

FOR CHARACTERS LEVELS 10-12

A7 MOTHIK'S LAIR
A8 THE WYLDWOOD
RACE



A7 MOTHIK'S LAIR
A8 THE WYLDWOOD RACE

WRITTEN BY ANDREW CAWOOD

**ILLUSTRATED BY BRANDON CHANG
AND JOHN LATTA**

FORMATTED BY CATHARINE CHEN

GRAPHIC DESIGN BY JEFF PORTER

MAP OF MYRR BY PHILIP STEPHEN



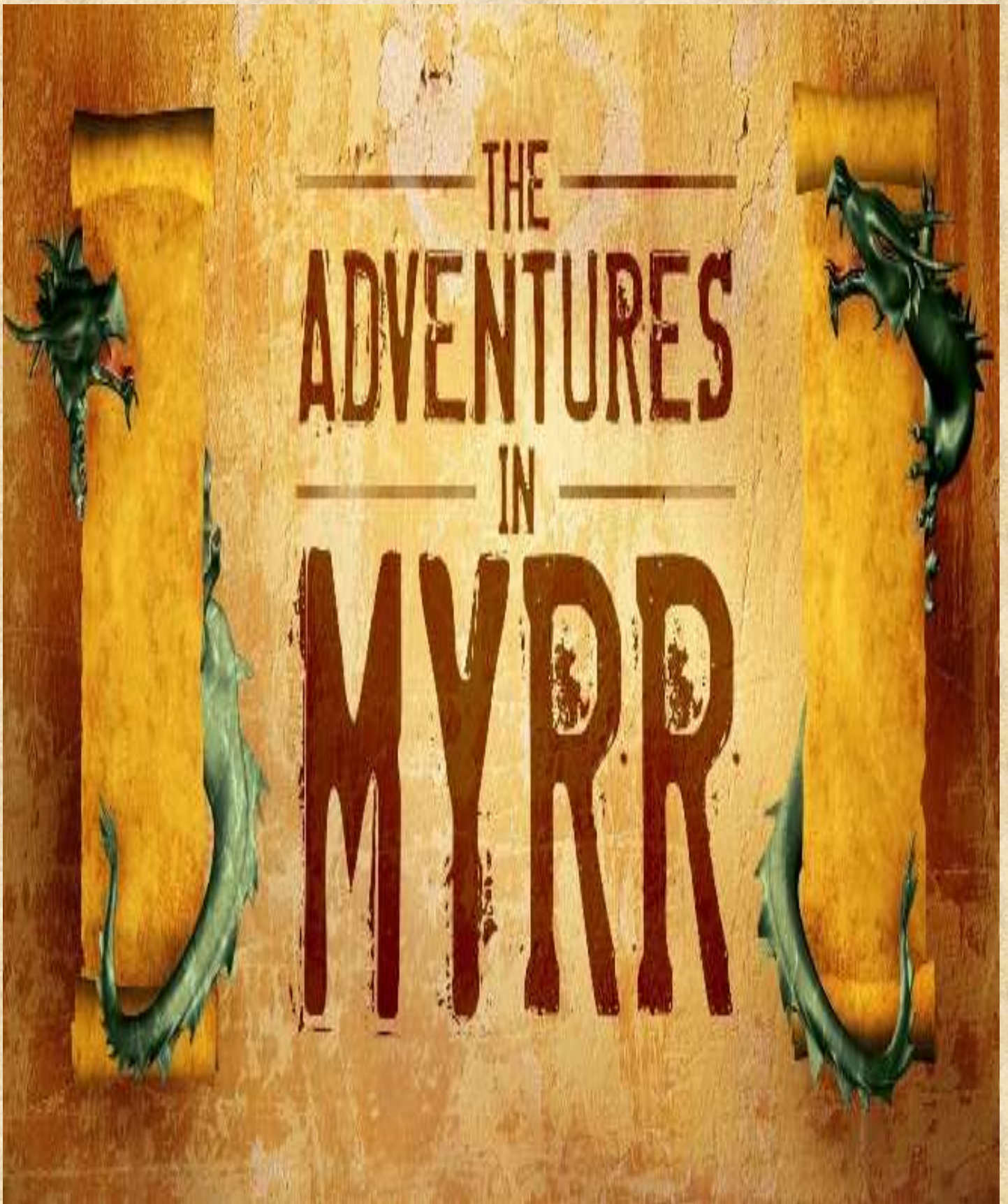
Open Gaming Content throughout this book. OGL included on pages 58 – 60

