

XP 60

Giant lizards include a wide range of enormous reptiles, from crocodiles and alligators to Komodo dragons and similar creatures. All have scaly bodies and large maws designed for rending flesh. They are adept at avoiding detection, and at the same time difficult to sneak up on.

Lizardfolk

Medium Humanoid (Lizardfolk)

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 13 (+1)

Dex 10 (+0)

Con 13 (+1)

Int 7 (-2)

Wis 11 (+0)

Cha 8 (-1)

Alignment neutral

Languages Draconic

TRAITS

Hold Breath: The lizardfolk can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or ability checks.

ACTIONS

Multiattack: The lizardfolk makes one bite attack and one claws attacks.

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature) Hit: 3 (1d4 + 1) piercing damage.

Melee Attack—Claws: +3 to hit (reach 5 ft.; one creature) Hit: 4 (1d6 + 1) slashing damage.

ENCOUNTER BUILDING

Level 2

XP 30

The primitive reptilian humanoids known as lizardfolk live in isolated communities far from human habitation. Most lizardfolk go about their lives peacefully, but they can be dangerous if provoked.

A typical lizardfolk stands 6 to 7 feet tall, and green, gray, or brown scales cover its body. A lizardfolk's tail, 3 to 4 feet in length, is used for balance and is not an effective weapon. Most lizardfolk tribes do not use weapons or armor, but more technologically advanced tribes might employ clubs, blowguns, armor made from animal bones, or wooden shields.

Lizardfolk tribes settle in swamps, and several distinct tribes might live within the same region. Each tribe has several surface dwellings, but most of the community lives in air-filled caves and grottoes underwater. If an outside threat imperils one tribe, the various groups in a region might unite to repel the danger.

Lizardfolk Leader (King/Queen)

Medium Humanoid (Lizardfolk)

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft.

Str 16 (+3)

Dex 14 (+2)

Con 15 (+2)

Int 9 (-1)

Wis 9 (-1)

Cha 12 (+1)

Alignment neutral evil

Languages Draconic

TRAITS

Hold Breath: The lizardfolk can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or checks.

ACTIONS

Multiattack: The lizardfolk makes one bite attack and one claws attacks, or two trident attacks.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature) Hit: 6 (1d6 + 3) piercing damage.

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature) Hit: 8 (2d4 + 3) slashing damage.

Melee Attack—Trident: +5 to hit (reach 5 ft.; one creature) Hit: 7 (1d8 + 3) piercing damage.

ENCOUNTER BUILDING

Level 4

XP 210

A lizardfolk king or queen leads each tribe. This individual is often the group's most powerful member, as determined by intelligence and physical abilities. The leader takes advice from shamans and other high-ranking tribe members, but his or her authority is always final. If one lizardfolk tribe attacks another one, the attacking tribe's leader will always be in the forefront of the assault and, if victorious, will assimilate the survivors into his or her tribe.



Lurker Above

Huge Monstrosity

Armor Class 12

Hit Points 76 (9d12 + 18)

Speed 0 ft., fly 10 ft.

Senses darkvision 60 ft.

Str 20 (+5)

Dex 13 (+1)

Con 15 (+2)

Int 3 (-4)

Wis 10 (+0)

Cha 4 (-3)

Alignment unaligned

Languages –

TRAITS

Hide in Plain Sight: The lurker can press itself against a stone ceiling and appear to be part of that ceiling. A DC 17 Intelligence or Wisdom check reveals that the section of ceiling is, in fact, a lurker above.

Hover: The lurker cannot be knocked prone. It continues to hover even when stunned or knocked unconscious.

Soft Upper Surface: While the lurker is grappling one or more creatures, its dorsal side is exposed, and it has AC 10 against attacks made by creatures it is not grappling.

ACTIONS

Melee Attack—Crush: +5 to hit (reach 5 ft.; one Large creature or up to four Small or Medium creatures). The attack automatically hits any creature(s) the lurker is grappling. Hit: 12 (2d6 + 5) bludgeoning damage, and the target is grappled and restrained while grappled.

ENCOUNTER BUILDING

Level 7

XP 1,300

The strange creatures known as lurkers above dwell in subterranean environments and tend to lead solitary lives. A lurker above somewhat resembles an oversized manta ray, with a grayish underside textured to look like stone. The creature can cling to a ceiling and blend in, almost indistinguishable from the surrounding rock unless prodded with a pole. A lurker can creep along such surfaces slowly or by using a gas that it generates and excretes into sacs around its body. The expulsion of this gas gives the lurker above a natural buoyancy, and it flaps its wing-like appendages to move about its lair.

Lycanthrope: Werewolf

Medium Humanoid (Shapechanger)

Armor Class 12

Hit Points 22 (4d8 + 4); see Traits below

Speed 30 ft.

Str 15 (+2)

Dex 15 (+2)

Con 12 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 8 (-1)

Alignment chaotic evil

Languages Common (cannot speak in wolf form)

TRAITS

Keen Senses: The werewolf gains a +5 bonus to all checks to detect hidden creatures.

Damage Resistance: The werewolf is resistant to nonmagical weapons except those made of silver.

ACTIONS

Melee Attack—Bite (wolf and hybrid forms only): +5 to hit (reach 5 ft.; one creature). Hit: 6 (1d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. **Failed Save:** The target is cursed with lycanthropy.

Melee Attack—Claws (hybrid form only): +5 to hit (reach 5 ft.; one creature). Hit: 11 (2d6 + 4) slashing damage.

Melee Attack—Short Sword (humanoid and hybrid forms only): +5 to hit (reach 5 ft.; one creature). Hit: 5 (1d6 + 2) piercing damage.

Change Shape: The werewolf polymorphs into a Medium wolf-humanoid hybrid or a Medium wolf and can remain in this form for up to 24 hours.

While in hybrid form, it can make bite and claw attacks only. While in wolf form, it can make bite attacks only, and its speed becomes 40 feet. In both forms, the werewolf gains low-light vision.

The werewolf reverts to its natural form when killed.

ENCOUNTER BUILDING

Level 4

XP 150

Lycanthropes are humanoids that have the ability to assume the shape of an animal. Most adopt their bestial forms under the cover of night, to let loose the beast within so they can then resume normal lives during the day. A lycanthrope's control over its shapechanging lapses during periods of a full moon, when the orb's shining light compels it to transform.

Werewolves are difficult to detect when in humanoid form, for they can be of any build and of any gender. When one does transform, it prefers to stay in a hybrid form so it can use weapons, if it has any, as well as its vicious bite.

Manticore

Large Monstrosity

Armor Class 12

Hit Points 51 (6d10 + 18)

Speed 30 ft., fly 50 ft.

Senses darkvision 60 ft.

Str 17 (+3)

Dex 15 (+2)

Con 17 (+3)

Int 5 (-3)

Wis 12 (+1)

Cha 9 (-1)

Alignment lawful evil

Languages Common

ACTIONS

Multiattack: The manticore makes two claw attacks and one bite attack, or three tail spike attacks. The targets of these tail spike attacks must be within 30 feet of each other.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) slashing damage.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

Ranged Attack—Tail Spike: +5 to hit (range 100 ft./200 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage. *Special:* The manticore has 24 tail spikes. It regrows tail spikes at the rate of one per hour.

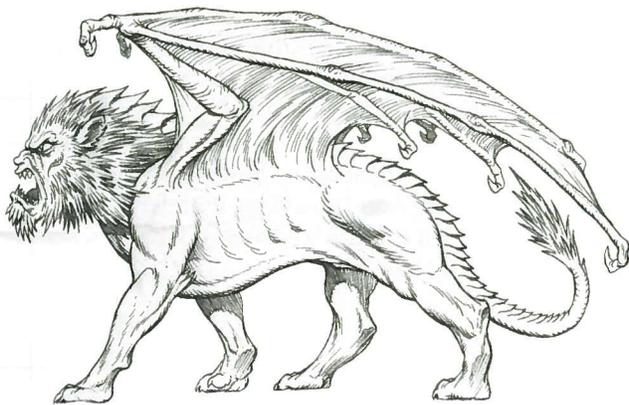
ENCOUNTER BUILDING

Level 5

XP 340

Manticores are cunning and evil hunters with keen, logical minds that prowl the skies in search of living flesh. A manticore can be a deadly enemy or a valuable ally.

A manticore is a monster in every sense of the word. It has the head of a vaguely humanoid beast, the body of a lion, and the wings of a dragon. The creature's back is set with curved barbs, and its long tail ends in a cluster of deadly spikes. A manticore can whip its tail with enough force to propel the spikes from it, impaling victims before it closes to rip them apart.



Medusa

Medium Monstrosity

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

Senses darkvision 60 ft.

Str 10 (+0)

Dex 15 (+2)

Con 12 (+1)

Int 12 (+1)

Wis 13 (+1)

Cha 15 (+2)

Alignment lawful evil

Languages Common

TRAITS

Petrifying Gaze: A living creature that starts its turn within 30 feet of the medusa and can see the medusa must either avert its eyes or make a DC 12 Constitution saving throw against petrification (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the start of its next turn. *Failed Save:* The target is restrained. The target can use its action to make a DC 12 Constitution check. If the check fails or is not made, the target turns to stone permanently.

A medusa can be affected by its own gaze if it sees its own eyes reflected on a polished surface that's within 30 feet of it and in an area of bright light.

ACTIONS

Multiattack: The medusa makes one snake hair attack and one short sword attack, or two longbow attacks.

Melee Attack—Snake Hair: +5 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

Melee Attack—Short Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

Ranged Attack—Longbow: +5 to hit (range 150 ft./600 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

ENCOUNTER BUILDING

Level 4

XP 140

The medusa is a hateful creature that petrifies living creatures with its gaze. It prizes art objects, fine jewelry, and wealth. Its activities often center around obtaining these items.

A medusa is indistinguishable from a normal human at a distance of more than 30 feet (or closer, if it conceals its face). Once the creature is clearly visible, its true nature becomes apparent. Its face is crowned with a mass of writhing, hissing snakes instead of hair, and its red-rimmed eyes glow a deep, feral scarlet. In contrast, its body is well proportioned and exceptionally attractive. The creature often wears garments that enhance its body while hiding its face behind a hood or veil. A typical medusa is 5 to 6 feet tall.

Minotaur

Large Monstrosity

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

Senses darkvision 60 ft.

Str 18 (+4)

Dex 11 (+0)

Con 15 (+2)

Int 6 (-2)

Wis 16 (+3)

Cha 9 (-1)

Alignment chaotic evil

Languages Common, Giant

TRAITS

Keen Senses: The minotaur gains a +5 bonus to all checks to detect hidden creatures.

Labyrinthine Recall: The minotaur can perfectly recall any path it has traveled.

Rage +10: The minotaur can take disadvantage on any melee attack roll to gain a +10 bonus to that attack's damage roll.

ACTIONS

Melee Attack—Greataxe: +6 to hit (reach 5 ft.; one creature).
Hit: 17 (2d12 + 4) slashing damage.

Melee Attack—Gore: +6 to hit (reach 5 ft.; one creature).
Hit: 13 (2d8 + 4) piercing damage, or 22 (4d8 + 4) piercing damage when using its charge action (see below).

Charge: The minotaur combines its move and its action into a powerful charge. It moves in a straight line up to its speed and a minimum of 10 feet, then makes a gore attack. If that attack hits, the target must make a DC 12 Strength saving throw. **Failed Save:** The target is knocked prone.

ENCOUNTER BUILDING

Level 5

XP 320



Minotaurs are fiercely territorial creatures often found in vast underground labyrinths. They are cruel man-eaters and they attack without fear, unless it is obvious to them that they cannot win.

A minotaur's natural cunning and feral instincts enable it to find its way easily through even the most confusing tunnel complexes—an ability it puts to great use in hunting, tormenting, and ultimately destroying intruders.

A minotaur looks much like a powerfully muscled human with the head of a bull, standing well over 7 feet tall and covered in shaggy fur.

Mold, Yellow

Medium Ooze (Hazard)

Detect: It takes a DC 12 Intelligence or Wisdom check to identify the hazard for what it is.

Effect on Creatures: If the mold is disturbed (walked upon, scraped away, and so forth), it may (50% chance) emit a visible cloud of spores. Any creature within 10 feet of the mold must make a DC 13 Constitution saving throw. **Failed Save:** 24 (7d6) poison damage. **Successful Save:** Half damage.

Effect on Objects: None.

Countermeasures: A 5-foot-square patch of yellow mold has AC 0 and 10 hit points. It is harmed only by fire, necrotic, and radiant damage. Bright light renders the mold dormant (that is, creatures may disturb it without fear of it releasing deadly spores).

ENCOUNTER BUILDING

Level 4

XP 140

Yellow mold is an unintelligent, immobile menace that grows in dry subterranean environments, feeding on organic matter. It resembles a 1-inch-thick pale yellow or golden orange carpet that can attach itself to floors, walls, or ceilings.

A relatively common underground fungus, yellow mold is named for its pale yellow, golden, or orange coloring. The mold forcefully ejects its spores if it is disturbed, poisoning any creature that inhales them.

Mummy

Medium Undead

Armor Class 12

Hit Points 39 (6d8 + 12); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

Str 16 (+3)

Dex 10 (+0)

Con 14 (+2)

Int 6 (-2)

Wis 12 (+1)

Cha 15 (+2)

Alignment lawful evil

Languages Common

TRAITS

Despair: Any living creature hostile to the mummy that starts its turn within 25 feet of the mummy must make a DC 10 Wisdom saving throw. *Failed Save:* The target is frightened for 1 minute. While frightened, the target is paralyzed but can repeat the saving throw at the end of each of its turns, ending the effect early on a successful save. *Successful Save:* The target is immune to the mummy's Despair trait for the next 24 hours. This immunity also applies once the effect ends.

Immunities: The mummy is immune to disease and poison. It cannot be paralyzed, stunned, or put to sleep. It does not need to eat, breathe, or sleep.

Damage Resistance: The mummy is resistant to bludgeoning, piercing, and slashing damage.

Vulnerability: The mummy is vulnerable to fire.

ACTIONS

Melee Attack—Rotting Touch: +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) necrotic damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target is cursed with mummy rot. While cursed, the target cannot regain hit points, and its hit point maximum drops by 10 for every 24 hours that elapse. If its hit point maximum drops to 0, the target dies.

A *remove curse* spell cast on the target ends the curse.

ENCOUNTER BUILDING

Level 4

XP 250

Ancient societies dedicated to dark desert gods sometimes preserved corpses through dark magic. This magic causes such corpses to animate as undead monsters when the tombs or temples they guard are violated by intruders, grave robbers, or anyone not affiliated with the cult that made them. Physically, mummies are withered and desiccated, their features hidden beneath centuries-old funereal wrappings. They move with a slow, shambling gait and groan as though laboring under the weight of ages. These creatures are often marked with symbols of the dire gods they serve. While other undead often stink of carrion, the herbs and powders used to create a mummy give off a pungent, not unpleasant odor.

Mummies attack intruders without pause or mercy. They never attempt to communicate with their foes and never retreat. An encounter with a mummy can end only with the utter destruction of one side or the other.



Ogre

Large Giant

Armor Class 11 (hide)

Hit Points 32 (5d10 + 5)

Speed 40 ft.

Senses darkvision 60 ft.

Str 18 (+4)

Dex 8 (-1)

Con 13 (+1)

Int 5 (-3)

Wis 7 (-2)

Cha 7 (-2)

Alignment chaotic evil

Languages Common, Giant

ACTIONS

Melee Attack—Greatclub: +5 to hit (reach 5 ft.; one creature). *Hit:* 13 (2d8 + 4) bludgeoning damage.

Ranged Attack—Javelin: +5 to hit (range 30 ft./120 ft.; one creature). *Hit:* 11 (2d6 + 4) piercing damage.

