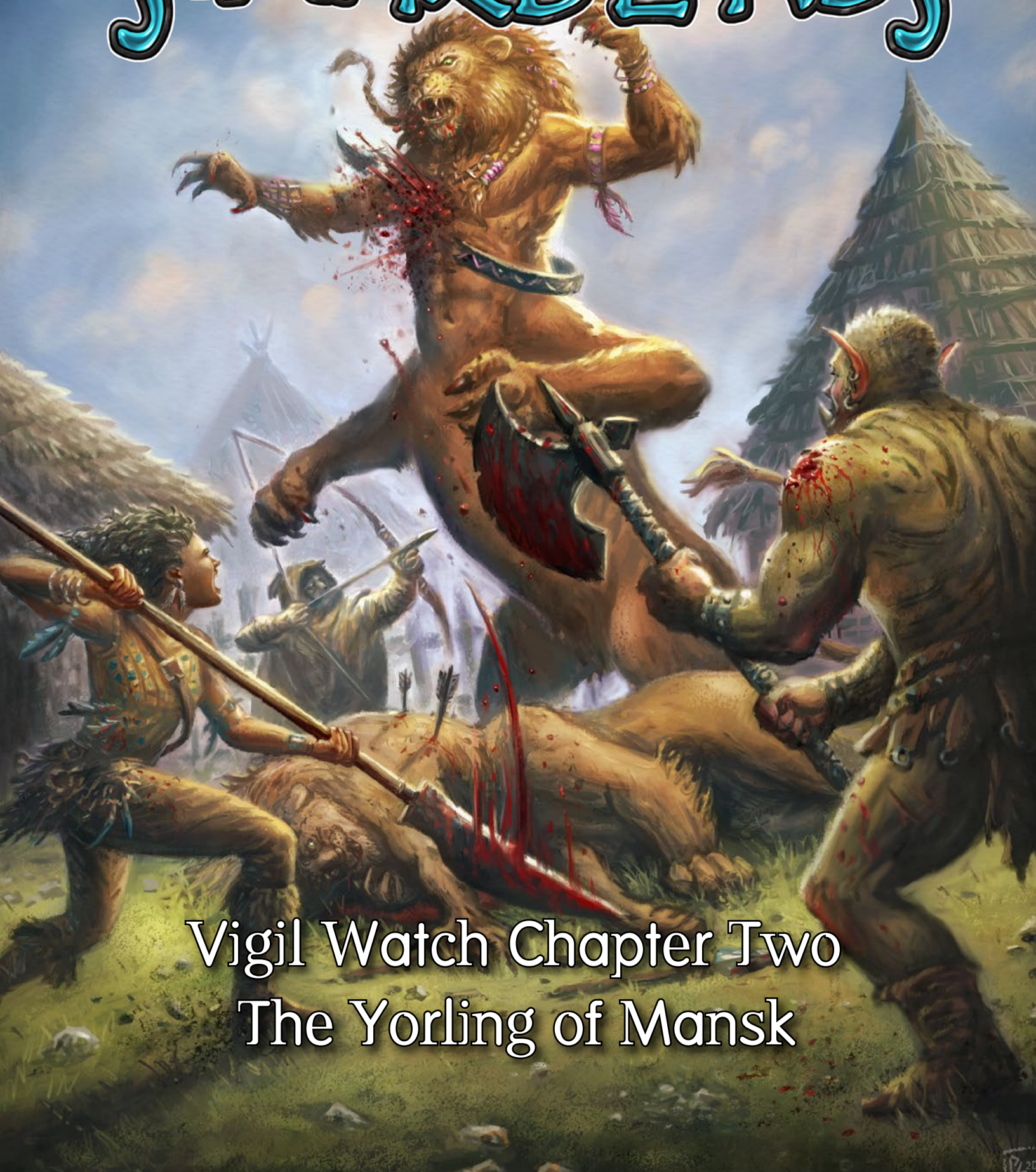


# SCARRED LANDS



Vigil Watch Chapter Two  
The Yorling of Mansk

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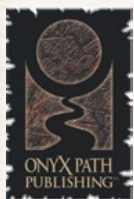
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## CHAPTER TWO: MANSK

*Our allies to the northeast, the Yorling of Mansk, have defied all expectations and grown into a bastion of civilization. Our alliance with Warlord Klesh has proven fruitful in terms of information gathering as well as martial support. Mansk holds neighbors, friends, and allies.*

In the early years of Mansk's history, Tivvien Klesh and his men rode to and fro, driving off bandits, scattering Unredeemed orcs, and bringing order to the lands. The locals all expected these riders to be no different from the others that came through, destined to leave as abruptly as they arrived, as did the bandits who laid low until the fearsome riders went on their way. Unexpectedly, these riders serving a young, steely-eyed warlord didn't. Instead, Klesh and his men made regular patrols, beat paths into roads with their horses, and continued to drive troublemakers out with spear, blade, and bow. It was becoming clear that these so-called 'Riders of Mansk' intended to stay.