WE CAN
— BE —
HEROES



TABLE OF CONTENTS

Mystwood.....	6
A7 Mothik's Lair	8
A8 The Wyldwood Race	14
NPC Section	21
Encounters	22
Wyldwood Race Chase Table	28
Inns and Taverns	29
New Monsters	32
Maps of the Three Hills Cavern	43
Map of Northwestern Myrr	45
Map of Grimhollow.....	46
Map of the Village of Bend	47
Maps of the Wyldwood Race	48
Map of the Continent of Myrr	55
Myrrian Calendar	56
Pre-Generated Characters.....	57



MYSTWOOD

The Mystwood is a dense forest filled with ravines and bogs throughout the northwestern corner of Myrr. The forest is named for the fog that seems to exist year round. Therefore the visibility in this forest is never very good. The fog is especially thick around three hills north of Dryden. Thick cedar trees dominate these northern woods. It is difficult to move through these woods, especially in the marshy areas in the south. Elk, owls, hawks, and giant wolf spiders are seen in most of the forest. Giant frogs, and lizardfolk live in the swampy regions. Some say the lizardfolk might even worship a black dragon. Other rumors say there is a powerful witch, called the Frog Witch, living on the far northern edge of the woods. Orcs live to the Northeast and the Ironbear and Snow Eagle Barbarians live to the Northwest. Myst River winds its way through the central part of this forest.

The small settlement of Gorn is one of the oldest villages in the Mystwood. It has been ruled by the very respectable Kellan family for years. Currently, Duke Marcus Kellan is in charge. His daughter, Kiera, is also a well-known ranger. She is far more interested in the wilderness than being at court. Gorn has just survived a horrific attack by an orc scouting party and two black dragons. There were many casualties, including the duke's wife.

One of the wildest places on the continent exists in the Mystwood. The rowdy port of Grimhollow is like none other, except maybe Gorak in central Myrr. But that orc village is much smaller than Grimhollow.

- **Dragons!** On the far northern side of the woods there have been rumors of black dragons. Dragons had not been seen in any part of Myrr for many years. Most people didn't believe these reports until two of the dragons joined orcs in a brutal attack on the village of Gorn. Folk wonder what happened to the village of Dryden as no word has come from the small community since the appearance of the dragons. There is hope however, the younger of the two dragons was killed by some heroic adventurers. However, the father lives...

- **The Forces of Good.** One of the safest places in all of Myrr is Port Telvan. On the far western side of the Mystwood is this peaceful settlement. Ruled by the competent Duke William Highcliff, and protected by the Telvan Knights. These warriors are a handful for any opposition and devout followers of the god of justice, Rogan. The duke has caused a great deal of controversy by taking three young wives. Even his loyal knights aren't pleased with this turn of events.

- **The Wyldwood Race.** Every year for twenty years there has been a wagon race in the Wyldwood. Usually a wealthy noble steps forth to organize the race. For a number of years, Malcolm Lord has run the race. Then other nobles sponsor a number of teams to challenge for the gold. Many spectators line forest and the winners becomes legends to those locals. The race starts in the small village of Bend and ends in the town of Calder. The teams race through the Wyldwood and then travel on the western side of the Mountains of the Stars. Other than staying on course and having wagons pulled by horses, there are no rules. The teams often fight each other and every year some of the competitors are injured or killed.

MAP OF THE MYSTWOOD

Scale Bar = 6 miles



A7 MOTHIK'S LAIR

This module is set in the World of Myrr campaign setting. See Cawood Publishing's website: www.worldofmyrr.com

The Adventure

This adventure takes place in the Mystwood forest. The party need to travel from the village of Gorn to the Three Hills Cavern. After making onto the main road heading west (towards Port Telvan), the heroes will encounter a few locals and many refugees. The refugees are fleeing from the village of Dryden which has been destroyed by two black dragons. After finding the Three Hills Caverns the party will search for the lair of the black dragon known as Mothik.

Notes for the Game Master

Mothik the dragon is a CR14 monster and is extremely tough. However, if the party has four 10th level characters they have a decent chance to survive. One of the party members could include Keira Kellan, but her skills are so woeful she wouldn't count towards the party size. Other NPCs could be added to the party as well.

TIME TO SLAY A DRAGON!

Duke Marcus Kellan wants his magical sword back! The party must go to the dragon's lair and retrieve it.

Mothik the adult black dragon stole the duke's sword during the siege of Gorn. When the dragon's son Vothikar was killed in the battle, the elder creature retreated back to his lair in the Three Hills Cavern. Duke Marcus Kellan has located Mothik's lair and wants help getting back his sword.