ENCOUNTER BUILDING

Level 4

XP 140

Big, dumb, ugly bullies, ogres live by raiding and scavenging. They team up with other monsters to prey on the weak and associate freely with giants and trolls.

Ogres have terrible tempers and often solve problems by smashing them. What they can't smash, they ignore or flee from. The creatures live in small tribal groups and live indolent and slovenly lives, unbothered by the filth and squalor in their lairs. What they need, they steal. What they can't steal, they take by force.

An ogre stands 9 to 10 feet tall and weighs as much as 400 pounds. Its skin coloring ranges from dull yellow to brown. Warts and pustules give the thick hide of an ogre a hideous texture. Ogres wear their hair long, unkempt, and greasy.

Orc

Medium Humanoid (Orc)

Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses darkvision 60 ft.

Str 14 (+2)

Dex 10 (+0)

Con 12 (+1)

Int 7 (-2)

Wis 11 (+0)

Cha 10 (+0)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orc takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orc drops to 1 hit point instead. If the orc has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe: +4 to hit (reach 5 ft.; one creature). Hit: 8 (1d12 + 2) slashing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). Hit: 3 (1d6) piercing damage.

ENCOUNTER BUILDING

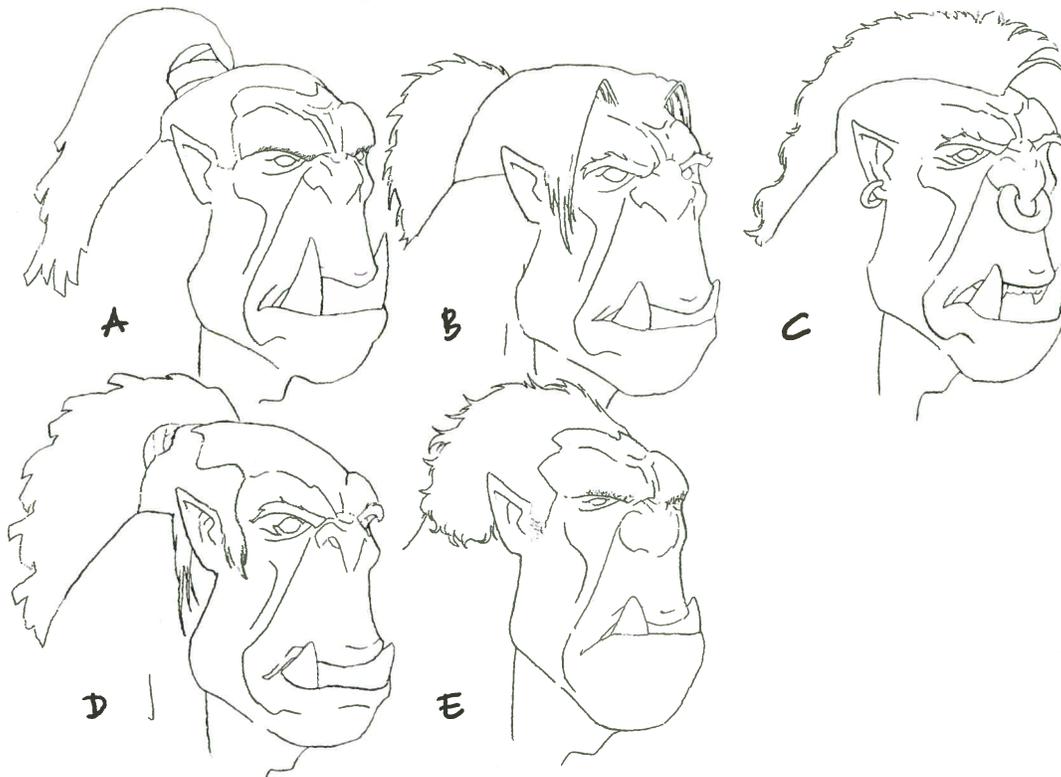
Level 3

XP 70

The savage orcs tumble out from the wastes, the barrens, and other places inhospitable to civilized races, to raid and plunder and wage war against other creatures. Fueling their rage is their insane hatred for dwarves and elves—orcs spend their lives cheaply for a chance to cut down any of these hated foes.

An orc's general look is that of a primitive human with gray skin, coarse hair, stooped posture, a low forehead, and porcine features replete with prominent lower canines that resemble a boar's tusks. Orcs have lupine ears, reddish eyes, and skin marred by tumors, growths, and scars. They wear vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, mucus green, and deep purple. Their equipment is always dirty and in poor condition.

When they are not fighting, orcs spend their time planning raids or warring against one another.



Orc Shaman

Medium Humanoid (Orc)

Armor Class 12 (hide)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses darkvision 60 ft.

Str 14 (+2)

Dex 10 (+0)

Con 12 (+1)

Int 9 (-1)

Wis 13 (+1)

Cha 12 (+1)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orc takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orc drops to 1 hit point instead. If the orc has only 1 hit point at the end of its next turn, it drops to 0 hit points.

Spellcasting: The orc is a 2nd-level spellcaster that uses Wisdom as its magic ability (spell save DC 11). The orc has the following spells prepared:

1st level (3/day)—*cause fear, divine favor, healing word*

ACTIONS

Melee Attack—Greatclub: +4 to hit (reach 5 ft.; one creature).

Hit: 6 (1d8 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 2

XP 50

Orcs are naturally superstitious; they see omens and portents in every event, from the way an elf's organs splash on the ground to how shrilly a dwarf screams when hacked to pieces. Orcs rely on their shamens to interpret these omens and commune with the dark gods who drive the orcs to spill the blood of their foes. A shaman wears crude, uncured hides, foul with sweat, smoke, and less savory materials. Many shamens gouge out one of their eyes with a sharp stick to earn favor from the orc's chief deity, Gruumsh, the one-eyed god of conquest and slaughter.

Orog

Medium Humanoid (Orc)

Armor Class 14 (ring mail)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3)

Dex 10 (+0)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 10 (+0)

Alignment chaotic evil

Languages Common, Orc

TRAITS

Relentless: If the orog takes damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. If the saving throw succeeds, the orog drops to 1 hit point instead. If the orog has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Melee Attack—Greataxe: +5 to hit (reach 5 ft.; one creature). Hit: 9 (1d12 + 3) slashing damage.

ENCOUNTER BUILDING

Level 3

XP 120

Elite orcs, or orogs, are a race of great orcs, possibly owing their superior strength to ogre blood. These hulking warriors stand about 7 feet tall and weigh upward of 300 pounds. Unlike the rabble that makes up most orc hordes, orogs are fierce, and they pride themselves on their combat skill. They display their own banners and use their own standards in battle, often fighting separate from their lesser kin.



Owlbear

Large Monstrosity

Armor Class 12

Hit Points 42 (5d10 + 15)

Speed 30 ft.

Str 18 (+4)

Dex 11 (+0)

Con 17 (+3)

Int 3 (-4)

Wis 12 (+1)

Cha 8 (-1)

Alignment unaligned

Languages –

ACTIONS

Multiattack: The owlbear makes two claw attacks and one bite attack. If the owlbear hits one Medium or smaller target with both claw attacks, the target is grappled and is restrained while grappled.

Melee Attack—Claw: +5 to hit (reach 5 ft.; one creature). Hit: 7 (1d6 + 4) slashing damage.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature). Hit: 7 (1d6 + 4) piercing damage.

ENCOUNTER BUILDING

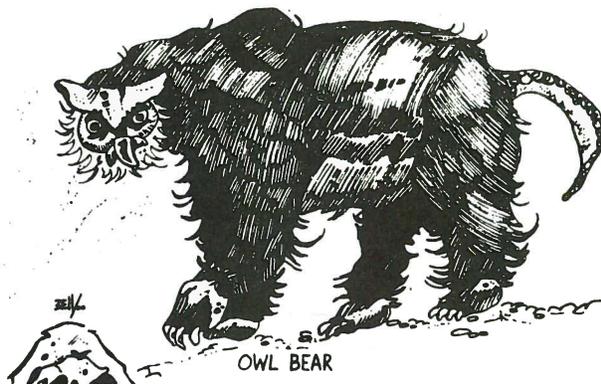
Level 5

XP 330

Through the ages, wizards have often sought to improve on the gods' creations by merging aspects of different animals to create something new. Sometimes, as with the owlbear, these efforts result in a monstrosity that amplifies the most malign traits of its component parts.

Owlbears are aggressive and ill-tempered. One attacks anything that crosses its path, issuing a hooting growl before thundering forward to maul its prey.

It's believed that the first owlbear specimen owed its existence to a demented wizard whose one act of true inspiration was to cross a giant owl with a bear. An owlbear's coat is a thick mix of dark feathers and fur, ranging in color from brown-black to yellowish brown. Its beak is a dull ivory color. Adventurers who have encountered these monsters report seeing a bestial madness in the monster's red-rimmed eyes. A full-grown owlbear can stand as tall as 8 feet and weigh up to 1,500 pounds.



Rakshasa

Medium Fiend

Armor Class 15

Hit Points 110 (13d8 + 52); see Traits below

Speed 40 ft.

Str 22 (+6)

Dex 18 (+4)

Con 19 (+4)

Int 18 (+4)

Wis 15 (+2)

Cha 20 (+5)

Alignment lawful evil

Languages Common

TRAITS

Blessed Vulnerability: The rakshasa drops to 0 hit points and is immediately destroyed when a creature scores a critical hit against it using a crossbow while under the effects of a *bless* spell.

Damage Resistance: The rakshasa is resistant to nonmagical weapons.

Magic Immunity: The rakshasa is immune to spells of 6th level or lower, and it makes saving throws against spells of 7th level or higher with advantage. A rakshasa can choose to be affected by its own spells.

Spellcasting: The rakshasa is a 10th-level spellcaster that uses Charisma as its magic ability (spell save DC 15). The rakshasa has the following spells prepared:

- Cantrips—*minor illusion, read magic, shocking grasp*
- 1st level (4/day)—*charm person, detect magic, phantasmal force, sleep*
- 2nd level (3/day)—*hold person, invisibility, mirror image*
- 3rd level (3/day)—*dispel magic, fly, haste*
- 4th level (3/day)—*dimension door, hold monster, stoneskin*
- 5th level (2/day)—*dominate person, teleportation circle*

ACTIONS

Multiattack: The rakshasa makes one bite attack and two claw attacks.

Melee Attack—Bite: +7 to hit (reach 5 ft.; one creature). Hit: 10 (1d8 + 6) piercing damage.

Melee Attack—Claw: +7 to hit (reach 5 ft.; one creature). Hit: 9 (1d6 + 6) slashing damage.

Disguise Self: The rakshasa assumes the illusory form of any Small or Medium humanoid and can maintain this illusion indefinitely. A DC 14 Intelligence or Wisdom check reveals that the creature is not what it appears to be, but not the rakshasa's true form. A *true seeing* spell reveals the rakshasa's natural form. The rakshasa can dispel the illusion at any time (no action required). The effect also ends when the rakshasa is killed.

Read Thoughts: The rakshasa chooses a creature it can see within 30 feet of it and attempts to read its mind. The chosen creature must make a DC 14 Wisdom saving throw. **Failed Save:** The rakshasa can read the target's surface thoughts for 1 minute. During that minute, the rakshasa also has advantage on Charisma checks made to deceive the target and Wisdom checks made to sense the target's intentions.

ENCOUNTER BUILDING

Level 12

XP 5,710

It has been said that the rakshasa epitomizes evil. Few beings are more malevolent.

Rakshasas look like humanoid tigers garbed in the clothes of nobility. They love rich living, gladly using their abilities and influence to maintain a decadent lifestyle at the expense of others. Although a rakshasa's body is that of a human, except for a luxurious coat of

tiger's fur, its hands are backward (with the palm and the back of the hand transposed). This unusual physical feature doesn't detract from the rakshasa's natural dexterity, but the sight of it can be unsettling to someone unfamiliar with the creatures.

Legends hold that rakshasas are evil spirits encased in mortal flesh. They are especially fond of human flesh and, as master illusionists, have numerous tricks at their disposal for keeping their appetites sated.

Rat, Cave

Tiny Beast

Armor Class 11

Hit Points 2 (1d4)

Speed 15 ft., climb 15 ft.

Str 6 (-2)

Dex 11 (+0)

Con 10 (+0)

Int 3 (-4)

Wis 10 (+0)

Cha 4 (-3)

Alignment unaligned

Languages –

TRAITS

Pack Tactics: The rat gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack—Bite: +0 to hit (reach 5 ft.; one creature). **Hit:** 1 piercing damage.

ENCOUNTER BUILDING

Level 1

XP 10

Rats of all sorts are common across the world, and in many places they plague civilized communities.

Cave rats are a particular breed that infests underground places such as crypts, catacombs, and dungeons. A pack of these creatures might lair in a graveyard, where they seek to cheat ghouls of their prizes by tunneling to the sites of newly interred corpses.

Red Wizard of Thay

Medium Humanoid (Human)

Armor Class 10

Hit Points 36 (8d6 + 8)

Speed 30 ft.

Str 11 (+0)

Dex 10 (+0)

Con 13 (+1)

Int 15 (+2)

Wis 12 (+1)

Cha 12 (+1)

Alignment lawful evil

Languages Chondathan, Common, Thayan

TRAITS

Spellcasting: The wizard is an 8th-level spellcaster that uses Intelligence as its magic ability (spell save DC 12). The wizard has the following spells prepared:

Cantrips—*chill touch, prestidigitation, read magic, shocking grasp*
1st level (4/day)—*burning hands, cause fear, mage armor, magic missile*

2nd level (3/day)—*hold person, invisibility, scorching ray*

3rd level (3/day)—*fireball*

4th level (2/day)—*wall of fire*

ACTIONS

Melee Attack—Dagger: +2 to hit (reach 5 ft.; one creature).

Hit: 2 (1d4) piercing damage.

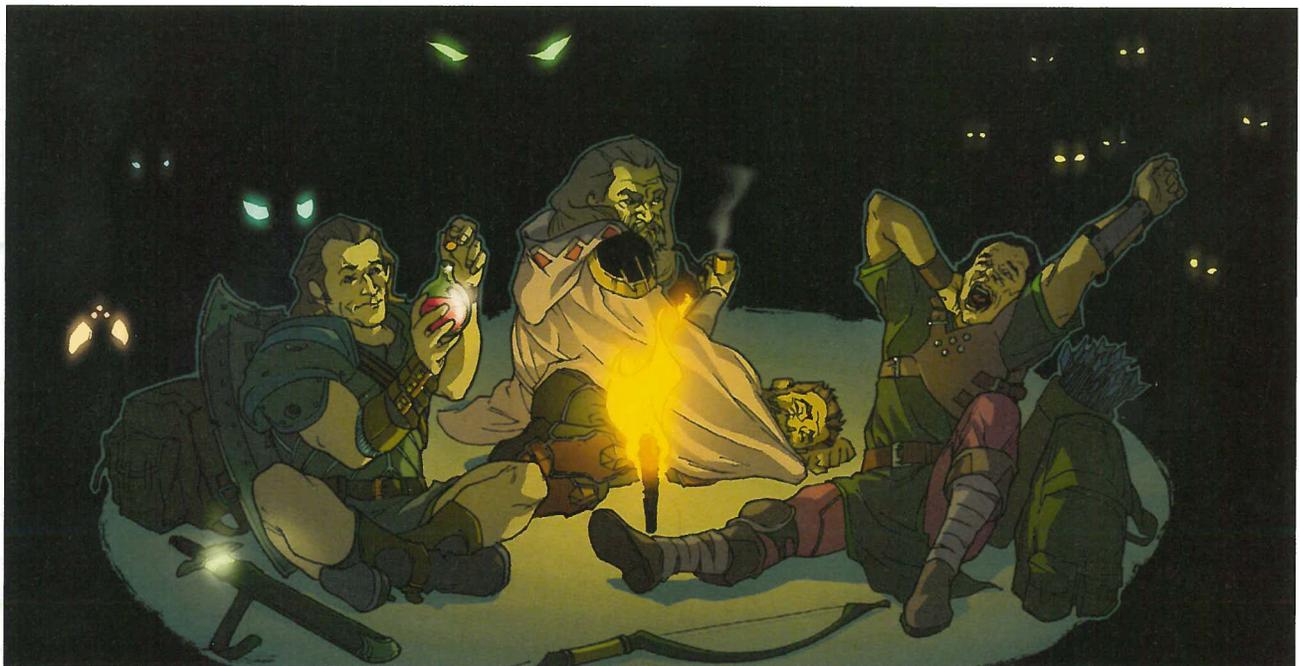
ENCOUNTER BUILDING

Level 6

XP 550

The Red Wizards of Thay have long posed a threat to Faerûn, and their history is one littered with incidents of war and aggression. For a time, it seemed they had set aside their intentions of conquest, seeking instead to acquire and trade items of magical power. Their mercantile interests have given them access to rich and powerful people across the land and enabled them to establish walled conclaves in dozens of cities. A Red Wizard commands fear and respect from nearly everyone, and few dare to cross these spellcasters lest they awaken their wrath.