In time their simple camp became a frontier outpost for trading and scouting, then a town with a few shops, then came carpenters, stonemasons, farmers, and families. Eventually the town grew into a city. Under the careful guidance

of Warlord Tivvien Klesh the region grew to include several tribes of Ledean riders, barbarians, and orcs within a few days' travel of the central city, with all of these settlements contributing to and benefiting from the city's trade and protection. In time the region came under a name: the Yorling of Mansk.

Despite serving as a source of civilization and stability in an otherwise untamed region, there are no shortage of detractors ready to speak ill of the city of Mansk and its allies. A great many warlords and tribal leaders believe that Klesh and his followers have forgotten what it is to truly be wild and free, with no home but a tent and a fire under the stars. Yet even as detractors rail against the city, every year's end sees Mansk a little bigger, a little more prosperous, and the name of Tivvien Klesh travels a little further.

## THE CITY

At present the city is home to over 30,000 people with the nearby hills dotted with farms and grazing lands full of goats and horses. The now-sprawling city is neither modern nor pristine, but is a prosperous hub for hunters, ranchers, traders, and mercenaries looking to safely earn coin in an otherwise unwelcoming land.

The buildings in Mansk are mostly single-story structures with thatch roofs; they are laid along packed-earth roads made by the endless foot and animal traffic that moves over them. Homes are clustered around small earth or mud brick plazas where communal bonfires and coal pits are lit at night, allowing the locals to socialize and take meals together.

At the center of the city the trade post and shops bustle in the shadow of the warlord's keep, a stone and wood structure walled in, well-fortified and patrolled by bowmen. From here Tivvien Klesh runs the city, organizes his riders, and metes out justice to those that break the law.

Entry to the city is not restricted, though the roads are patrolled by armed riders almost all hours of the day, which helps keep instances of lawlessness down or at least hidden where their prying eyes can't easily peer.

## PLACES AND PEOPLE

The primary population of Mansk is human, with a rapidly growing collection of orcs seeking prosperity or safety. Though visitors such as manticora war bands buying supplies, and foreign trade caravans aren't uncommon, it's rare that any of these visitors stay for longer than a few weeks.

Mansk is home to wheat farms, wolf breeders, livestock herders, and more than a few mines that bring raw copper, tin and iron into the city. A growing forge district churns out animal shoes, tools, and an array of arms and armor in bronze and steel to arm the Warlord's men and the manticora that keep the region safe.

Notable locations are the town's largest inn, the central trading post, the tannery, and the wolf kennel. There is also a large keep that serves as the home of the city's protectors and the warlord that leads them.

### THE MUD ROAD'S END INN

The Mud Road's End is a huge two-story structure whose ground floor is split between an always crowded taproom and bustling kitchen with a collection of rentable rooms on the second floor. The sizable inn also has a long stable to accommodate the numerous horses and draft animals that arrive with the guests.

The owner of the inn is a cheerful old Ledean man by the name of Thresu (he/him, NG human scout), a former pathfinder who decided he'd had enough of the wilds and ended his travels in the young city of Mansk years ago.

Thresu is good-natured as he can be and seems to delight in the rough qualities of his clientele. He enjoys hearing tales of travel from guests that slide up to the bar. A particularly good story may even earn a guest a free drink!

As the inn is close to the trading post and has a taproom, the establishment is filled most days with travelers of all sorts. No shortage of gruff mercenaries, riders, and barbarians can be found tipping back cups in the Mud Road's End. Consequently, unwary adventurers find it very easy to set off a bar fight which always results in the parties involved being cut off and thrown out until noon the next day.

Rooms run visitors 5 silver a night and include stabling up to two animals as a courtesy. There is a large common sleeping area with rows of beds, with wooden partitions available upon request, and a handful of single rooms that can be rented out to guests seeking more privacy. The single rooms are clean, but small and bare, having no frills to speak of. Staying at the inn leaves guests with the distinct impression that most of the expense and care is given to the downstairs portion of the inn, specifically the food and drink they serve, as both are quite a bit better than the beds.