See the Map of Western Mystwood on page 7

Encounters

a. Meeting with the Duke in Gorn

The village of Gorn smolders as the inhabitants begin to recover after the orc siege. Duke Marcus Kellan still appears shaken from the death of his wife Janis. Keira, his daughter, stands quietly at his side. "Thank Rogan, our village has been saved," said the duke, "however, Mothik the dragon lives and he has stolen my magical sword."

The Duke then lets the party of adventurers know where the dragon's lair is located. (see area f on the map on page 7). Kiera is eager to join the party and avenge her mother's death and retrieve her father's sword. She could add a great deal in terms of tracking and knowledge of the Mystwood. However, her fighting skills are pathetic. In fact, the young ranger attacks with **disadvantage**. The party could try to equip themselves for the mission at the local store. A generous store owner will give them half off the regular prices as they helped save the village.

b. Intolerance Rears its Ugly Head

A loud argument can be heard further up the trail. Six muscular young men are preventing a group of twenty peasants from moving further east down the trail. "We don't need more people in Gorn. Find somewhere else to go! How can we trust you Dryden folk?!"

The men are hunters (**berserkers**) from Gorn. The group of twenty are all **commoners**, refugees from Dryden. Two black dragons have destroyed the settlement and the survivors are heading for Gorn. The Dryden group are unarmed, tired, and very hungry. The hunters will not let the refugees proceed and will fight anyone who interferes.

c. Telvan Knights to the Rescue

Six heavily armed knights ride towards your party. Their shields bear the familiar symbol of Port Telvan. The knights are riding on glistening white horses.

The knights are heading to Gorn to be of any assistance. Duke Highcliff decided he could spare half a dozen knights and sent them to check up on the village. They will let the party know they saw no dangers on the trail as they came.



d. Dryden Destroyed

After leaving the main trail a terrible scene greets you. Leaving the cover of the forest you find absolute devastation. The village of Dryden has been completely destroyed. All the wooden buildings appear to be melted into the ground.

The two black dragons laid waste to this settlement with their acid breath. All the inhabitants either died in the attack or have fled southeast towards Gorn or southwest towards Port Telvan.

e. Ruined Tower

A badly damaged stone tower comes into view. You hear something heavy moving down the tower and getting close to the open entranceway.

An evil **7th level druid** named Bog Dagga has taken up residence in this tower. He has just conjured an **earth elemental** which is almost at the bottom of the tower's staircase. Bog planned to walk over to Dryden with the construct and steal whatever he could. He hates all humanoids and is happy the dragons destroyed the village. His family were all killed by a group of bandits when he was a young boy. Unfortunately, he never got over this traumatic event and his growing heart turned cold. As a teenager he sought solitude and peace deeper and deeper into the Mystwood. He found an old druid master and learned how to commune with nature. This druid will attack any humanoids on sight. Bog Dagga has waited a long time for a moment like this. As chaos arrives in the Mystwood he will begin to assert his powers.

A large earth creature bursts out of the front of the tower and rushes your party. It's about nine feet tall and looks ready for a fight.

The druid will soon join his creation at the bottom of the tower. The creature attacks on its own but will be destroyed if the druid is killed. Bog Dagga wields a *staff of thunder and lightning*. He will begin by using the thunder power and then attack with the lightning strikes. A simple room at the top of the tower holds a small bed and a tiny chest. In the locked chest are four *moonstones* and *potion of superior healing*.

THE THREE HILLS CAVERN

See the maps on pages 7, 43, and 44.

All the areas are pitch black, there is no light. So characters will need a light source or darkvision to move through the large cavern. The ceiling is 20 ft. high except for the final chamber which is 100 ft. high. The cavern is made of natural light brown rock and is quite cool and moist. A thick mist surrounds the area.

Mothik the dragon, father of Vothikar, makes his home here. The adult black dragon is worshipped by a clan of lizardfolk who also reside in the cavern. Emotionless and cruel, the reptilian humanoids cannot be reasoned with. They will fight to the death. The characters will need to rest before entering the dragon's lair at the far end of the caverns or they will likely die in the final fight. Sheltering in one of the caverns for an hour or more is one option.

f. The Cavern Entrance

A large pool of water sits outside the cavern. It seems the only way inside is to swim downwards and surface inside.

This is the only obvious entrance into the Three Hills Cavern. Characters will indeed need to swim inside the cavern. It will take two rounds to swim into the natural structure.

Cavern Locations. See maps on page 43 and 44.

A. Into Darkness

You come out of the water into darkness. There is no light of any kind. The sound of dripping water echoes in the large cavern.