Red Wizards are easily identified by their scarlet robes.



Roc

Gargantuan Beast

Armor Class 13

Hit Points 115 (10d12 + 50)

Speed 20 ft., fly 80 ft.

Str 24 (+7)

Dex 15 (+2)

Con 20 (+5)

Int 3 (-4)

Wis 13 (+1)

Cha 9 (-1)

Alignment unaligned

Languages –

TRAITS

Keen Senses: The roc gains a +5 bonus to all ability checks to detect hidden creatures.

ACTIONS

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). *Hit:* 25 (4d8 + 7) slashing damage.

Melee Attack—Talons: +6 to hit (reach 5 ft.; one creature). *Hit:* 21 (4d6 + 7) piercing damage, and a Huge or smaller target is grappled. The roc can grapple one Large or larger creature or up to two Medium or smaller creatures at a time.

ENCOUNTER BUILDING

Level 7

XP 1,210

Rocs are huge birds of prey, almost too big to be believed, that dwell in warm mountainous regions and are known for carrying off large animals such as cattle, horses, and even elephants.

A roc makes its lair in an enormous nest fashioned from trees, branches, lumber, and the like. It prefers to dwell high in the mountains, far from other rocs, to avoid compromising its food supply; each roc hunts within a radius of about ten miles around its nest.

A roc resembles a large eagle, with plumage either dark brown or golden from head to tail. In a few rare instances, red, black, or white rocs have been sighted, but they are often considered bad omens. These enormous creatures are 60 feet long from beak to tail feathers, with a wingspan as wide as 120 feet.

Shrieker

Medium Plant

Armor Class 5

Hit Points 13 (3d8)

Speed 1 ft.

Senses blindsight 30 ft.

Str 1 (-5)

Dex 1 (-5)

Con 10 (+0)

Int 1 (-5)

Wis 3 (-4)

Cha 1 (-5)

Alignment unaligned

Languages –

TRAITS

Immunities: The shrieker is immune to gaze attacks and other attack forms that rely on sight. It cannot be charmed, frightened, or paralyzed.

Mistaken Identity: The shrieker superficially resembles an oversized mushroom or toadstool. A creature within 30 feet of the shrieker can ascertain its true nature with a DC 11 Intelligence or Wisdom check.

REACTIONS

Shriek: When a light source comes within 30 feet of the shrieker, or when a creature comes within 10 feet of the shrieker, it emits a piercing shriek that lasts until the cause of the disturbance moves out of range and for an additional 1d4 rounds thereafter.

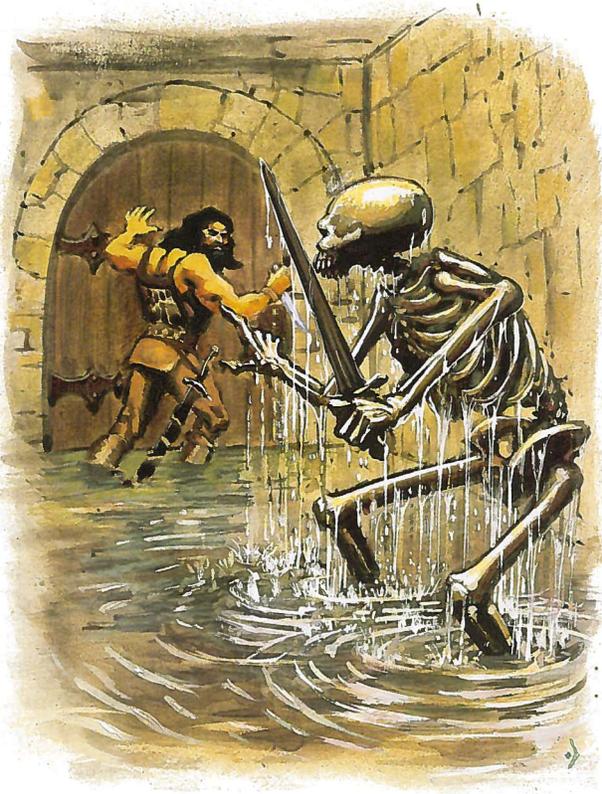
ENCOUNTER BUILDING

Level 1

XP 10

A shrieker is a practically stationary fungus that emits a loud noise to attract prey or when it's disturbed. Shriekers live in dark, subterranean places, often in the company of far more dangerous kinds of fungus. A shrieker resembles a human-sized mushroom of various shades of purple. It emits its noise from nodules on its cap.





Skeleton

Medium Undead

Armor Class 13 (armor scraps, shield)

Hit Points 9 (2d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 11 (+0)

Dex 10 (+0)

Con 10 (+0)

Int 6 (-2)

Wis 8 (-1)

Cha 3 (-4)

Alignment lawful evil

Languages understands Common

TRAITS

Immunities: The skeleton is immune to disease and poison. It cannot be charmed, frightened, or put to sleep. It does not need to sleep, eat, or breathe. **Damage Resistance:** The skeleton is resistant to piercing damage.

Vulnerability: The skeleton is vulnerable to bludgeoning damage.

ACTIONS

Melee Attack—Long Sword: +2 to hit (reach 5 ft.; one creature). **Hit:** 4 (1d8) slashing damage.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). **Hit:** 3 (1d6) piercing damage.

ENCOUNTER BUILDING

Level 1

XP 10

Skeletons are the animated bones of the dead, living on as automatons compelled to obey the orders of their evil masters.

These undead creatures are seldom garbed in anything more than the rotting remnants of any armor they were wearing when slain. Pinpoints of red light smolder in their empty eye sockets.

Skeletons do only what they are ordered to do. They can draw no conclusions of their own and take no independent action. Because of this limitation, their instructions must always be simple, such as “Kill anyone who enters this room.”

Snake, Giant Constrictor

Large Beast

Armor Class 12

Hit Points 22 (3d10 + 6)

Speed 30 ft., climb 15 ft., swim 30 ft.

Str 15 (+2)

Dex 16 (+3)

Con 14 (+2)

Int 2 (-4)

Wis 12 (+1)

Cha 6 (-2)

Alignment unaligned

Languages —

TRAITS

Hold Breath: The snake can hold its breath ten times longer than normal, and being underwater imposes no penalty on its attack rolls or checks.

Stealthy +5: The snake gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack—Bite: +3 to hit (reach 5 ft.; one creature). **Hit:** 7 (1d8 + 3) piercing damage.

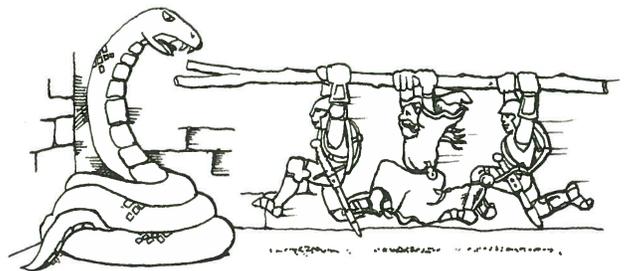
Melee Attack—Constrict: +3 to hit (reach 5 ft.; one creature). The attack automatically hits a creature grappled by the snake. **Hit:** 6 (1d6 + 3) bludgeoning damage, and a Medium or smaller target is grappled. If the target is already grappled, it is instead pinned.

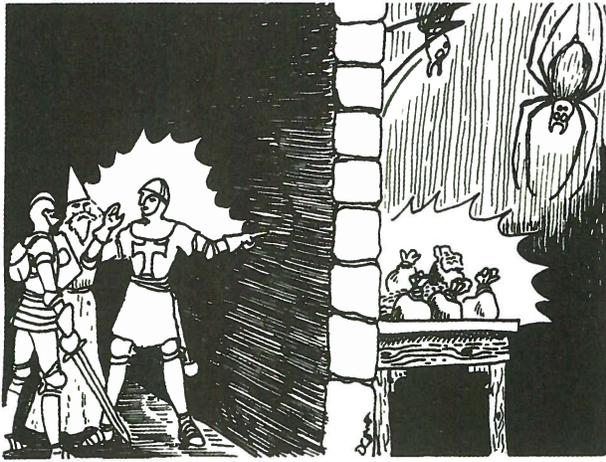
ENCOUNTER BUILDING

Level 2

XP 50

Giant snakes can be found in all but the coldest climates. They come in a multitude of varieties, with different coloration, length, weight, and capabilities.





Spider, Giant

Large Beast

Armor Class 12

Hit Points 16 (3d10)

Speed 30 ft., climb 30 ft.

Senses darkvision 30 ft.

Str 14 (+2)

Dex 15 (+2)

Con 10 (+0)

Int 2 (-4)

Wis 10 (+0)

Cha 8 (-1)

Alignment unaligned

Languages –

TRAITS

Spider Climb: The spider can climb on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a *web* spell.

Stealthy +5: The spider gains a +5 bonus to all ability checks to avoid detection.

ACTIONS

Melee Attack–Bite: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 5 (2d4) poison damage.

Ranged Attack–Web (Recharge 5-6): +4 to hit (range 30 ft./60 ft.; one creature). *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check to escape. The webbing has AC 12, and another creature can deal 5 fire or slashing damage to the webbing to end this effect; if fire damage is used, the restrained creature also takes the damage.

ENCOUNTER BUILDING

Level 2

XP 40

Spiders live in all climates except arctic environments, and legends persist of fur-covered white spiders that inhabit polar climes. A spider will attack any creature that disturbs its web even if the spider is not hungry. Giant spiders live both above ground and below, and even underwater.

Stirge

Small Beast

Armor Class 13

Hit Points 3 (1d6)

Speed 10 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 4 (-3)

Dex 14 (+2)

Con 11 (+0)

Int 2 (-4)

Wis 7 (-2)

Cha 6 (-2)

Alignment unaligned

Languages –

ACTIONS

Melee Attack–Bite: +2 to hit (reach 5 ft.; one living creature). The attack automatically hits a creature to which the stirge is attached. *Hit:* 2 (1d4) piercing damage, and the stirge attaches to the target.

An attached stirge's speed drops to 0, and it moves with the target. A stirge can be removed with a DC 10 Strength check as an action.

ENCOUNTER BUILDING

Level 1

XP 10

One stirge poses little danger to most adventurers, but a swarm of these bloodsucking fiends can be a formidable threat.

A stirge resembles a cross between a bat and a giant mosquito. It has membranous bat wings, a furry body, eight jointed legs that end in sharp pincers, and a needlelike proboscis. Coloration ranges from rust-red to reddish brown, with a dirty yellow underside. The proboscis is pink at the tip, fading to gray at its base.

A stirge's body is about 1 foot long, with a wingspan of about 2 feet.



Trapper

Huge Monstrosity

Armor Class 13

Hit Points 85 (10d12 + 20); see Traits below

Speed 10 ft.

Senses blindsight 30 ft.

Str 20 (+5) **Dex 15 (+2)** **Con 15 (+2)**

Int 13 (+1) **Wis 11 (+0)** **Cha 9 (-1)**

Alignment unaligned

Languages –

TRAITS

Hide in Plain Sight: The trapper can hold itself so still that it appears to be a stone floor. A DC 20 Intelligence or Wisdom check reveals that the floor is, in fact, a trapper.

Damage Resistance: The trapper is resistant to cold and fire.

Soft Underside: While the trapper is grappling one or more creatures, its soft underside is exposed, and the trapper has AC 11 against attacks made by creatures it is not grappling.

ACTIONS

Melee Attack—Crush: +5 to hit (reach 5 ft.; one Large creature or up to four Small or Medium creatures). The attack automatically hits any creature(s) the trapper is grappling. **Hit:** 14 (2d8 + 5) bludgeoning damage, and the target is grappled and restrained while grappled.

ENCOUNTER BUILDING

Level 7

XP 1,760

The trapper is a cunning monster that prefers subterranean habitation. It shapes its flat, stone-colored body to conform to the surface of the floor it sits upon, making it nearly impossible to detect by normal means. Usually a trapper will wait until its prey is near its center (where it often exudes a protuberance that resembles a chest or box) and then suddenly close itself upon the unsuspecting victims.

A typical trapper can cover an area of 400 square feet, and giant specimens can cover as much as 600 square feet.



Treant

Huge Plant

Armor Class 14

Hit Points 80 (7d12 + 35); see Traits below

Speed 30 ft.

Senses blindsight 100 ft.

Str 23 (+6) **Dex 8 (-1)** **Con 21 (+5)**

Int 12 (+1) **Wis 16 (+3)** **Cha 12 (+1)**

Alignment chaotic good

Languages Common, Elvish, Sylvan

TRAITS

Hide in Plain Sight: The treant can hold itself so still that it appears to be a tree. A DC 18 Intelligence or Wisdom check reveals that the tree is, in fact, a treant.

Damage Resistance: The treant is resistant to bludgeoning damage.

Siege Monster: The treant and its animated trees deal double damage to objects and structures.

Vulnerability: The treant is vulnerable to fire.

ACTIONS

Melee Attack—Slam: +8 to hit (reach 15 ft.; one creature). **Hit:** 23 (5d6 + 6) bludgeoning damage.

Ranged Attack—Rock: +3 to hit (range 100 ft./200 ft.; one creature). **Hit:** 19 (3d8 + 6) bludgeoning damage.

Animate Trees (1/day): The treant animates one or two trees within 100 feet of it. These trees have the same statistics as a treant, with the following exceptions: They do not have the animate trees action, they have an Intelligence of 1, and they cannot be charmed. A tree remains animated until the treant dies or moves more than 100 feet away from it, or until the treant ends this effect as part of its action on its turn.

ENCOUNTER BUILDING

Level 7

XP 1,320

Treants combine the features of trees and humans. Peaceful by nature but deadly when angered, they hate acts of evil and the unrestrained use of fire. They consider themselves guardians of the trees.

A treant is almost indistinguishable from a tree. Its skin is thick and brown, with a barklike texture, and its legs fit together when closed to look like the trunk of a tree. Above the eyes and along the head are dozens of smaller branches from which hang great leaves. In winter, the leaves of a treant change color, but they rarely fall out.

Troll

Large Giant

Armor Class 11

Hit Points 66 (7d10 + 28)

Speed 30 ft., climb 20 ft.

Senses darkvision 60 ft.

Str 18 (+4)

Dex 13 (+1)

Con 18 (+4)

Int 7 (-2)

Wis 8 (-1)

Cha 9 (-1)

Alignment chaotic evil

Languages Giant

TRAITS

Keen Senses: The troll gains a +5 bonus to all ability checks to detect hidden creatures.

Regeneration: At the start of its turn, the troll regains 5 hit points. When it takes acid or fire damage, the troll's regeneration doesn't function on the troll's next turn. The troll dies only if it starts its turn with 0 hit points and does not regenerate.