### THE BLACK STAG TANNERY

The Black Stag Tannery appears to be a modestly-sized structure with a liming yard, racks of hides to be scraped, and vats of tanning hides. A small handful of workers move between the main building, two nearby structures, and various sheds that hold the tools and supplies that the entire operation requires. A small weaver's house nearby and storage shed round out the tannery's footprint in Mansk, and all of them in concert represent the rather sizable operation that is this local tannery.

The tannery is operated by Cureel, a weathered and thin orc woman whose perpetual squint and scowl makes her seem forever frustrated with the world around her. She purchased the Black Stag Tannery from the previous owner some years back and turned it into a profitable enterprise through her shrewd business acumen and impressive craftsmanship.

Though Cureel is not a huntress herself, she has a keen eye for hides and happily pays decent coin for skins of good quality, and especially likes those taken from less common beasts.

#### Skinning Beasts

A character with proficiency in Survival can easily skin a tiny beast in ten minutes, a small beast in fifteen, a medium beast in half an hour, and a large beast in an hour, and an additional hour for each size category above large. Skinning a beast yields the meat and other valuable parts of the beast such as teeth, antlers, and claws, if desired. Cureel accepts whole animals if a seller is not skilled enough to skin the beast themselves, and also buys talons, feathers, and fangs from beasts that traditionally lack useful hides.

Any beasts that are not listed in the above table can have their value calculated quickly by the DM by giving the beast a copper piece value equal to double the beast's experience value as determined by the creature's challenge rating.

Beasts that are slain quickly, in one or two attacks, or with minimal destructive damage are considered clean kills and their pelts will be in very good shape. These high quality pelts are worth double the listed value.

Hunting deer with lightning bolts and magic missiles, while effective, tends to leave badly damaged pelts. Beasts that take a large number of attacks to kill or suffer wounds from destructive types of damage (fire, acid, lightning, necrotic, etc) will be ruined to the point their hides aren't as valuable. In this case, ruined hides are worth only half the listed value.

BEAST HIDE	VALUE PER HIDE
Badger	2 sp
Badger, Giant	1 gp
Bear, Black	1 gp
Bear, Brown	4 gp
Boar	5 sp
Boar, Giant	9 gp
Deer	2 sp
Desert Falcon	2 gp
Eel, Ebon	1 gp
Elk	1 gp
Elk, Crescent	2 gp
Elk, Giant	9 gp
Goat	2 sp
Goat, Giant	2 gp
Gore Beetle (Shell)	1 sp
Hill Howler	2 gp
Miser Jackal	2 sp
Night Terror	1 gp
Panther	1 gp
Ratrou	2 sp
Swamp Gobbler	2 sp
Valraven	2 gp
Wolf, Albadian	1 gp
Wolf, Dire	4 gp

## TRADING POST

The open air trading post near the entrance to Mansk is the place where local merchants and traveling traders come to peddle their wares. Merchants open their stalls at sunrise, and sell their wares until sundown. Most everything Mansk's citizens produce ends up here, and sells for reasonable prices.

Local grains, woodwork, textiles, leather goods, and pottery are common and reliable finds in the market, with foreign goods and oddities being supplied by an ever changing stream of caravans from the surrounding regions. Items are typically of good quality, and prices are reasonable, even for imported wares, though one should expect to haggle at least a little bit to get a good deal.

Visitors after more specialized items such as armor, weapons, and tools have to seek out specific shops for those, but most are not far from the trading post itself.

## The Unknown Manticora

Though manticora traders and war bands are not uncommon sights in Mansk, they are rare enough that most of the tradesfolk and merchants in the city know the usual visitors. Rumors of a new group of manticora in and out of the trading post have become a topic of interest lately. They are infrequently seen selling all manner of wares and buying supplies with the meager coin they fetch. To further the intrigue, the local manticora have revealed these strangers don't bear the same markings as them, and refuse to interact in any way, even going so far as to avoid the local band if seen in town.

It's not clear if they are bandits, scavengers, or refugees, but they definitely aren't with the bands of proud hunters everyone's used to seeing. Watchful adventurers may notice that the outsiders actively avoid the local manticora, and will rapidly conclude any business they're conducting in town if they come under too much scrutiny.

Successfully following the outsider manticora leads to a camp hidden in a clearing surrounded by heavy brush. Inside this camp there are young and old manticora being tended by the outsider band. Further observation reveals that these wanderers have been robbing travelers, ambushing bandits, and scavenging the area for supplies to support themselves.