As the PCs enter, they are vulnerable to the lizardfolk sentries and shaman who guard this area. Assuming they have a light source, read the following:

After getting your bearings, you notice large boulders in front of you and a natural tunnel behind them. The cavern walls are wet and plants grow here and there.

B. Lizardfolk Sentries I

Four medium-sized rocks lie to your right. Water covers the surrounding walls.

There are five **lizardfolk** here guarding the entrance area. They are armed with heavy wooden clubs.

C. Lizardfolk Sentries II

Some smaller boulders obscure the tunnel ahead. Green plants grow out of the earthen walls. Slime covers almost every surface.

Three more **lizardfolk** warriors are hiding here, also watching the entrance area.

D. Lizardfolk Healer

You see a massive boulder on the left side of the rocky cavern.

One of the spiritual leaders of the humanoids stands guard here. This **lizardfolk healer**¹ is meditating and ready to attack at any moment. He will conjure reptiles if any intruders enter the cavern.

E. Baby Reptiles

Behind several large boulders you find a nest with eight small lizardfolk. They are all asleep.

These eight baby **lizardfolk** only have one hit point each. This is an opportunity to present the characters with a moral dilemma. Another such dilemma is presented in the final cave with the dragon. If good aligned characters kill these unarmed, harmless creatures, their dreams will be haunted for years.

F. Lizardfolk Sentries III

A few large rocks lie by the entrance to a cave on the side of the main tunnel.

There are five more **lizardfolk** sentries here.

G. Giant Lizards

To your right you see something moving between some boulders on the side of the tunnel.

This area has three **giant lizards** wandering around. They live harmoniously with the lizardfolk.

H. The Royal Reptile Chamber

At the far side of the cave you see a large reptilian humanoid. Behind him is a large pile of treasure. Tons of coins shine in the darkness.

This area is home to the **lizardfolk chief**¹. His name is Barastrix. He and his clan worship Mothik the adult black dragon. Barastrix is a fierce warrior and will call for more reinforcements from deeper in the cavern. He will then rush to defend the cavern. However, the lizardfolk are all about survival and utility. They will fight any intruders but if the battle goes poorly they will retreat to the dragon's cave and reorganize. The treasure hoard contains 400sp, 300gp, and *four pieces of jade* (100gp). If the PCs search they will easily find enough dried fish for two days' worth of rations.

I. Rats' Nest

This room is pitch black. Something is making scratching sounds in the back of the cave in a pile of stones.

This bare chamber is occupied by three **swarms of rats**. Their nest is a disgusting heap of fish bones and filth. Buried underneath this nest are *30sp*.

J. Lizardfolk Sentries IV

Five medium-sized boulders block most of the view into the cave beyond.

Standing guard here are four more **lizardfolk**. They spend their time making images in the mud on the cavern floor with stones. One has drawn an image of a floating spherical beast with one large central eye and several stalks growing out of its head.

K. Something Glitters

Even in the darkness of this large cavern something glitters in the water here. A golden object is lying about five feet below the surface.

A DC16 Wisdom (Perception) check will enable a character to see it is a golden tiara. However, this item is enchanted and will switch a character's gender. It can be sold for 20gp, but the spell remains.

L. The Bat Cave

This cave contains a few large boulders and an iron chest shines at the far end.

This cave is home to four **giant bats** hanging upside down across the area. They will drop from the cave ceiling and attack any intruders. The iron chest contains a *small turquoise statuette of the deity Shania* (250gp).

M. The Purple Haze

Behind a boulder you find some purple-colored fungi growing on the cavern floor. The roots of this plant run across to the other side of the tunnel.

These purple plants are six **violet fungi**.

N. Lizardfolk Sentries V

As the cavern continues ahead there are a number of wet boulders to the left. A few plants grow on the walls.

This is yet another guard post. Three **lizardfolk** are stationed here.

O. Roped In

In the back of this cave is a large stalagmite and a small rocky pond. Water splashes out of the small pond every few seconds.

The stalagmite is actually a **roper**. The water is coming out of the pond because of a couple of **quippers** swimming around. One of the lizardfolk put them here after finding them in one of other pools of water. If the roper is cut open a *transparent deep purple amethyst* (100gp) will be found inside.

P. Stirges' Nest

A dead lizardfolk lies on the ground here behind a few boulders. A soft fluttering sound comes out of the dark.

A successful DC15 Wisdom (Insight) check will reveal the humanoid has been drained of blood. A dozen **stirges** are flying in the darkest corners of this area.