ACTIONS

Multiattack: The troll makes one bite attack and two claw attacks.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). **Hit:** 8 (1d8 + 4) piercing damage.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature). **Hit:** 7 (1d6 + 4) slashing damage.

ENCOUNTER BUILDING

Level 6

XP 610

A troll thrives in any environment that has anything for it to eat. Most other creatures avoid trolls, for these monsters are largely without fear and are relentless when hungry.

A famished troll will eat anything available, from grubs to bears to humanoids. Bands of trolls have been known to lair near settlements and pick off the inhabitants one by one until they eat the last one.

A troll stands about 9 feet tall and weighs 500 pounds. Its rubbery hide is moss green, mottled green and gray, or putrid gray. A writhing, hairlike mass grows out from the skull and is usually greenish black or iron gray. A troll's arms and legs are long and ungainly. The legs end in great three-toed feet, the arms in wide, powerful hands with sharpened claws. Trolls can appear thin and frail but possess surprising strength. Females are larger and more formidable than their male counterparts.

Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground.

Can you put a severed troll's head in a bag of holding, and if so, will it regenerate a whole new body?



Vampire

Medium Undead

Armor Class 16

Hit Points 68 (8d8 + 32); see Traits below

Speed 30 ft., climb 20 ft.

Senses darkvision 60 ft.

Str 18 (+4)

Dex 14 (+2)

Con 18 (+4)

Int 15 (+2)

Wis 15 (+2)

Cha 16 (+3)

Alignment chaotic evil

Languages Common

TRAITS

Immunities: The vampire is immune to disease, necrotic, poison, and nonmagical weapons (except those made of cold-forged iron). It cannot be charmed, paralyzed, or put to sleep. It does not need to breathe.

Regeneration: At the start of its turn, the vampire regains 1d10 hit points. If it takes radiant damage, the vampire's regeneration does not function on its next turn.

Spider Climb: The vampire can climb on smooth walls and upside down on horizontal surfaces.

Vulnerability: The vampire is vulnerable to radiant damage and takes 10 radiant damage each time it starts its turn in direct sunlight.

ACTIONS

Multiattack: The vampire makes two claw attacks. If both claw attacks hit the same target, the vampire can make the following attack against the target.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature hit by both of the vampire's claw attacks). *Hit:* 6 (1d4 + 4) piercing damage plus 10 (3d6) necrotic damage, the target's hit point maximum is reduced by an amount equal to the necrotic damage dealt by this attack, and the vampire regains hit points equal to the amount of necrotic damage dealt.

The reduction to the target's maximum hit points lasts for 24 hours. A creature whose hit point maximum is reduced to 0 by this attack dies. A living creature that is killed by the vampire's bite rises as a vampire under the original vampire's control on the next night after burial or interment in a tomb.

Melee Attack—Claw: +6 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) slashing damage.

Change Shape: The vampire polymorphs into a bat-human hybrid and can remain in this form indefinitely. Items worn or carried by the vampire are not absorbed into the new form. While in hybrid form, the vampire gains a fly speed of 60 feet. Reverting to human form requires an action.

Domination: The vampire chooses one living humanoid it can see within 10 feet of it. The target must make a DC 13 Wisdom saving throw. *Failed Save:* The target is charmed for 1 day or until the vampire or one of its allies harms it. While the target is charmed, the vampire can decide the target's action and how it moves. On target's next turn, it does as the vampire commands. A creature charmed by a vampire in this way receives the commands even if the vampire cannot see it. The charmed creature cannot take reactions.

The vampire can have only one creature charmed at a time. If the charmed creature takes any damage, it can make a DC 13 Wisdom saving throw to end the effect.

A creature charmed by this effect remembers being charmed. A creature that succeeds on its saving throw against this effect is immune to this vampire's domination effect for 24 hours.

ENCOUNTER BUILDING

Level 7

XP 1,530

Forever anchored to their coffins and the unholy earth of their graves, vampires emerge under cover of darkness to hunt their prey. They scheme constantly to fill the world with their foul progeny.

A vampire appears just as the creature did in life, although its features are often hardened and feral. Vampires embrace finery and decadence and might assume the guise of nobility. Despite their mortal appearance, vampires can be identified easily, for they cast no shadows and throw no reflections in mirrors.



Wight

Medium Undead

Armor Class 14 (studded leather)

Hit Points 27 (6d8); see Traits below

Speed 30 ft.

Senses darkvision 60 ft.

Str 15 (+2)

Dex 12 (+1)

Con 10 (+0)

Int 10 (+0)

Wis 7 (-2)

Cha 15 (+2)

Alignment neutral evil

Languages Common

TRAITS

Immunities: The wight is immune to disease, necrotic, and poison. It cannot be put to sleep and does not need to sleep, eat, or breathe.

Damage Resistance: The wight is resistant to nonmagical weapons.

ACTIONS

Multiattack: The wight makes two long sword attacks or two longbow attacks.

Melee Attack—Energy Drain: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) necrotic damage, and the target's hit point maximum is reduced by 5. This reduction lasts until the end of the target's next long rest. A creature slain by this attack rises 24 hours later as a zombie under the wight's command.

A *remove curse* spell restores the target's hit point maximum to its full amount.



Melee Attack—Long Sword: +3 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) slashing damage.

Ranged Attack—Longbow: +2 to hit (range 150 ft./600 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 3

XP 130

Every wight begins existence as a human, and still looks much like one in its undead state—at least from a distance. These creatures typically inhabit barrow mounds, catacombs, and other such places thick with the reek of death. These creatures are most hateful and evil, seeking to destroy any life they encounter. They shun bright light and hate sunlight.

A wight's facial appearance is a weird and twisted reflection of the visage it had in life. Wild, frantic eyes burn with malevolence. Its leathery, desiccated flesh is drawn tight across its bones, and its teeth have grown into sharp, jagged needles.

Will-o'-Wisp

Small Undead

Armor Class 19

Hit Points 31 (9d6); see Traits below

Speed 0 ft., fly 50 ft.

Senses darkvision 120 ft.

Str 1 (-5)

Dex 29 (+9)

Con 10 (+0)

Int 15 (+2)

Wis 14 (+2)

Cha 10 (+0)

Alignment chaotic evil

Languages Auran, Common

TRAITS

Immunities: The will-o'-wisp is immune to spells except for *magic missile*. It does not need to sleep or breathe.

ACTIONS

Melee Attack—Shock: +9 to hit (reach 5 ft.; one creature). *Hit:* 9 (2d8) lightning damage.

Invisibility: The will-o'-wisp dims its light, becoming invisible until it makes an attack or its concentration is broken.

Life Drain: The will-o'-wisp drains the life force of one dying creature it can see within 5 feet of it. The dying creature is slain, and the will-o'-wisp regains 5 (1d10) hit points.

ENCOUNTER BUILDING

Level 5

XP 300

Will-o'-wisps feeds on the powerful emotions associated with panic, horror, and impending death. They delight in luring travelers into deadly peril, then feeding off the resulting psychic energy.

Unless it renders itself invisible, a will-o'-wisp appears as a faintly glowing sphere of yellow, white, green, or blue light. The creatures are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside.

A will-o'-wisp is a globe of semisolid vapor about 1 foot across and weighing about 3 pounds. Its glowing body sheds as much light as a torch. It has no vocal apparatus, but it can vibrate to produce a ghostly sound.

Wolf

Medium Beast

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 50 ft.

Senses low-light vision

Str 13 (+1)

Dex 15 (+2)

Con 13 (+1)

Int 2 (-4)

Wis 12 (+1)

Cha 6 (-2)

Alignment unaligned

Languages –

TRAITS

Keen Senses: The wolf gains a +5 bonus to all ability checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack–Bite: +3 to hit (reach 5 ft.; one creature).

Hit: 1d6 + 1 piercing damage. If the attack deals maximum damage, the wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 1

XP 20

Wolves gather in packs and hunt in forests ranging from arctic to temperate zones. They do not hesitate to follow and attack prey if hungry, and they often wait to strike until their prey lets down its guard. Their howling can panic herbivores that are not being held or handled.

Wolf, Dire

Large Beast

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 50 ft.

Senses low-light vision

Str 15 (+2)

Dex 15 (+2)

Con 13 (+1)

Int 4 (-3)

Wis 12 (+1)

Cha 8 (-1)

Alignment unaligned

Languages –

TRAITS

Keen Senses: The wolf gains a +5 bonus to all checks to detect hidden creatures.

Pack Tactics: The wolf gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

ACTIONS

Melee Attack–Bite: +5 to hit (reach 5 ft.; one creature). **Hit:** 1d10 + 2 piercing damage, or 13 (2d10 + 2) piercing damage against a prone creature. If the attack deals maximum damage, the wolf also knocks the target prone.

ENCOUNTER BUILDING

Level 3

XP 70

Dire wolves are immense versions of normal wolves. They have the same habits and characteristics as their smaller cousins, though they tend to be wilder and more aggressive. A dire wolf can reach 8 feet in length and weigh as much as 700 pounds.

Wraith

Medium Undead

Armor Class 13

Hit Points 20 (3d8 + 6); see Traits below

Speed 60 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 6 (-2)

Dex 16 (+3)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral evil

Languages Common, Infernal

TRAITS

Immunity: The wraith is immune to disease, necrotic, and poison. It cannot be charmed, frightened, paralyzed, turned to stone, or put to sleep. It does not need to sleep, eat, or breathe.

Incorporeal: The wraith is incorporeal.

Light Sensitivity: While in sunlight, the wraith has disadvantage on attack rolls.

ACTIONS

Melee Attack–Life Drain [Magic]: +4 to hit (reach 5 ft.; one creature). **Hit:** 12 (2d8 + 3) necrotic damage, and the target must make a DC 11 Constitution saving throw. **Failed Save:** The target's hit point maximum is reduced by the damage dealt by this attack. This reduction lasts 24 hours.

A creature whose hit point maximum is reduced to 0 by this attack dies. The wraith can choose to raise the creature as a specter under its control, but a wraith can have no more than seven specters under its control at one time.

A *remove curse* spell restores the target's hit point maximum to its full amount.

ENCOUNTER BUILDING

Level 4

XP 240

Wraiths do not exist fully in the Material Plane. Their essential substance leaches partially into the mortal world from a horrific realm of darkness and death. Wraiths despise all living things and the light that nurtures them.

Although composed of darkness, a wraith is more or less humanoid in shape, though it lacks features except for the glowing red pinpoints of its eyes. In some cases, a wraith's grim silhouette might appear armored or outfitted with weapons.



Wyvern

Large Dragon

Armor Class 11

Hit Points 66 (7d12 + 21)

Speed 20 ft., fly 60 ft.

Senses darkvision 60 ft.

Str 19 (+4)

Dex 10 (+0)

Con 16 (+3)

Int 5 (-3)

Wis 12 (+1)

Cha 4 (-3)

Alignment unaligned

Languages –

TRAITS

Keen Senses: The wyvern has a +5 bonus to ability checks to detect hidden creatures.

ACTIONS

Multiattack: The wyvern makes a bite attack and a sting attack.

Melee Attack—Bite: +6 to hit (reach 5 ft.; one creature). Hit: 13 (2d8 + 4) piercing damage.

Melee Attack—Sting: +6 to hit (reach 10 ft.; one creature). Hit: 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw. *Failed Save:* 17 (5d6) poison damage.

ENCOUNTER BUILDING

Level 6

XP 720



Distant cousins to dragons, wyverns fly the skies over forests, hills, and mountains, their great reptilian bodies held aloft by enormous leathery wings.

A wyvern can grow to be up to 30 feet in length. Dark brown or gray scales cover its body down to its long tail, tipped with a thick knot of cartilage from which a stinger protrudes much like that of a scorpion. It has a 50-foot wingspan, and long, sharp teeth fill its jaws. The beast's eyes tend to be red, orange, or yellow and shine in dim light. Unlike a dragon, a wyvern has no forelimbs. These beasts can make two sounds: a loud hiss and a deep-throated growl like that of a bull alligator.

Some wyverns speak Draconic, but most are too stupid to understand any language.

Xorn

Medium Elemental (Earth)

Armor Class 15

Hit Points 73 (7d8 + 42); see Traits below

Speed 20 ft., burrow 20 ft.; see Traits below

Senses darkvision 60 ft., blindsight 60 ft.

Str 17 (+3)

Dex 10 (+0)

Con 22 (+6)

Int 11 (+0)

Wis 10 (+0)

Cha 11 (+0)

Alignment neutral

Languages Terran

TRAITS

Earth Glide: The xorn can move through stone, dirt, or any other sort of rock (except metal) as if that material weren't there, leaving no sign of its passage.

Immunities: The xorn is immune to cold and fire.

Damage Resistance: The xorn is resistant to lightning, piercing, and slashing damage.

Vigilant: The xorn is never surprised.

ACTIONS

Multiattack: The xorn makes three claw attacks. If two or more of these attacks hit the same target, the xorn makes one bite attack against that target.

Melee Attack—Bite: +7 to hit (reach 5 ft.; one creature). Hit: 17 (4d6 + 3) piercing damage.

Melee Attack—Claw: +7 to hit (reach 5 ft.; one creature). Hit: 7 (1d8 + 3) slashing damage.

ENCOUNTER BUILDING

Level 7

XP 1,890

The otherworldly xorns infiltrate the Material Plane from the Elemental Plane of Earth to scavenge for precious metals and gemstones.

A xorn's wide body is made of pebbly, stonelike material. It has a large, powerful mouth on top of its head, surrounded by three long arms, tipped with sharp talons, that are symmetrically positioned around it. Between the arms are large, stone-lidded eyes that see in all directions. At a xorn's base are three thick, short legs, each directly beneath an eye. The whole body is designed for burrowing, mouth



first. Xorns range in height from 3 feet to 8 feet and weigh between 120 and 1,100 pounds.

Xorns fight fleshy beings only in self-defense, since they cannot digest meat. In fact, xorns have little interest for the people of the Material Plane unless someone is carrying a significant amount of precious metals or minerals, which a xorn can smell from 20 feet away. A hungry xorn can become quite aggressive when it smells its food and might resort to violence to gobble up the delicious meal.

Zombie

Medium Undead

Armor Class 8

Hit Points 9 (2d8); see Traits below

Speed 20 ft.

Senses darkvision 60 ft.

Str 15 (+2)

Dex 6 (-2)

Con 10 (+0)

Int 5 (-3)

Wis 7 (-2)

Cha 5 (-3)

Alignment neutral evil

Languages understands Common

TRAITS

Immunities: The zombie is immune to disease and poison, and it cannot be frightened or put to sleep. It does not need to sleep, eat, or breathe.

Zombie Fortitude: When the zombie takes damage that drops it to 0 hit points, it must make a Constitution saving throw with a DC equal to 5 + the damage taken. *Successful Save:* The zombie instead drops to 1 hit point.