## WARLORD TIVVIEN KLESH

As a boy, Tivvien Klesh (he/him, CG human **veteran**) watched his grandfather fall from power. He had been the leader of their band, deciding where the riders and camps went, how supplies were divided, and who took what tasks. He was their leader until injury and old age left him unable to tolerate the saddle, or arduous rides. As a result he was left with the elderly to tend the children and fires with no say over anything. To be discarded in such a way always seemed an insult, but there was always another, more vital man to take the lead horse. After his grandfather, it was Tivvien's own father that led the riders for a time.

As a young man he watched his father suffer the same fate as his grandfather before him, but at a much younger age. A battle with orc tribes had left Tivvien's father permanently crippled, unable to ride or fight. No amount of medicine, rest, or prayer would change that. In that moment Tivvien

watched a man of great vitality and cunning be reduced to nothing more than an old man at the end of his life. He would never forget the look of resignation in his father's eyes.

With the band under his control, Klesh now faced the same future. One day he would be unfit for the saddle, unfit to lead, and when that day came, he'd be discarded as the rest. This would be his fate unless something changed. Tivvien Klesh devised a plan: he would found a permanent settlement where the leader need not be vital enough to ride in order to lead. He would not allow himself to be so easily discarded when old age and injury overtook him.

Thus began his mission to found the Yorling of Mansk.

Tivvien Klesh is a barbarian, broad chested and hirsute as one would expect, with a steely gaze and the bearing of a hawk watching for prey. As a warrior he is well known and well versed in fighting with sword, axe, spear, and bow from the saddle as well as on foot. Though he has few equals in single combat, it is his wisdom in battle as a commander that makes him truly dangerous. Unlike many of his peers, he plies his knowledge carefully, choosing battles, and picking movements to most effectively achieve his goals with as little loss as possible.

Among the barbarian leaders Klesh's cunning is well known, but not well respected. Though greatly respected in Mansk, the warlord is a divisive topic beyond the region's borders with many arguing he's pretending to be something he's not. Having chosen to settle land, his detractors claim he plays at empire building like a foreigner. For Tivvien none of these complaints matter. He knows that people will come to his city; he knows his riders are loyal, and he knows that he will rule Mansk for as long as he draws breath.

As a leader he cares for the land under his control and the people that inhabit it. He sees to patrols and protection for even the farthest villages. Klesh uses his scouts to track the more dangerous elements of the steppes to stay ahead of potential threats. He busies himself with tutors and textbooks to better his understanding of civics and city building. Tivvien Klesh is immensely ambitious, with more irons in the fire than the smiths of Mansk, and so at times his progress is slow, but it never stops.

## HOUNDSFANG KENNEL

The Houndsfang Kennel is a modestly-sized structure with a large, walled field marked with warnings in Common, Orc, and Leonid to beware the wolves beyond.

The kennel is operated by a married couple, Marcus (he/him, CG human **tribal warrior**), a Ledean man, and Saroul (she/her, NG orc **druid**), an orcish woman. The pair of them are experts in canines, specializing in wolves and their rearing.

The couple makes a tidy profit raising and selling wolves and wolfhounds to local orc tribes, merchants, and Mansk's

own men. They train would-be owners in how to care for and control their wolves, and provide medical care to injured beasts as necessary, even treating animals outside the canine family as coin and need dictate.

Marcus and Saroul are decent folk, doing their best to support Mansk, deal fairly, and do right by their wolves. Of the two, Marcus is wilder than his wife, and a foot shorter, but twice as bombastic a personality. He jokes that he was raised by wolves, and the good-natured madness about him does plenty to confirm he might have once been half feral. The weathered ranger sees to training their wolves to hunt, pairs them for breeding, and sees to rearing pups.

Every bit his foil is the calm, wise and calculating Saroul, a voice of reason and source of order in the kennels. To hear the druidess' side of things, the wolves would live in the house, and her husband would be on all fours if it were not for her. Saroul tends to the health and training of the wolves, teaching them command words and preparing them to be companions to whomever buys them.

### A Missing Brother

Through conversation with Marcus and Saroul, or by picking up rumors around Mansk, adventurers may learn that Saroul's younger brother has recently gone missing. If questioned, Saroul confirms that her brother Yarnos left Mansk to return to their tribe, but never made it back. She worries that he was injured, captured, or killed by any one of the dangers in the region, and not knowing her brother's fate is gnawing at her day and night. Saroul is promising one of the kennel's best cubs to anyone that can find and bring Yarnos back.