Q. Wall of Stone

This area has been walled off with a crude stone wall. The ground shakes as something heavy moves around behind the wall.

The back section of this cave has been walled off. A **basilisk** lives inside with several stone statues of the lizardfolk. The reptiles walled up the monster when they first moved into Three Hills Cavern.

R. Four Hundred Ways to Die in a Cave

As your party walks through this cave you hear something moving around in the back of the cave.

This chamber is occupied by four **giant centipedes**. They live in the far corner of the cave.

S. Sporadic Trouble

Peering out from behind a pile of rocks is a spherical creature floating in the air. A central eye looks towards you. Several appendages can also be seen sticking out of the top of its strange form.

This appears to be a beholder. However, it is actually a **gas spore**. If a character gets within 10 ft. and succeeds on a DC 15 Intelligence (Nature) check, they will discern its true nature.

T. Lizardfolk Shrine

Behind three large boulders is a shrine. A rock carved in the shape of a dragon sits on the ground. All around the dragon is a rainbow of gemstones of many colors.

This area is used by the lizardfolk to worship Mothik the dragon. The gemstones are; six violet *garnets*,

three light green pieces of *jade*, three purple *amethysts*, and one yellow *sapphire*.

U. Starting Over

A strange bubbling sound comes from a small pond lined with rocks.

This rocky pond is actually **cursed**. Anyone who touches the water will be sucked inside and find themselves back at the cavern entrance.

V. Shaman Sentries

A number of different size boulders block your view. A medium-sized creature can move further into the cavern between the rocks.

Two more **lizardfolk healers**¹ are in this area to guard Mothik's lair. If they hear the PCs, one healer will attack with spells while the other runs to warn the dragon. They will begin yelling in Draconic as soon as they start running down the tunnel. Each healer carries a *potion of healing* they stole from other intruders.

W. Pile of Bones

A pile of dirty white bones lie in this barren cave. Water drips down the side of the cavern wall.

This pile of bones is actually **six skeletons**. One of the lizardfolk shaman has animated these and they will rise up and attack any non-lizardfolk.

X. Lizardfolk Worshippers

Three lizardfolk walk ahead of your party. They each carry a sack and a large wooden club. The ground shakes as an extremely heavy creature moves around further inside the cavern.

A trio of **lizardfolk** have come to the main cave to pay tribute to Mothik. They each carry a sack with *50gp* inside. These coins were stolen out of the ruined buildings in Dryden and from travelers ambushed in the Mystwood. The reptilian humanoids know to enter the largest cavern and leave the treasure on the dragon's massive hoard.

Y. Mothik the Dragon

Looming above your party is a huge black dragon. Mothik looks down at you and his eyes seem to bore into your very souls. “Well...well...well. Usually these lizards don’t bring me such delicious food. Welcome to your tomb!!!” booms the monster in Common. About a hundred feet above the dragon is a hole in the cavern. It’s just big enough for Mothik to fly in and out of.

Mothik is an **adult black dragon**. He will be difficult to surprise as he has a passive perception of 21. The first action he takes will be to use his frightful presence. If the party persists, he will next use his devastating acid breath. Mothik will use his legendary actions in between the PCs attacks and continue with the acid breath attacks. If he uses all five of his breath attacks, he will then attack with his teeth and claws. If he’s ever badly injured (under 40 HP) he will attempt to flee through the hole above.

Z. The Wyrmlings and the Hoard

Stretched out behind the large black dragon is his hoard. Glittering coins and items are heaped in a golden mound. Peeking their heads out around the mound of treasure are a trio of black dragon wyrmlings.

There are three **black dragon wyrmlings** crawling around the mound of treasure. You see their yellow eyes pierce the darkness here and there. The enormous mound of treasure has been collected over many years. PCs will have to decide what to do about the small dragons. However, the wyrmlings will join the fight if their father is attacked. The hoard contains 1000cp, 3000sp, 2000gp, *three pieces of amber (100gp), a black pearl (500gp), two blue sapphires (1000gp), four potions of greater healing, Duke Kellan’s + 3 longsword, a mace of smiting, boots of speed, and a deck of many things.*

The next module, **A8 The Wyldwood Race**, will continue the adventure.

¹ See the New Monsters section



A8 THE WYLDWOOD RACE

The Adventure

This adventure takes place from the village of Gorn all the way through Mystwood, the town of Grimhollow, through part of the Wyldwood, skirts the Mountains of the Stars, and ends up in the town of Calder. The wealthy Duke William Highcliff of Port Telvan has agreed to sponsor the party in an annual wagon race. After the heroes defeated Mothik the dragon, both dukes of Port Telvan and Gorn, have offered a chance for some rest and relaxation. Or have they... The evil Alliance know the heroes have interfered in their affairs and are on a mission to eliminate them. An evil noble by the name of Malcolm Lord has organized the race for several years. He will take every opportunity to try and kill the characters during the race. There are also a number of other challenges along the way.