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

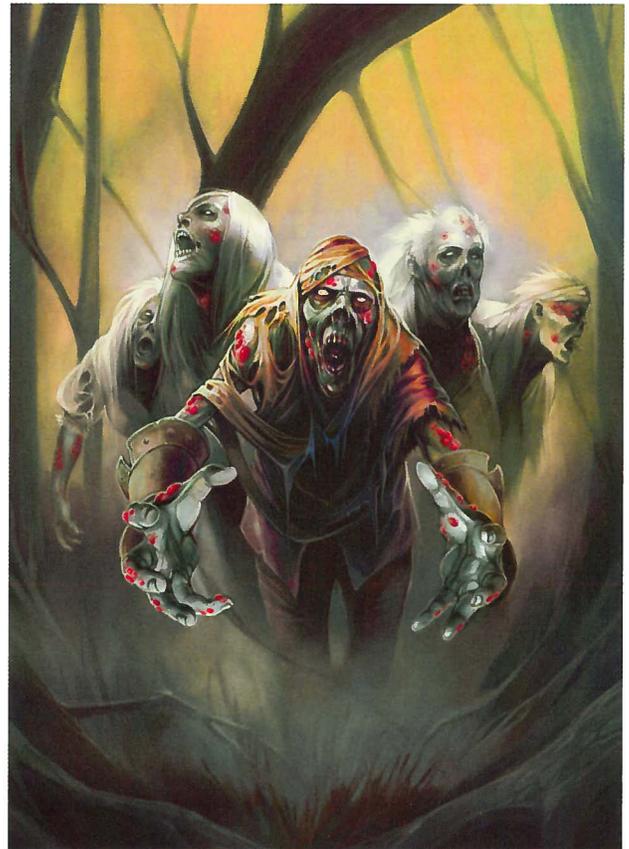
Level 1

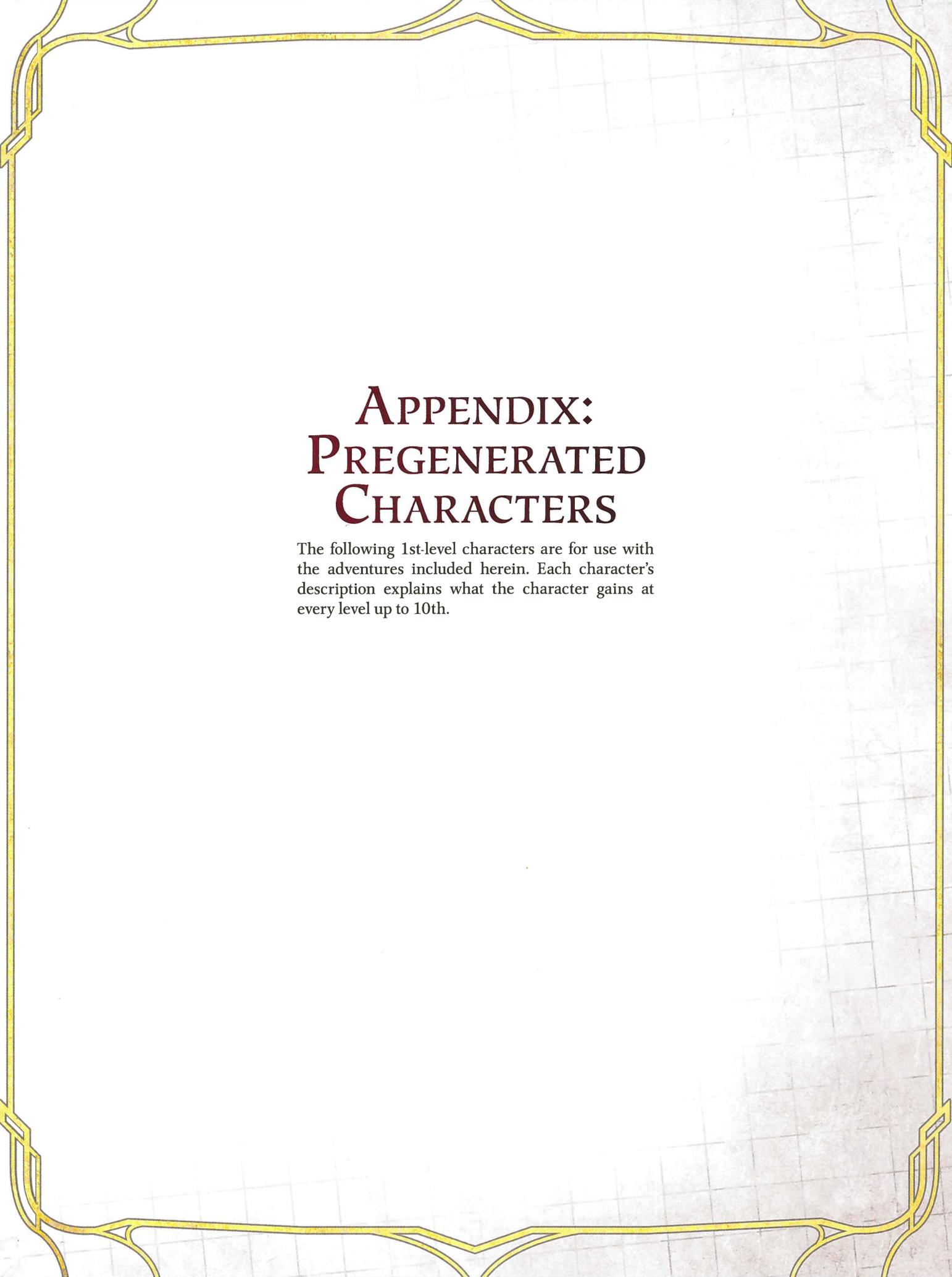
XP 10

Most corpses reanimated through dark and sinister magic become zombies. Like skeletons, these creatures are virtually mindless and shamble about, doing their creator's bidding.

Zombies are unpleasant to behold. When a corpse is drawn from its grave, decay has already set in, and the worms have begun their work on the flesh. Tattered burial clothes hang from a zombie's body, and the rank odor of death is heavy in the air around it.

Because zombies feel no pain, they are unmindful of injuries they sustain in the course of obeying the commands given to them. Zombies lose their limbs, have their swollen guts torn open, and suffer other appalling wounds as they shuffle toward their victims.





APPENDIX: PREGENERATED CHARACTERS

The following 1st-level characters are for use with the adventures included herein. Each character's description explains what the character gains at every level up to 10th.

HUMAN CLERIC

1st-Level Medium Human Cleric
Armor Class 18 (chain mail and shield)
Hit Points 10 (1d8 Hit Die per level)
Speed 30 ft. (25 ft. in chain mail)
Alignment lawful good
Languages Common, Halfling

ABILITY SCORES

Strength	15	(+2)
Dexterity	9	(-1)*
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	17	(+3)
Charisma	13	(+1)

*Disadvantage on Dexterity checks to become hidden due to chain mail.

ATTACKS

Melee Attack: Mace (+3 to hit; 1d6 + 2 bludgeoning)
Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +3 to hit; 1d6 + 2 piercing)

EQUIPMENT

Chain mail, shield, mace, javelins (3), backpack, bedroll, belt pouch, vestments, consecration kit, healer's kit, holy symbol, holy water (2 flasks), mess kit, rations (4 days), tinderbox, tome (holy teachings), waterskin, 6 gp, 9 sp, and 8 cp

Class Features

Proficiencies. You have proficiency with simple weapons and all armor and shields.

Attack Bonus. You gain a +1 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

Spellcasting. You can cast cleric cantrips and a number of cleric spells per day, as detailed in the Cleric Spells per Day table. You must prepare your spells before casting them (see chapter 3 for a selection of spells). You can prepare a number of cleric spells equal to your cleric level + 1.

Wisdom is your magical ability. The saving throw DC of your spells equals 10 + your Wisdom modifier.

Spellcasting Bonus. If you present your holy symbol when you cast a cleric spell, the spell's DC increases by an amount equal to your spellcasting bonus. The bonus starts as +1.

Cantrips. You know the following cantrips: *light*, *sacred flame*, and *spare the dying*.

Rituals. You can cast any cleric spell you have prepared as a ritual if that spell has a ritual version. You can use your holy symbol as a ritual focus.

Background: Priest

You were trained in a temple to your deity, Chauntea, the goddess of life and agriculture.

Temple Services. You have a residence in your home temple, and you can perform religious ceremonies. You can call upon fellow priests and those aligned with your faith for assistance.

CLERIC SPELLS PER DAY

Cleric Level	–Spells per Day per Spell Level–				
	1	2	3	4	5
1	2	–	–	–	–
2	3	–	–	–	–
3	3	1	–	–	–
4	3	2	–	–	–
5	3	2	1	–	–
6	3	2	2	–	–
7	3	2	2	1	–
8	3	2	2	2	–
9	3	2	2	2	1
10	3	2	2	2	2

Lore. You gain a +10 bonus to any ability check to recall forbidden lore, political lore, or religious lore.

Proficiencies. You have proficiency with the consecration kit.

Level 2

- ◆ Increase your hit points to 17.
- ◆ You gain the Channel Divinity and Domain features.

Channel Divinity

Each day you can use up to 4d10 Channel Divinity dice. You can use these dice with Restore Health or Turn Undead.

Restore Health. As an action, you channel divine energy that rejuvenates living creatures. Roll a number of your Channel Divinity dice up to your cleric level. The total you rolled is the number of hit points you can restore, divided as you choose among living creatures you can see within 25 feet of you.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring undead. Roll a number of your Channel Divinity dice up to your cleric level. Any undead creature within 25 feet of you that lacks total cover and has hit points equal to or lower than the total you rolled is turned. If such a creature has hit points equal to or lower than half the total you rolled, it is destroyed instead of turned.

An undead creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 25 feet of you. It cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

Domain: Life

Disciple of Life. When you restore hit points to a creature with a spell that has a level, the creature regains additional hit points equal to 2 + the spell's level.

Domain Spells. You always have domain spells prepared, and such spells do not count against the number of spells you can prepare each day. The

following spells are domain spells for you: *cure wounds* and *speak with animals*.

Level 3

- ◆ Increase your hit points to 24.
- ◆ Increase your Channel Divinity dice to 6d10.
- ◆ You gain access to the 2nd-level cleric spell list.
- ◆ You gain domain spells: *lesser restoration* and *prayer of healing*.

Level 4

- ◆ Increase your hit points to 31.
- ◆ Increase your Channel Divinity dice to 8d10.
- ◆ Increase your Wisdom to 18 (+4 modifier).
- ◆ Increase your Strength to 16 (+3 modifier). As a result, your bonus to hit and damage increases by 1 when using your mace and javelin.

Level 5

- ◆ Increase your hit points to 38.
- ◆ Increase your attack bonus and your spellcasting bonus to +2.
- ◆ Increase your Channel Divinity dice to 10d10.
- ◆ You gain access to the 3rd-level cleric spell list.
- ◆ You gain domain spells: *mass healing word* and *plant growth*.

Level 6

- ◆ Increase your hit points to 45.
- ◆ Increase your Channel Divinity dice to 12d10.
- ◆ You gain the Spiritual Vestment feature.

Spiritual Vestment

Using your reaction in response to taking damage, roll a number of your Channel Divinity dice up to your cleric level. Reduce the damage against you by the total rolled.

Level 7

- ◆ Increase your hit points to 52.
- ◆ Increase your Channel Divinity dice to 14d10.
- ◆ You gain access to the 4th-level cleric spell list.
- ◆ You gain domain spells: *death ward* and *freedom of movement*.

Level 8

- ◆ Increase your hit points to 59.
- ◆ Increase your Wisdom to 20 (+5 modifier).
- ◆ Increase your Channel Divinity dice to 16d10.
- ◆ You gain the Two Attacks feature.

Two Attacks

As an action, you can make two weapon attacks. You can use movement between the attacks.

Level 9

- ◆ Increase your hit points to 66.
- ◆ Increase your Channel Divinity dice to 18d10.
- ◆ You gain access to the 5th-level cleric spell list.
- ◆ You gain domain spells: *mass cure wounds* and *raise dead*.

Level 10

- ◆ Increase your hit points to 73.
- ◆ Increase your Channel Divinity dice to 20d10.
- ◆ You gain the Divine Intervention feature.

Divine Intervention

You have a devotion score that measures your deity's favor. Your initial score is 10. Increase your score by 1 whenever you accomplish one of the following tasks.

- Gain a level in the cleric class.
- Convert a follower to your faith.
- Spend a month in devotional practice, or providing healing and succor to the needy at no cost.
- Cure a creature of a terminal disease.
- Help destroy an undead creature that is 10th level or higher.

As an action, but no more than once every 24 hours, you can beseech your god for divine intervention. When you do, roll d100. If the result is equal to or lower than your devotion score, choose one of the following effects.

- Double the hit point maximum of a creature that you can see for 1 minute, and restore the creature to full hit points.
- Touch a previously living creature that died within the last minute, and return the creature to life with 1 hit point.
- Remove any afflictions that a creature has, including blindness and deafness, diseases, curses, paralysis, poison, or a reduction of its hit point maximum.
- Request aid from your deity in another way. The DM decides the deity's response, which is favorable to you but might not be exactly what you want.

When you successfully use Divine Intervention, your devotion score resets to being equal to your cleric level.

DWARF FIGHTER

1st-Level Medium Hill-Dwarf Fighter

Armor Class 16 (chain mail)

Hit Points 13 (1d10 Hit Die per level)

Speed 25 ft. (heavy armor or load doesn't reduce your speed)

Alignment lawful good

Languages Common, Dwarvish

ABILITY SCORES

Strength	17	(+3)
Dexterity	12	(+1)*
Constitution	15	(+2)
Intelligence	10	(+0)
Wisdom	13	(+1)
Charisma	8	(-1)

*Disadvantage on Dexterity checks to become hidden due to chain mail.

ATTACKS

Melee Attack: Great axe (+5 to hit; 1d12 + 3 slashing)

Melee or Ranged Attack: Light hammer (range 20 ft./60 ft.; +5 to hit; 1d6 + 3 bludgeoning)

Ranged Attack: Heavy crossbow (range 100 ft./400 ft.; +3 to hit; 1d10 + 1 piercing)

EQUIPMENT

Chain mail, great axe, light hammers (2), heavy crossbow (20 bolts), clothes, backpack, bedroll, belt pouch, crowbar, dice, healer's kit, lucky charm, mess kit, pitons (10), playing cards, rations (4 days), shovel, tinderbox, waterskin, whetstone, 12 gp, and 3 sp

Racial Traits

Darkvision. You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

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 at every level (the increase is included above). Additionally, whenever you roll Hit Dice during a rest, you regain an additional 1 hit point for each Hit Die you roll.

Stonecunning. You gain a +10 bonus to any ability check to recall trade (stonework) lore. While exploring underground environments, you cannot become lost.

Class Features

Proficiencies. You have proficiency with all weapons, armor, and shields.

Attack Bonus. You gain a +2 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

Second Wind. Once per day, you can use your action to regain hit points equal to half your hit point maximum.

Background: Soldier

You were a soldier in a dwarvish garrison.

Military Rank. Soldiers loyal to your former military organization still recognize your authority and influence. You can invoke your rank to exert influence over other soldiers and requisition simple equipment, horses, and vehicles for temporary use. You can also gain access to friendly military sites where your rank is recognized.

Lore. You gain a +10 bonus to any ability check to recall cultural lore or military lore.

Proficiencies. You have proficiency with cards and dice.

Level 2

- ◆ Increase your hit points to 22.
- ◆ You gain the Action Surge feature.

Action Surge

On your turn, you can take an additional action. If you do so, you cannot use this feature again until you have completed a rest.

Level 3

- ◆ Increase your hit points to 31.
- ◆ Increase your attack bonus to +3.
- ◆ You gain the Awareness and Improved Critical features.

Awareness

For Intelligence and Wisdom checks made to keep watch, you treat any d20 roll of 9 or lower as a 10.

Improved Critical

If you roll a natural 19 or 20 on a weapon attack roll, you score a critical hit.

Level 4

- ◆ Increase your Constitution to 16 (+3 modifier). As a result, your hit points increase by 1 per level, or 4 total (included in the next step).
- ◆ Increase your hit points to 44.
- ◆ Increase your Strength to 18 (+4 modifier). As a result, your bonus to hit and damage increases by 1 with your great axe and light hammer.

Level 5

- ◆ Increase your hit points to 54.
- ◆ You gain the Two Attacks feature.

Two Attacks

As an action, you can make two weapon attacks. You can use movement between the attacks.

Level 6

- ◆ Increase your hit points to 64.
- ◆ Increase your Strength to 20 (+5 modifier). As a result, your bonus to hit and damage increases by 1 with your great axe and light hammer.

Level 7

- ◆ Increase your hit points to 74.
- ◆ You gain the Superior Critical feature.