If asked, Marcus states that he's been down the road to Saroul's tribe twice with hounds looking for signs of Yarnos, but the trail vanishes entirely halfway there. His best guess is that his brother-in-law was captured, as it would explain the trail's abrupt end and lack of blood or a body. The ranger recommends speaking to locals at the trading post or the warlord's men at the keep about kidnappers or bandits in the area recently.

Adventurers seeking further leads find that a recently arrived merchant had hired a few orcs to protect her caravan on the way to Mansk but was attacked, and aside from food-stuff the only thing the mounted orc raiders took were her hired protectors. The merchant describes orcs coated in old, dried blood or red paint, and covered head to toe in scars.

Titan-worshipping orcs are known to travel the area, and if they are capturing other orcs then it's likely to break and convert them. Adventurers hoping to rescue Yarnos and any other captives will need to work fast and be prepared to face down a camp of mad orcs twisted by darkness.

## THREATS OF THE PLAINS

Though the Yorling of Mansk does its best to keep the surrounding areas safe, there are an abundance of dangers that roam the Plains of Lede, including cunning proud and tribes of sadistic orcs that are all but entirely lost to reason.

### PROUD BRAWLER

These hulking proud have learned to forego traditional weapons, instead focusing on close combat with their hands, teeth, and claws. They are well known for their tendency to rush and tackle targets before attempting to bite and gut their victims, as their catlike bodies and human arms allow them to practice big cat hunting techniques to even greater effect.

More tenacious than their allies, brawlers are rarely the first fighters to push into enemy lines, instead waiting to exploit exposed flanks, and exposed prey that can be singled out. Used as backline attackers, they target weaker foes and enemies that can't easily escape their grasp, particularly favoring ranged fighters and casters.

Much like wild predators the brawlers instinctively chase prey attempting to break away from groups or isolate themselves. They take any opportunity they find to pressure opponents into moving away from main groups so they can be engaged in single combat. Many archers and mages have died by allowing themselves to be chased away from their allies by these wily proud.

Though brash and predatory, most brawlers are smart enough not to chase vulnerable targets into enemy lines where they risk being overwhelmed, and instead break pursuit to look for an easier target. Due to this, stragglers hoping to evade a brawler in combat should find allies to group with as quickly as possible.

### PROUD BRAWLER

*Large monstrosity (titanspawn), chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (-1)	13 (+1)	10 (+0)

**Skills** Athletics +6, Perception +3, Survival +3

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

**Languages** Leonid, Titan Speech

**Challenge** 3 (700 XP)

**Innate Spellcasting.** The proud's spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components.

*At will:* druidcraft

*1/day each:* animal friendship, speak with animals

**Overbearing Charge.** If the proud moves at least 20 feet straight toward a creature and then hits it with a melee attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

### ACTIONS

**Multiattack.** The proud makes three attacks: one with brawling and two with its claws.

**Brawling.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

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

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

**Fatal Grasp.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target is grappled (escape DC 14). If the proud brawler begins its turn with a creature already grappled it cannot use its brawling attack but can make two bite or claw attacks against the grappled creature. The proud brawler makes these attacks with advantage.



## PROUD SCOUT

Lithe and cunning, the scout is a skirmisher and tracker that specializes in harassing enemies and ensuring they don't get to escape a group of hunting proud. Among the proud, scouts are the warriors responsible for establishing the defensive rhythm in hunted prey which allows a hunting party to launch a fatal raid when their victims least expect it.

Armed with short javelins with barbed tips, their war darts are designed to become stuck in targets, making movement painful and difficult unless removed. They favor targets that are particularly aggressive or dangerous in the battlefield, aiming to disable and hinder foes that could effectively fight their main forces.

When directly engaged, scouts attempt to fall back, preferring to stay away from front lines so they can harry their chosen foes with darts. If able, scouts work to goad and draw attackers out of position, dividing enemy forces where most advantageous.

## PROUD SCOUT

*Large monstrosity (titanspawn), chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	9 (-1)	14 (+2)	10 (+0)

**Skills** Athletics +4, Perception +4, Survival +4

**Senses** darkvision 60 ft.; passive Perception 14

**Languages** Leonid, Titan Speech

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The proud's spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components.

*At will:* druidcraft

*1/day each:* animal friendship, speak with animals

**Blood Hunter.** The proud scout has advantage on Wisdom (Survival) checks to track, or detect creatures that have been recently wounded, and gains a further +2 bonus if it was the scout that wounded that creature.