Notes for the Game Master

This adventure is a race on one hand, and also a survival contest. Thanks to Maria Robbins, the Alliance have learned much about the party. She has helped arrange for the duke's sponsorship. Maria then let the Alliance know the party would be entered and an easy target. The evil vampire led group have sent a number of agents to try and kill the heroes.

THE WYLDWOOD RACE

You have learned an annual wagon race is about to be held in the village of Bend. However, only a handful of teams are accepted to participate each year.

The adventuring party have defeated a powerful ancient black dragon and returned to the village of Gorn. They return Duke Kellan's magical sword to him and have time to rest and buy supplies in the small settlement. Now they hear about a famous race and wonder if they have a chance to compete. They need a wealthy, influential sponsor to help them gain entry.

The Sponsor

The two knights step forward and announce that Duke William Highcliff will sponsor the party in the race.

The entry fee is 500gp, which has been covered by the generous noble. The knights let the party know there are four stages in the race and each could net the party 2000gp. The overall winner also takes home another 2000gp.

See the map on page 43 for the encounters.

A. Farewell to Gorn

Duke Marcus Kellan thanks for your help in defeating the dragon and retrieving his sword. He wishes you luck in the race and bids you farewell. You've been given horses to get you to the village of Bend on Lake Cydros. Once there an agent of the duke will take ownership of them.

The mounts are basic **riding horses**.

B. The Seven Swords

A group approach you on horseback. They appear to be adventurers like yourselves. A tall, handsome human warrior in golden plate armor leads their party.

This is the Seven Swords, an adventuring party led by the vain paladin Sir Godric Grayfield (see NPC section). They will explain proudly that they are on their way to slay the ancient black dragon Mothik. When they find out the PCs have already killed the monster they will be very upset. They are all lawful good however, and grudgingly congratulate the heroes. As the PCs look at the rest of the Seven Swords they notice that the other members look like them. They are of the same race and class yet they seem to be from another time and place. Godric the paladin says that the heroes can expect to run into the Seven Swords again. He assures the PCs that his group will become legends across the continent. After a short talk the Seven Swords decide to head west to the village of Gorn.

C. Bard on the Run

A young man wearing black robes and carrying a lute runs through the forest towards you.

This is Percy Von Morkel, a NE **5th level bard**, he's being pursued by a dozen **thugs** from the nearby settlement of Grimhollow. They weren't too pleased with his singing in a local tavern. Percy wears *+1 studded leather armor* under his robes and wields a *+1 longsword*.

D. Grimhollow

Fights are breaking out on the main street. This is the wildest place you've laid your collective eyes on. It seems there is no order in this rowdy settlement. The locals eye your party as you arrive on the scene.

A settlement with a most notorious reputation. Pirates, bandits, thieves, and many other kinds of criminals can be found here. This gritty sea port boasts many stores, inns, and taverns. See Encounters section.

E. Into the Wyldwood

New kinds of trees on either side of the well-worn trail let you know that you've crossed into the Wyldwood.

What a change from the Mystwood. This forest is not as dense and feels much more peaceful. Melodious bird song can be heard almost constantly as you stroll down the forest trail. You see a number of wild creatures including badgers, deer, and elk.

F. The Village of Atwood

A peaceful, little community in the northern part of the Wyldwood greets you as the trail heads deeper into the woods. Several humble dwellings come into view.

The locals are quite friendly and there is a little general store to purchase any adventuring gear from. A number of the inhabitants are making plans to go watch the Wyldwood Race. They will be very impressed to learn the heroes are in the race.

G. The Folk

Four brightly colored wagons are pulled by horses ahead of your party. The wagon drivers are dressed in colorful clothes and sing a quiet song. Bird song from the woods seems to blend with the singing.

The Folk are the gypsies of Myrr and stay out of local politics and issues of the day. They keep to themselves and travel around the lakes and rivers on the continent. This group of the Folk are on their way to camp near Bend on the shores of Lake Cydros.

H. The Village of Bend

As you exit the forest, you come out on the edge of Lake Cydros. A pretty, little village rests lazily in this stunning location. Many people are arriving and small flags with 'Wyldwood Race' are being flown above every building.