Superior Critical

If you roll a natural 18, 19, or 20 on a weapon attack roll, you score a critical hit.

Level 8

- ◆ Increase your Constitution to 18 (+4 modifier). As a result, your hit points increase by 1 per level, or 8 total (included in the next step).
- ◆ Increase your hit points to 92.
- ◆ Increase your attack bonus to +4.

Level 9

- ◆ Increase your hit points to 103.
- ◆ You gain the Defy Death feature.

Defy Death

If you roll a natural 15 or higher on a death saving throw, you regain 1 hit point.

Level 10

- ◆ Increase your Constitution to 20 (+5 modifier). As a result, your hit points increase by 1 per level, or 10 total (included in the next step).
- ◆ Increase your hit points to 124.
- ◆ You gain the Armor Focus feature.

Armor Focus

You gain a +1 bonus to AC.

HUMAN FIGHTER

1st-Level Medium Human Fighter

Armor Class 18 (scale mail and shield)

Hit Points 12 (1d10 Hit Die per level)

Speed 30 ft.

Alignment chaotic good

Languages Common, Dwarvish

ABILITY SCORES

Strength	17	(+3)
Dexterity	14	(+2)*
Constitution	15	(+2)
Intelligence	11	(+0)
Wisdom	9	(-1)
Charisma	13	(+1)

*Disadvantage on Dexterity checks to become hidden due to scale mail.

ATTACKS

Melee Attack: Long sword (+5 to hit; 1d8 + 3 slashing)

Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +5 to hit; 1d6 + 3 piercing)

Ranged Attack: Longbow (ranged 150 ft./600 ft.; +4 to hit; 1d8 + 2 piercing)

EQUIPMENT

Scale mail, shield, long sword, javelins (3), longbow (20 arrows), clothes, backpack, bedroll, belt pouch, grappling hook, guild seal, healer's kit, mess kit, rations (4 days), silk rope (50 ft.), smith's tools, steel mirror, tinderbox, waterskin, whetstone, 13 gp, and 7 sp

Class Features

Proficiencies. You have proficiency with all weapons, armor, and shields.

Attack Bonus. You gain a +2 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

Second Wind. Once per day, you can use your action to regain hit points equal to half your hit point maximum.

Background: Blacksmith

You started your professional life as a blacksmith's apprentice.

Smith's Guild Member. You are a member of a smith's guild. Fellow members can provide you with aid, and the guild backs you with its political power. In some cities and towns, a guildhall offers a central place to meet other guild members. You pay dues of 5 gp per month to the guild.

Lore. You gain a +10 bonus to any ability check to recall cultural lore or trade (blacksmith) lore.

Proficiencies. You have proficiency with smithing artisan tools.

Level 2

- ◆ Increase your hit points to 20.
- ◆ You gain the Action Surge feature.

Action Surge

On your turn, you can take an additional action. If you do so, you cannot use this feature again until you have completed a rest.

Level 3

- ◆ Increase your hit points to 28.
- ◆ Increase your attack bonus to +3.
- ◆ You gain the Awareness and Improved Critical features.

Awareness

For Intelligence and Wisdom checks made to keep watch, you treat any d20 roll of 9 or lower as a 10.

Improved Critical

If you roll a natural 19 or 20 on a weapon attack roll, you score a critical hit.

Level 4

- ◆ Increase your Constitution to 16 (+3 modifier). As a result, your hit points increase by 1 per level, or 4 total (included in the next step).
- ◆ Increase your hit points to 40.
- ◆ Increase your Strength to 18 (+4 modifier). As a result, your bonus to hit and damage increases by 1 with your long sword and javelin.

Level 5

- ◆ Increase your hit points to 49.
- ◆ You gain the Two Attacks feature.

Two Attacks

As an action, you can make two weapon attacks. You can use movement between the attacks.

Level 6

- ◆ Increase your hit points to 58.
- ◆ Increase your Strength to 20 (+5 modifier). As a result, your bonus to hit and damage increases by 1 with your long sword and javelin.

Level 7

- ◆ Increase your hit points to 67.
- ◆ You gain the Superior Critical feature.

Superior Critical

If you roll a natural 18, 19, or 20 on a weapon attack roll, you score a critical hit.

Level 8

- ◆ Increase your hit points to 76.
- ◆ Increase your attack bonus to +4.
- ◆ Increase your Wisdom to 10 (+0 modifier).
- ◆ Increase your Charisma to 14 (+2 modifier).

Level 9

- ◆ Increase your hit points to 85.
- ◆ You gain the Defy Death feature.

Defy Death

If you roll a natural 15 or higher on a death saving throw, you regain 1 hit point.

Level 10

- ◆ Increase your hit points to 94.
- ◆ Increase your Charisma to 16 (+3 modifier).
- ◆ You gain the Armor Focus feature.

Armor Focus

You gain a +1 bonus to AC.

ELF MAGE

1st-Level Medium High-Elf Mage

Armor Class 12

Hit Points 7 (1d6 Hit Die per level)

Speed 30 ft.

Alignment neutral good

Languages Common, Infernal, Draconic, Elvish, Goblin, Sylvan

ABILITY SCORES

Strength	8	(-1)
Dexterity	15	(+2)
Constitution	12	(+1)
Intelligence	17	(+3)
Wisdom	10	(+0)
Charisma	13	(+1)

ATTACKS

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

Ranged Attack: Longbow (ranged 150 ft./600 ft.; +2 to hit; 1d8 + 2 piercing)

EQUIPMENT

Robes, short sword, longbow (20 arrows), wand, backpack, bedroll, belt pouch, candles (5), clothes, component pouch, disguise kit, ink pen, ink, mess kit, paper (10 sheets), rations (4 days), spellbook, tinderbox, waterskin, 7 gp, and 9 sp

Racial Traits

Free Spirit. You are immune to the charmed condition and to any effect that would put you to sleep.

Keen Senses. You have advantage on all Wisdom checks to listen and spot.

Low-Light Vision. You can see in dim light as well as you do in bright light.

Proficiencies. You have proficiency with long swords, longbows, short swords, and shortbows.

Trance. You can meditate for 4 hours to gain the same benefit that a human does from 8 hours of sleep.

Class Features

Proficiencies. You have proficiency with daggers, darts, light crossbows, quarterstaves, and slings, but no armor or shields.

Spellcasting. You can cast mage cantrips and a number of mage spells per day, as detailed in the Mage Spells per Day table. You must prepare your spells before casting them (see chapter 3 for a selection of spells). You can prepare a number of mage spells equal to your mage level + 1.

Intelligence is your magical ability. The saving throw DC of your spells equals 10 + your Intelligence modifier.

Spellcasting Bonus. If you wield a magic focus, such as your wand, when you cast a mage spell, the spell's DC increases by an amount equal to your spellcasting bonus. The bonus starts as +1.

Spellbook. You have a spellbook containing the cantrips and spells that you know. You add spells to the book as you gain levels and if you find them on your adventures.

Copying a spell you find into your spellbook confers knowledge of the spell to you. The process requires 1 hour and 50 gp per level of the spell. The cost represents material components you expend as you experiment with the spell to master it.

Your spellbook initially contains *mage armor*, *magic missile*, and *thunderwave*.

Cantrips. You know the following cantrips: *chill touch*, *minor illusion*, *prestidigitation*, and *ray of frost*.

Rituals. If a spell has a ritual version and the spell is in your spellbook, you can cast the spell as a ritual. You can use your wand as a ritual focus.

MAGE SPELLS PER DAY

Mage Level	—Spells per Day per Spell Level—				
	1	2	3	4	5
1	2	—	—	—	—
2	3	—	—	—	—
3	4	2	—	—	—
4	4	3	—	—	—
5	4	3	2	—	—
6	4	3	3	—	—
7	4	3	3	1	—
8	4	3	3	2	—
9	4	3	3	3	1
10	4	3	3	3	2

Background: Charlatan

You know how to fast talk and pretend to be someone else, skills you sometimes use to pass for human.

False Identity. You have a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters in a specific person's handwriting, as long as you have seen an example of the kind of document you are trying to copy.

Lore. You gain a +10 bonus to any ability check to recall magical lore, political lore, and religious lore.

Proficiencies. You have proficiency with the disguise kit.

Level 2

- ◆ Increase your hit points to 12.
- ◆ Add the following spells to your spellbook: *charm person*, *detect magic*.
- ◆ You gain the Sculpt Spells feature.

Sculpt Spells

When you cast a spell that affects other creatures, you can choose a number of creatures equal to the spell's level + 1. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from the spell.

Level 3

- ◆ Increase your hit points to 17.
- ◆ Add the following spells to your spellbook: *Melf's acid arrow*, *mirror image*.

Level 4

- ◆ Increase your hit points to 22.
- ◆ Add the following spells to your spellbook: *invisibility*, *rope trick*.
- ◆ Increase your Intelligence to 18 (+4 modifier).
- ◆ Increase your Dexterity to 16 (+3 modifier). As a result, your bonus to hit and damage increases by 1 with your short sword and longbow. Your Armor Class also increases by 1.

Level 5

- ◆ Increase your hit points to 27.
- ◆ Add the following spells to your spellbook: *fly*, *lightning bolt*.
- ◆ Increase your spellcasting bonus to +2.
- ◆ You gain the Potent Cantrip feature.

Potent Cantrip

When a creature is missed by or succeeds on a saving throw against your cantrip that deals damage, the creature still takes half the damage but suffers no additional effect.

Level 6

- ◆ Increase your hit points to 32.
- ◆ Add the following spells to your spellbook: *dispel magic*, *remove curse*.
- ◆ You gain the Brew Potions feature.

Brew Potions

You can create a potion by expending one or more spell slots and spending one hour working. You need an empty vial to store the newly crafted potion.

You regain spell slots expended to create a potion only when it is consumed and you complete a long rest, or after 33 days pass since you crafted the potion. After 33 days, you regain the slots used to craft the potion and it retains its power.

The type of potion you create determines the number of spell slots you must expend.

1 spell slot - *potion of climbing*, *potion of healing*

4 spell slots - *potion of invisibility*, *potion of water breathing*

Level 7

- ◆ Increase your hit points to 37.
- ◆ Add the following spells to your spellbook: *confusion*, *haste*.

Level 8

- ◆ Increase your hit points to 42.
- ◆ Add the following spells to your spellbook: *polymorph*, *stoneskin*.
- ◆ Increase your Intelligence to 20 (+5 modifier).
- ◆ You gain the Overchannel feature.

Overchannel

When you cast a 3rd-level or lower spell that deals damage, you can choose to inflict maximum damage with that spell.

The first time you use this ability between completing long rests, you suffer no adverse effects. If you use this feature a second time, you must succeed on a DC 15 Constitution saving throw or drop to 0 hit points after casting the spell. You can try to use this feature three or more times, but each additional use increases the saving throw DC by 5.

Level 9

- ◆ Increase your hit points to 47.
- ◆ Add the following spells to your spellbook: *cloudkill*, *dominate person*.

Level 10

- ◆ Increase your hit points to 52.
- ◆ Add the following spells to your spellbook: *passwall*, *teleportation circle*.
- ◆ You gain the Permanency feature.

Permanency

You can create a long-lasting magical effect, chosen from those below.

Craft Magic Armor. You can spend four 1st-level spell slots, which you cannot regain for one year and one day, and 8 hours of work to enchant one nonmagical suit of armor. The armor permanently becomes *magic armor +1*.

Craft Magic Weapon. You can spend four 1st-level spell slots, which you cannot regain for one year and one day, and 8 hours of work to enchant one nonmagical weapon. The weapon permanently becomes a *magic weapon +1*.

At-Will Spell. You can spend 8 hours and four 1st-level spell slots to give yourself the ability to cast one of your 1st-level mage spells at will. When you cast the spell at will, you cannot cast it at a level higher than 1st.

You regain these expended spell slots only if you spend another 8 hours to unravel your ability to cast the chosen spell at will and then complete a long rest.

HUMAN MAGE

1st-Level Medium Human Mage

Armor Class 12

Hit Points 8 (1d6 Hit Die per level)

Speed 30 ft.

Alignment lawful neutral

Languages Common, Draconic, Elvish, Giant, Orcish

ABILITY SCORES

Strength	9	(-1)
Dexterity	14	(+2)
Constitution	15	(+2)
Intelligence	17	(+3)
Wisdom	13	(+1)
Charisma	11	(+0)

ATTACKS

Melee Attack: Dagger (+2 to hit; 1d4 + 2 piercing)

Ranged Attack: Dart (range 30 ft./120 ft.; +2 to hit; 1d4 + 2 piercing)

EQUIPMENT

Robes, dagger, darts (5), orb, abacus, backpack, bedroll, belt pouch, candles (5), component pouch, ink pen, ink, mess kit, paper (10 sheets), rations (4 days), spellbook, tinderbox, waterskin, 11 gp, 5 sp, and 3 cp

Class Features

Proficiencies. You have proficiency with daggers, darts, light crossbows, quarterstaves, and slings, but no armor or shields.

Spellcasting. You can cast mage cantrips and a number of mage spells per day, as detailed in the Mage Spells per Day table. You must prepare your spells before casting them (see chapter 3 for a selection of spells). You can prepare a number of mage spells equal to your mage level + 1.

Intelligence is your magical ability. The saving throw DC of your spells equals 10 + your Intelligence modifier.

Spellcasting Bonus. If you wield a magic focus, such as your orb, when you cast a mage spell, the spell's DC increases by an amount equal to your spellcasting bonus. The bonus starts as +1.

Spellbook. You have a spellbook containing the cantrips and spells that you know. You add spells to the book as you gain levels and if you find them on your adventures.

Copying a spell you find into your spellbook confers knowledge of the spell to you. The process requires 1 hour and 50 gp per level of the spell. The cost represents material components you expend as you experiment with the spell to master it.

Your spellbook initially contains the following spells: *burning hands*, *mage armor*, and *magic missile*.

Cantrips. You know the following cantrips: *prestidigitation*, *read magic*, and *shocking grasp*.

Rituals. If a spell has a ritual version and the spell is in your spellbook, you can cast the spell as a ritual. You can use your orb as a ritual focus.

MAGE SPELLS PER DAY

Mage Level	–Spells per Day per Spell Level–				
	1	2	3	4	5
1	2	–	–	–	–
2	3	–	–	–	–
3	4	2	–	–	–
4	4	3	–	–	–
5	4	3	2	–	–
6	4	3	3	–	–
7	4	3	3	1	–
8	4	3	3	2	–
9	4	3	3	3	1
10	4	3	3	3	2

Background: Sage

You are highly educated.

Researcher. When you don't know a piece of information, you often know how or where you can obtain it. The DM can give you such direction, or decide the knowledge you seek requires an adventure or is impossible to find.

Lore. You gain a +10 bonus to any ability check to recall forbidden lore, magical lore, planar lore.

Proficiencies. You have proficiency with the abacus.

Level 2

- ◆ Increase your hit points to 14.
- ◆ Add the following spells to your spellbook: *detect magic*, *shield*.
- ◆ You gain the Sculpt Spells feature.

Sculpt Spells

When you cast a spell that affects other creatures, you can choose a number of creatures equal to the spell's level + 1. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from the spell.

Level 3

- ◆ Increase your hit points to 20.
- ◆ Add the following spells to your spellbook: *scorching ray*, *web*.

Level 4

- ◆ Increase your Constitution to 16 (+3 modifier). As a result, your hit points increase by 1 per level, or 4 total (included in the next step).
- ◆ Increase your hit points to 30.
- ◆ Add the following spells to your spellbook: *flaming sphere*, *spider climb*.
- ◆ Increase your Intelligence to 18 (+4 modifier).

Level 5

- ◆ Increase your hit points to 37.
- ◆ Add the following spells to your spellbook: *blink*, *fireball*.
- ◆ Increase your spellcasting bonus to +2.
- ◆ You gain the Potent Cantrip feature.