### ACTIONS

**Multiattack.** The proud scout makes three attacks: one with its bite and two with its claws, or three with its barbed javelins.

**Bite.** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 2) piercing damage.

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

**Barbed Javelins.** *Ranged Weapon Attack.* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. On a critical hit the target suffers the effect of a failed saving throw against the scout's *debilitating dart* attack (see below) instead of the normal critical hit effect.

**Debilitating Dart.** One target that the scout can see within 30 ft must make a DC 14 Dexterity save or take 7 (1d6 + 4) piercing damage as a scout's barbed war dart becomes lodged in them. As long as this dart remains the creature suffers disadvantage on attack rolls. Removing darts takes an action, and removes all darts stuck in a creature.

### REACTIONS

**Skirmishing Retreat.** If the proud scout is attacked by a creature it can see, it can use its reaction to move up to 20 feet straight backward from the attacker without provoking opportunity attacks and may also make a single ranged attack against that creature at the end of this movement.

## UNREDEEMED ORC HAND OF MISERY

Though most orcs turned their backs on the titans and gods, a few maintained their worship of the darker forces of the world, becoming twisted and hateful in their veneration. Of the many orc tribes, the Painseekers are among the most twisted and violent, seeking to visit suffering upon each other and any in their path. At the head of these tribes are the Hands of Misery, cruel, unrelenting forces of suffering that keep the sadistic traditions alive and guide their fellow orcs through pain into a frenzied enlightenment.

Each Hand of Misery shepherds a small tribe of violent, merciless orcs known as Painseekers, directing them across the land in a nomadic crusade to suffer and bring suffering with every step. These bands of orcs do not show mercy, and do not pity the weak, since the dead warrant no notice from them.

Hands of Misery are at their strongest when surrounded by allies and prefer to keep at least one warrior at their side, or move with their forces to remain effective. A Hand of Misery that is isolated in combat is still formidable but is unable to feed off the blood frenzy and energy of its underlings.

Like most Painseeker orcs the Hands of Misery won't run from combat, and if spared will seek a means to escape and return to their tribe, often destroying and killing anything in their path.

## UNREDEEMED ORC HAND OF MISERY

*Medium humanoid (orc, titanspawn), chaotic evil*

**Armor Class** 14 (leather armor)

**Hit Points** 80 (10d8 + 32)

**Speed** 30 ft.

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

**Skills** Intimidation +6

**Senses** darkvision 30 ft., passive Perception 10

**Languages** Orcish, Titan Speech

**Challenge** 5 (1,800 XP)

**Well Timed Strikes.** The Hand of Misery has advantage on attack rolls against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

**Shared Suffering.** If the Hand of Misery makes a successful melee weapon attack against a creature that previously injured them in the encounter their attack deals an additional 2d6 damage of the same type as their attack.

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

### ACTIONS

**Multiattack.** The Hand of Misery makes two melee attacks.

**Greataxe.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

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

### REACTIONS

**Retribution.** The Hand of Misery adds 2 to its AC against one melee attack that would hit it. To do so, the Hand of Misery must see the attacker and be wielding a melee weapon. If the attack misses, the Hand of Misery may make a melee attack with disadvantage against their attacker.

## UNREDEEMED ORC PAINSEEKER

The Painseekers venerate the spiteful Writhing Lord Gormoth, and believe that to become truly immortal one must transform every aspect of oneself, body, mind and soul through suffering. In this pursuit these orc warriors turn their lives into crucibles that destroy the weak and turn the strong into monsters. In their tribes anything that brings hardship and suffering has value, and those that break are either abandoned or killed. They consider mercy a grave insult that is not even given to their worst enemies.

## UNREDEEMED ORC PAINSEEKER

*Medium humanoid (orc, titanspawn), chaotic evil*

**Armor Class** 14 (leather armor)

**Hit Points** 51 (6d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	8 (-1)	8 (-1)	10 (+0)

**Skills** Intimidation +5

**Senses** darkvision 30 ft., passive Perception 9

**Languages** Orcish, Titan Speech

**Challenge** 4 (1,100 XP)

**Mad Rush.** As a bonus action the painseeker can move up to its speed toward a hostile creature that it can see. If the painseeker is also under the effect of pain frenzy (see below) it can make a single melee attack at the end of this movement if it is in range of a hostile creature it can see.

**Pain Frenzy.** The painseeker has advantage on melee attack rolls if they are at or below half their total hit points.

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

### ACTIONS

**Greataxe.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

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

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

# THE MUD ROAD'S END

1 SQ = 5 FT.



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