See the map on page 45. The horse and wizard icons show the location of the starting line.

THE RACE

The seven teams will race their wooden wagons, each pulled by a single riding horse. Only six team members can fit on each of the wagons. There is some room for gear in storage units under the wagons. The race has four stages; Stage 1, Bend to the Happy Harpy Inn, Stage 2, the Happy Harpy Inn to the Smiling Dwarf Inn, Stage 3, the Smiling Dwarf Inn to Boulders Inn, Stage 4 from Boulders Inn to the town of Calder. Some teams stay in tents outside the inns. After each stage 2000gp goes to the winner, with an extra 2000gp to the overall winner of the most stages. The teams can rest at the inns each night. Their room and board is paid for. There are no other rules! Many teams have not survived the race. Five years ago all the teams were killed by a gigantic bird within sight of the finish line.

There is a chase table to use for the race on page 28. Other options to run the race are presented on the following page. Encounter tables are also presented to help add more depth to the race (see Encounters section).

The Other Teams

There are six other teams in the race.

i)	The Gold Miners (LG)
	Hill Dwarves, six 3rd level fighters
	Sponsored by Lady Farran of Tallen
ii)	The Wyld Men (CE)
	Humans, four taavern brawlers¹ , two pugilists¹
	Sponsored by Malcolm Lord*
iii)	The Nerathians (CG)
	High Elves, six 3rd level rangers
	Sponsored by high elf royalty
iv)	The Windriders (NE)
	Humans, six bandit captains
	Sponsored by their bandit clan
v)	The Apprentices (CN)
	Humans, six 3rd level wizards
	Sponsored by the Wizard Council
vi)	The Gorak Attack (CE)
	Half-orcs, Two 8th level fighters , Four 3rd level fighters
	Sponsored by Master Zachary Topping*

*see the NPC Section

Race Table

There are a number of ways to run the race. Using this table is one of them. Decide who is leading when the race heads out of Bend. Then roll a d12 between each of the encounters on the three stages to see what place the PCs' wagon is in.

1.	Your wagon hits a rut and one of the wheels must be repaired. (lose two places)
2.	You must make a group DC15 Dexterity check or one PC falls out. (lose one place)
3.	Your horse comes up lame and a replacement is brought in. (lose one place)
4.	It starts to rain and the muddy trail slows your advance. (lost one place)
5.	One of the other teams have an injury to their horse. (gain one place)
6.	The elves stop to help a wounded elk. (gain one place. Lose one place if you stop to help)
7.	The orcs stop to talk to the beautiful Maria Robbins on the side of the trail. (gain one place)
8.	A mother bear with three cubs blocks your way. (lose one place)
9.	The sun comes out and the trail dries and hardens. (gain one place)
10.	Your wagon hits a pit trap and crashes. (lose two places and 10 hit point damage to each PC)
11.	Your horse is spooked by a raven and takes off. Someone in the party must make a DC16 Wisdom (Animal Handling) check or lose one place trying to regain control of the wagon.
12.	Some locals jeer you but this actually spurs your team on. (gain one place)

1. The Starting Line

All seven teams gather the next morning underneath a huge banner at the starting line. A large crowd of people have risen with the sun to view the annual event. Some yell out the names of the teams as they are introduced by Malcolm Lord. Through the sea of humanity you notice an old acquaintance, the alluring Maria Robbins. She waves and smiles at your party and then vanishes into thin air. Folk have even come from other parts of western Myrr to take in the annual spectacle.

The other teams will check out the competition and some compliments and insults are hurled about. Nobody has actually met each other, and this is a competition, not a social gathering! Malcolm Lord is there to start the race. A mage friend of his, Nardwar, will cast a fireball high above the teams to signal the start. Master Zachary Topping, Lady Farran, elf visitors, hill dwarves, some wizards, and a few other notables are in the crowd. Maria Robbins has met up with Zachary, after being introduced by Captain Kale's pirates. The evil bard is wearing a *ring of invisibility* and plans to track the party for the Alliance. She knows short cuts to all the inns.

BOOM!!!

The race is underway, which also means the diabolical plans of the Alliance are in motion!

2. Forest Ambush

You're really beginning to enjoy the beautiful scenery in the Wyldwood...when...CRACK!!! SLAM! SLAM! SLAM! SLAM! Four huge trees drop on the forest trail in front of you! CRACK! SLAM! Two more large trees fall and block the trail behind you. Suddenly arrows fly out from both sides of the woods. Ambush!!!

The Alliance has set this trap up for the heroes. Six archers (**bandit captains**) are on either side of the trail (12 in total), armed with longbows and longswords. If the PCs head into the woods, it's **difficult terrain**.