Potent Cantrip

When a creature is missed by or succeeds on a saving throw against your cantrip that deals damage, the creature still takes half the damage but suffers no additional effect.

Level 6

- ◆ Increase your hit points to 44.
- ◆ Add the following spells to your spellbook: *dispel magic*, *hold person*.
- ◆ You gain the Brew Potions feature.

Brew Potions

You can create a potion by expending one or more spell slots and spending one hour working. You need an empty vial to store the newly crafted potion.

You regain slots expended to create a potion only when it is consumed and you complete a long rest, or after 33 days pass since you crafted the potion. After 33 days, you regain the slots used to craft the potion and it retains its power.

The type of potion you create determines the number of spell slots you must expend.

- 1 spell slot - *potion of climbing*, *potion of healing*
- 4 spell slots - *potion of invisibility*, *potion of water breathing*

Level 7

- ◆ Increase your hit points to 51.
- ◆ Add the following spells to your spellbook: *stoneskin*, *wall of fire*.

Level 8

- ◆ Increase your hit points to 58.
- ◆ Add the following spells to your spellbook: *dimension door*, *ice storm*.
- ◆ Increase your Intelligence to 20 (+5 modifier).
- ◆ You gain the Overchannel feature.

Overchannel

When you cast a 3rd-level or lower spell that deals damage, you can choose to inflict maximum damage with that spell.

The first time you use this ability between completing long rests, you suffer no adverse effects. If you use

this feature for a second time, you must succeed on a DC 15 Constitution saving throw or drop to 0 hit points after casting the spell. You can try to use this feature three or more times, but each additional use increases the saving throw DC by 5.

Level 9

- ◆ Increase your hit points to 65.
- ◆ Add the following spells to your spellbook: *cone of cold*, *feblemind*.

Level 10

- ◆ Increase your hit points to 72.
- ◆ Add the following spells to your spellbook: *hold monster*, *teleportation circle*.
- ◆ You gain the Permanency feature.

Permanency

You can create a long-lasting magical effect, chosen from those below.

Craft Magic Armor. You can spend four 1st-level spell slots, which you cannot regain for one year and one day, and 8 hours of work to enchant one nonmagical suit of armor. The armor permanently becomes *magic armor +1*.

Craft Magic Weapon. You can spend four 1st-level spell slots, which you cannot regain for one year and one day, and 8 hours of work to enchant one nonmagical weapon. The weapon permanently becomes a *magic weapon +1*.

At-Will Spell. You can spend 8 hours and four 1st-level spell slots to give yourself the ability to cast one of your 1st-level mage spells at will. When you cast the spell at will, you cannot cast it at a level higher than 1st.

You regain these expended spell slots only if you spend another 8 hours to unravel your ability to cast the chosen spell at will and then complete a long rest.

HALFLING ROGUE

1st-Level Small Lightfoot Halfling Rogue

AC 14 (leather armor)

Hit Points 8 (1d6 Hit Die per level)

Speed 25 ft.

Alignment chaotic good

Languages Common, Halfling, Goblin

ABILITY SCORES

Strength	8	(-1)
Dexterity	17	(+3)
Constitution	14	(+2)
Intelligence	12	(+1)
Wisdom	10	(+0)
Charisma	14	(+2)

ATTACKS

Melee Attack: Short sword (+4 to hit; 1d6 + 3 piercing) and short sword (+4 to hit; 1d6 piercing)

Melee or Ranged Attack: Dagger (range 30 ft./120 ft.; +4 to hit; 1d4 + 3 piercing)

Ranged Attack: Shortbow (range 80 ft./320 ft.; +4 to hit; 1d6 + 3 piercing)

EQUIPMENT

Leather armor, short swords (2), daggers (2), shortbow (20 arrows), clothes, backpack, bedroll, belt pouch, dice, fishing tackle, flask of whiskey (pint), lantern, mess kit, oil (3 pints), rations (4 days), silk rope (50 ft.), thieves' tools, tinderbox, waterskin, whetstone, 4 gp, and 4 sp

Racial Traits

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When your d20 roll for an attack roll, ability check, or saving throw is 1, you can reroll the die but you must use the new roll.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is one size larger than you.

Class Features

Proficiencies. You have proficiency with all simple weapons, hand crossbows, light crossbows, long swords, rapiers, and short swords, as well as light and medium armor.

Attack Bonus. You gain a +1 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

Expertise. You have an expertise die, a d6. When you make a Dexterity check, you can roll your expertise die and add the number rolled to the check.

Sneak Attack. Once per turn, when you attack and hit a creature that has another creature hostile to it within 5 feet of it, you deal an additional 1d6 damage. You also deal this extra damage if you hit a creature with an attack with which you have advantage on the attack roll.

Background: Sailor

You were a river sailor and fisher, and you sometimes worked as a smuggler.

Salt of the Earth. You fit in among common folk with ease. You can find a place to hide, rest, or recuperate among commoners, unless they consider you to be dangerous. They might shield you from the law or anyone else searching for you, but they will not risk their lives for you.

Lore. You gain a +10 bonus to any ability check to recall cultural lore and hobbyist (sailor) lore

Proficiencies. You have proficiency with the block and tackle.

Level 2

- ◆ Increase your hit points to 14.
- ◆ You gain the Trap Finder and Rogue's Cant features.

Trap Finder

When you make an ability check to find traps, you can roll your expertise die and add the number rolled to the check.

Rogue's Cant

You can speak and read Rogue's Cant, a secret code language. Rogue's Cant allows you to bury a hidden message within normal conversation. Only a fellow speaker can understand that hidden messages. That message can have up to a quarter of the words you actually speak.

In addition, you understand a set of secret signs and symbols used to mark areas as dangerous, declare an area as the territory of a thieves' guild, or provide a summary of whether the folk in an area are trustworthy, suspicious, or treacherous.

Level 3

- ◆ Increase your hit points to 20.
- ◆ You gain the Roguish Charm and Cunning Action features.

Roguish Charm

When you make a Charisma check, you can roll your expertise die and add the number rolled to the check.

Cunning Action

You can take a second action on each of your turns. This action can be used only to disengage, hide, hustle, or use an item.

Level 4

- ◆ Increase your hit points to 26.
- ◆ Increase your Dexterity to 19 (+4 modifier). As a result, your bonus to hit and damage increases by 1 with your weapons. Your Armor Class also increases by 1.

Level 5

- ◆ Increase your hit points to 32.
- ◆ Increase your attack bonus to +2.
- ◆ Increase your Sneak Attack damage to 2d6.
- ◆ You gain the Evasion feature.

Evasion

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Level 6

- ◆ Increase your hit points to 38.
- ◆ Your expertise die changes to 1d8.
- ◆ You gain the Master Pickpocket feature.

Master Pickpocket

If you are hidden from a creature within your reach, you can use your action to automatically steal an object that is carried or worn, but not held, by that creature. Alternatively, you can stow a handheld object on that creature if it has a suitable container, such as a pocket or pouch.

Level 7

- ◆ Increase your hit points to 44.
- ◆ Increase your Dexterity to 20 (+5 modifier). As a result, your bonus to hit and damage increases by 1 with your weapons. Your Armor Class also increases by 1.
- ◆ Increase your Constitution to 15 (+2 modifier).

Level 8

- ◆ Increase your hit points to 50.
- ◆ Increase your Sneak Attack damage to 3d6.
- ◆ You gain the Uncanny Dodge feature.

Uncanny Dodge

When you make a Dexterity saving throw, you can roll your expertise die and add the number rolled to the saving throw.

In addition, when you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Level 9

- ◆ Increase your hit points to 56.
- ◆ You gain the Supreme Sneak feature.

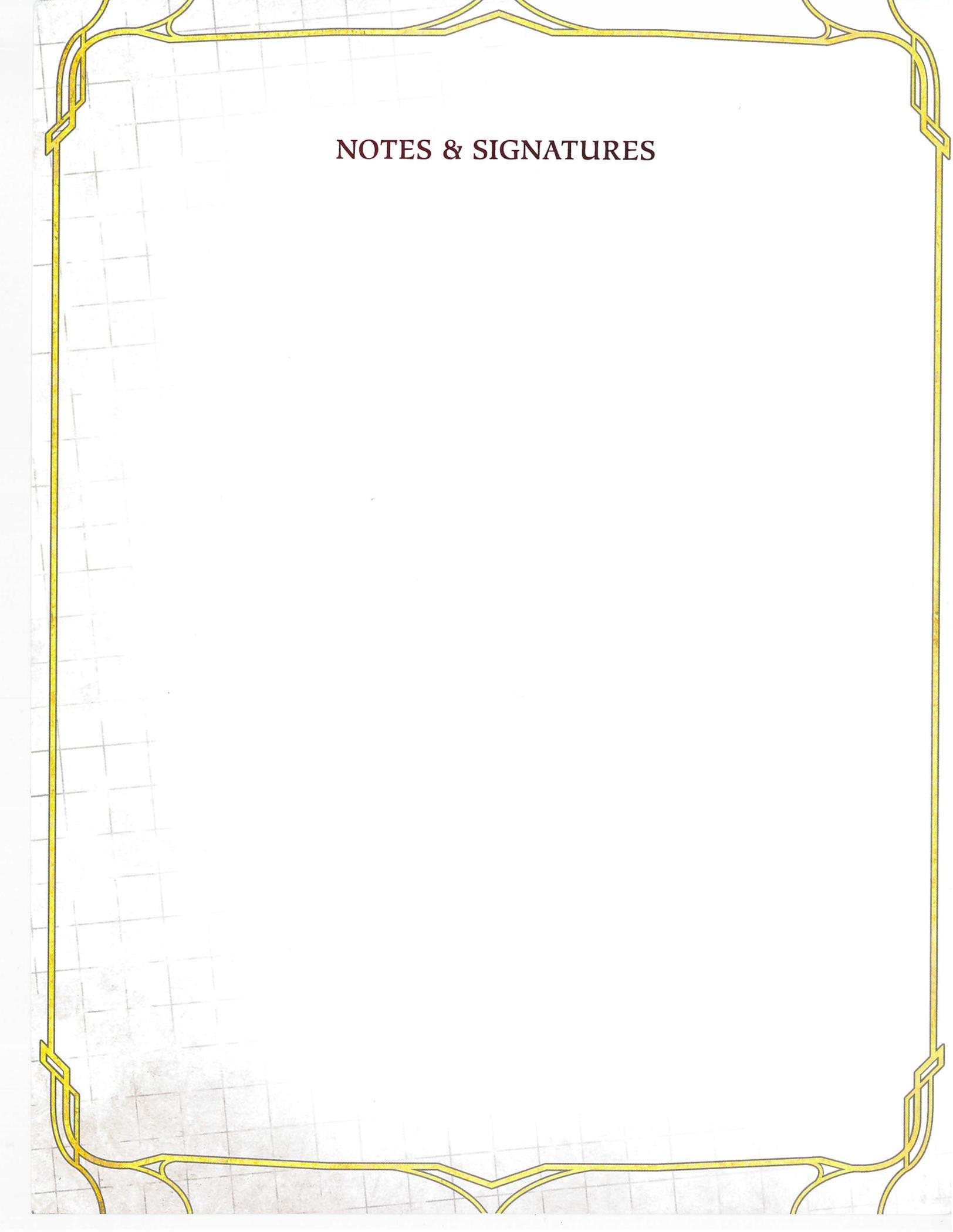
Supreme Sneak

You can move with utter silence if you move at half speed. When you do so, you are automatically hidden from any creature that can't see you, unless you do something that makes noise.

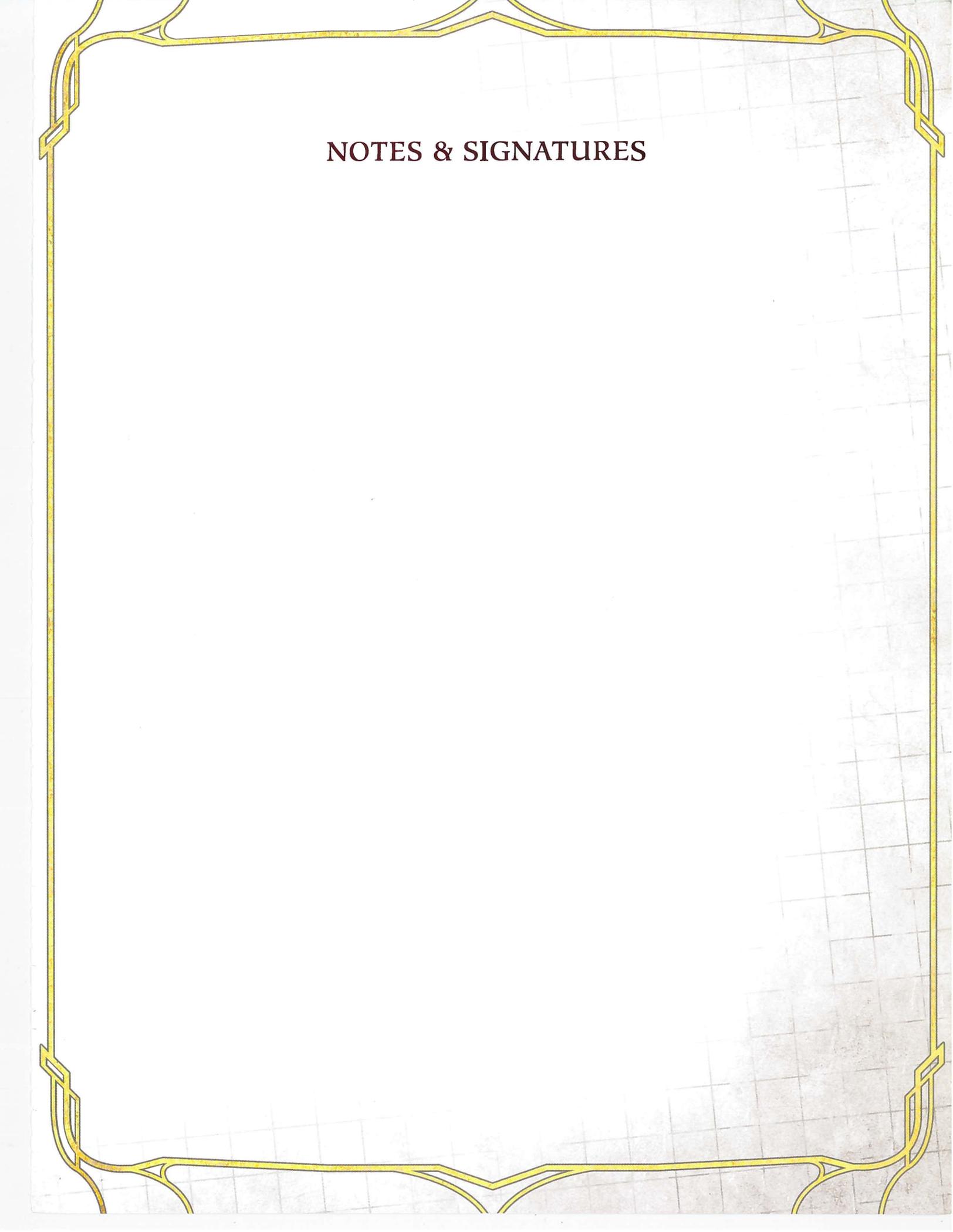
Also, when you move in this way outside combat, if a creature cannot see you both at the start and the end of your movement, you are not revealed even if that creature could have seen you at some point during the movement.

Level 10

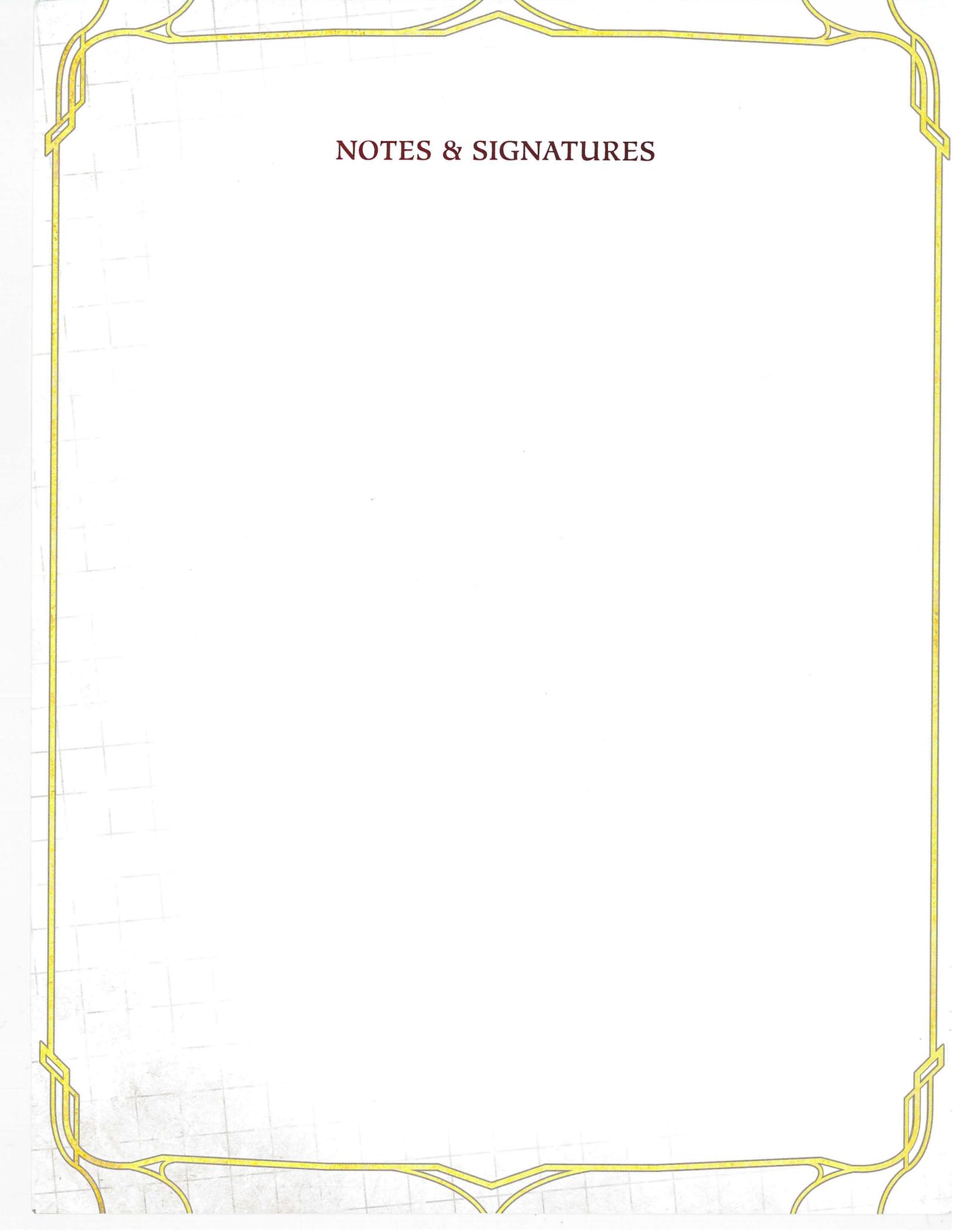
- ◆ Increase your Constitution to 16 (+3 modifier). As a result, your hit points increase by 1 per level, or 10 total (included in the next step).
- ◆ Increase your hit points to 72.
- ◆ Increase your Charisma to 15 (+2 modifier).



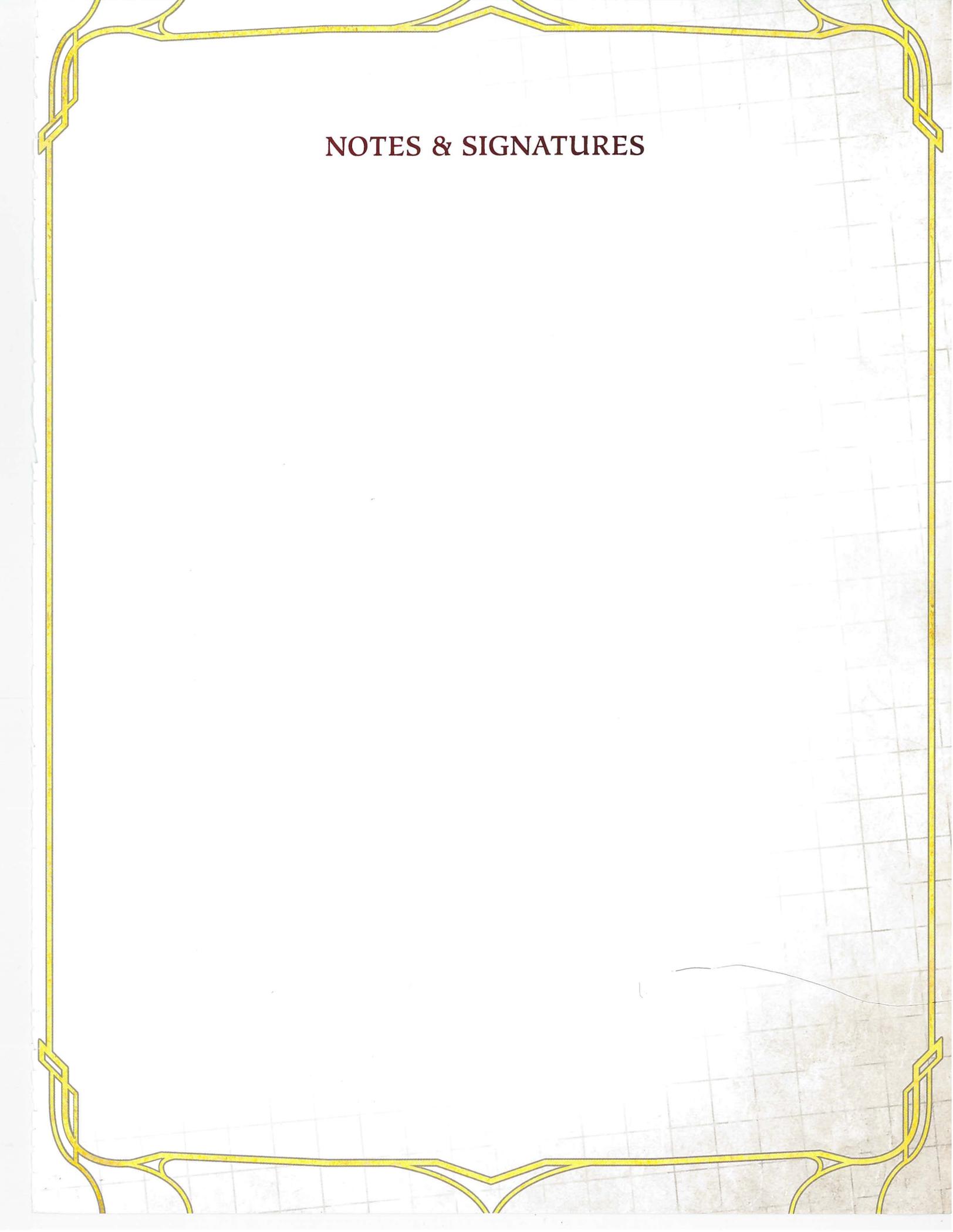
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NOTES & SIGNATURES



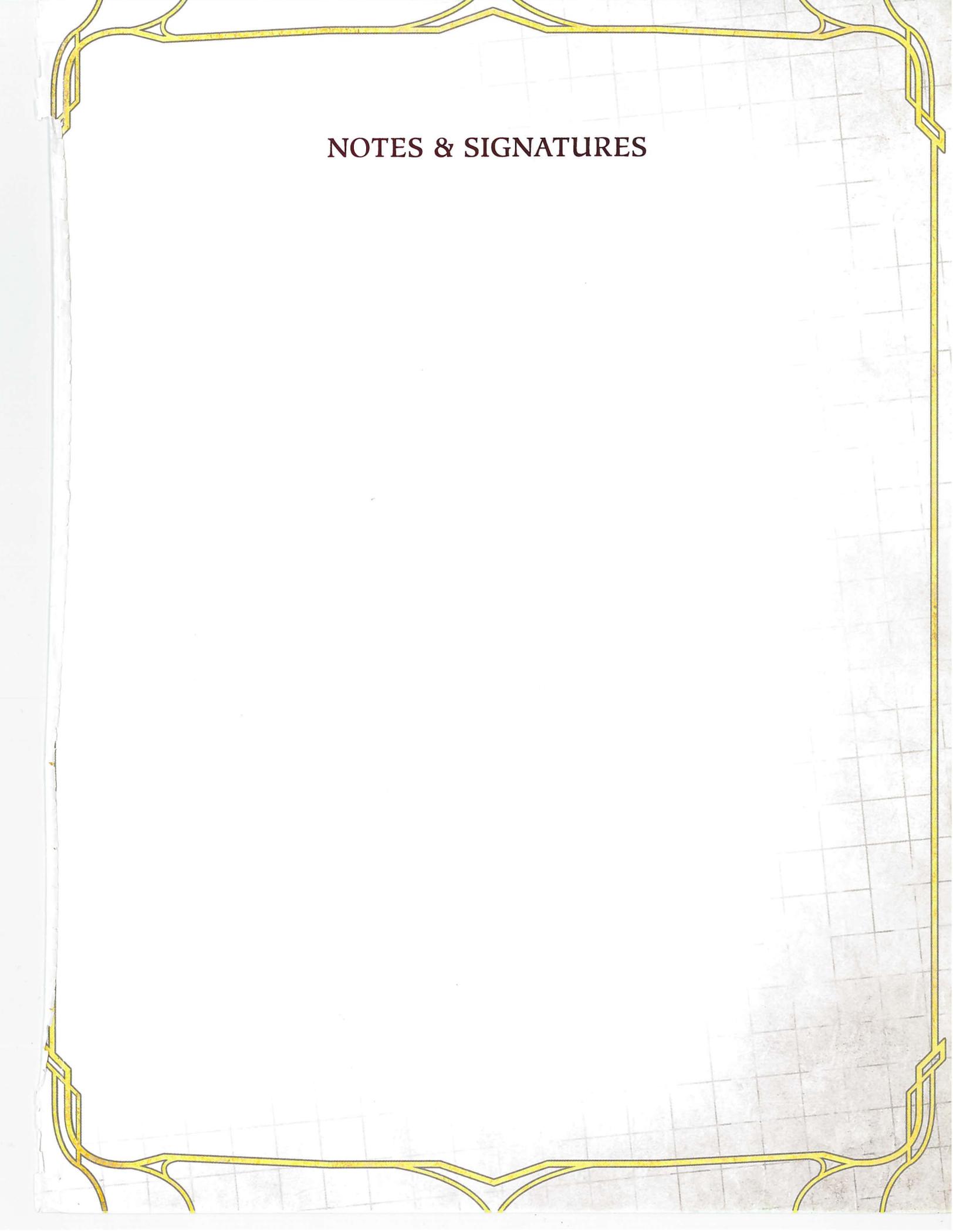
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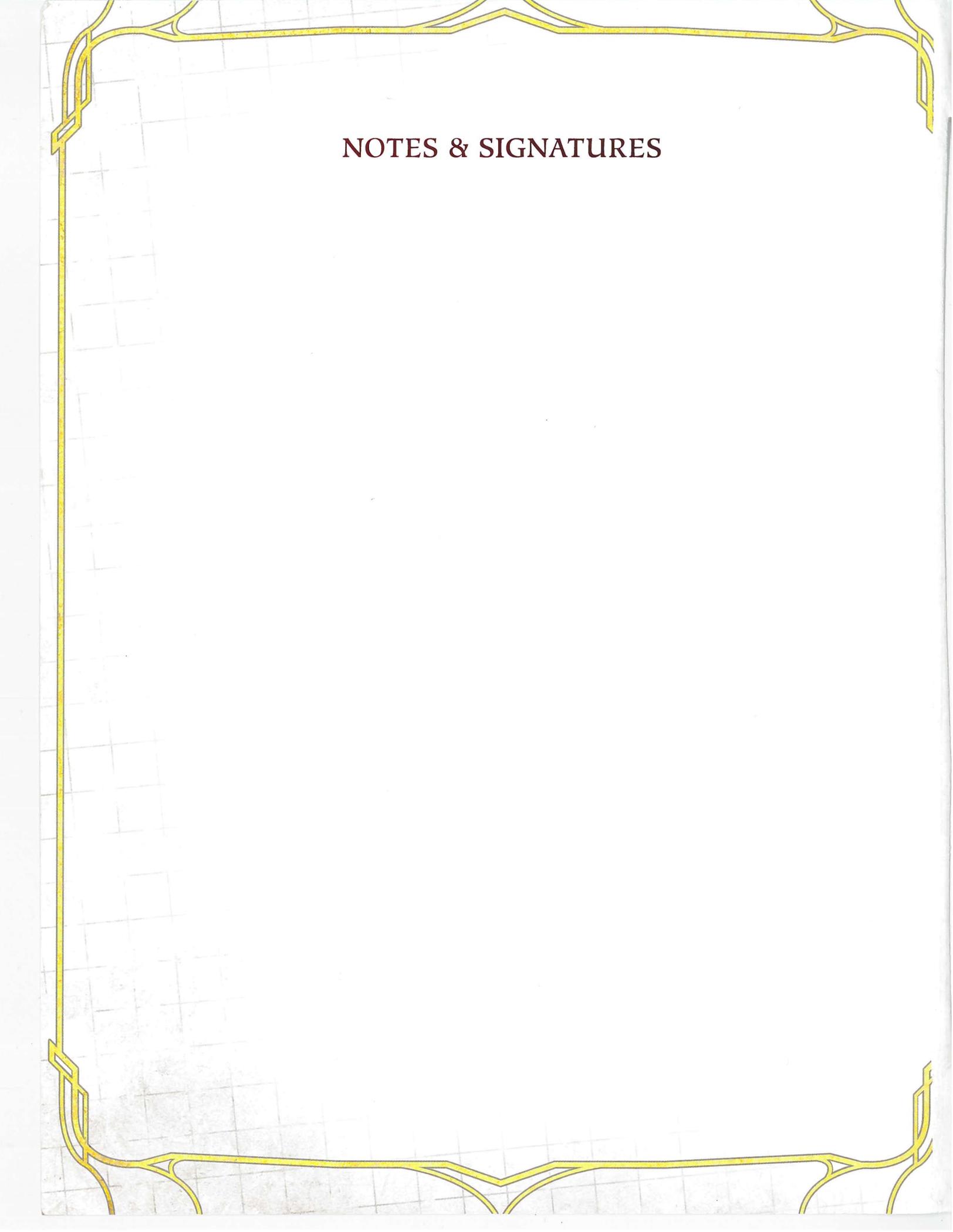
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NOTES & SIGNATURES

Adventurers can change the world, but the choices they make can sometimes come back to haunt them.

In *Ghosts of Dragonspear Castle*™, adventurers clash with a grave threat to the Sword Coast. Backed by Sir Isteval, a hero of yesteryear, they descend into dungeons to keep the secrets of an ancient elemental cult from falling into the clutches of the Red Wizards of Thay. Along the way, the adventurers face an immortal foe from Isteval's past, leading to an epic confrontation in the ruins of Dragonspear Castle.

Ghosts of Dragonspear Castle contains four adventures that connect to form a FORGOTTEN REALMS® mini-campaign, taking characters from level 1 to 10. This book also includes all the D&D® Next rules a Dungeon Master needs to run the campaign, including monsters, spells, and magic items. Six pregenerated characters are included, or players can create their own characters using the rules downloadable for free at www.dndnext.com.



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