3. Wagon vs Wagon

As you head towards the end of Stage One, the Wyld Men pull alongside you with their wagon. Another unknown group race out of the woods on another wagon and come up on your other side.

The only reason the Wyld Men are in this race is to kill the heroes. Malcolm Lord and the Alliance hired these thugs to attack the earliest opportunity. The other wagon carries two **assassins** and a **berserker**. One of the assassins wields two *+1 shortswords*.

4. The Happy Harpy Inn

After a busy first stage you arrive at a small inn. The red building is nestled comfortably in the forest. A wooden sign with a pretty, red harpy greets your team.

This is an opportunity for some more role-playing. It is here that the evil merchant Master Zachary Topping will try and bribe the characters to leave the Alliance alone. He'll offer them a 1000gp to leave western Myrr and never be seen again. If the party watches him they'll find out Maria Robbins is staying in his room. The PCs have a chance to rest up and meet some of the other teams in the race. Maps (pages 48 and 49) have been included to expand this encounter. Some teams camp outside the building. Stage Two begins in the morning.

5. Bridge

A black stone bridge crosses over a rampaging river of white water. Time seems to suddenly stand still and your horse slows down. As you approach, the stones from the bridge begin to methodically rearrange themselves! They gradually form into a stone monster!

This is a **stone golem** created by Nardwar the wizard (see NPC section). The monster has been enchanted to only attack the PCs and their wagon. Nardwar works with Malcolm Lord as part of the Alliance. The monster understands Infernal but can't speak. It will use its Slow action a couple of times before using its Slam attack over and over.



6. Cow from the Sky

“Moooooo!!!” ‘SPLAT!!!’ Suddenly a cow drops out of the sky and crashes onto the trail in front of you.

The cow has just been dropped by a **wyvern**. The winged beast will swoop lower again and attack the party. The body of the wyvern contains *250gp*.

7. Ogres in the Tunnel

The course heads through a dark tunnel which seems to travel right through the mountain. Just as you’re about to exit, five large round shapes block your way.

Five **ogres** have been hiding in here waiting to strike out at one of the teams in the race.

8. Smiling Dwarf Inn

Nestled between the green Wyldwood and the gray Mountains of the Stars is a quaint little inn. A dirty wooden sign bearing the smiling face of a dwarf greets you and your companions.

This is another opportunity for the PCs to socialize with the other teams and get a deserved rest. Maps (pages 50 and 51) have been included if you wish to add to the adventure. Some teams camp outside the premises. Stage Three begins in the morning.

9. Mounted Bandits

The heavy sound of hooves reaches your ears. Then you see them, a dozen men on horseback race out of the trees and half ride up on either side of your cart.

These local **bandit captains** are the leaders of a small bandit clan, the Rainmakers. They attempt to rob the participants in the race every year. Basic **riding horses** serve as their mounts and they’re armed with scimitars. Two of the bandits are carrying *sending stones*.

10. The Dark Knight

Standing in the middle of the forest trail are four black knights. They are wearing black plate mail and carrying huge black greatswords. “One thousand gold for the road toll!” shout the knights in Common.

These are **knights** hired by Malcolm Lord. They will stop any of the teams except for the Wyld Men. If they’re not paid, they’ll attack. One of the knights is wearing *+1 plate armor*. They will not divulge any information about Malcolm or the Alliance.

11. Angry Local

The ground shakes as something enormous approaches. Then out of the tallest trees comes a giant! A stone giant looks down at your wagon and yells, “Keeping me up again! I was avin’ a nap! You’ll pay, you will!”

This **stone giant** (Strombo) will attack any and all of the nearby wagons. Unfortunately, that only includes your wagon at the moment. If the party follows the giant’s tracks they will locate his home, an old cabin. A DC17 Intelligence (Investigation) check will reveal a hidden treasure. Under the floorboards of the abandoned cabin, Strombo has hidden a *helm of brilliance* and a *philter of love*.

12. Boulders Inn

This old inn is the shabbiest of all the inns. However, there are few dwellings in this barren area. There is a small garden near the entrance.

All the teams stay inside this final inn. If the half-orc team have survived the race to this point they pick a fight with the party in the middle of the inn’s common room. If not create another assassination team from Bladen. Everyone else stands back and watches. Either way, this is not as restful as the other inns. Stage Four begins in the morning. Inn maps are on pages 52 and 53.

12a. Rock and Roll

As your wagon flies down a narrow rocky trail a rumble echoes through the mountains. Your horse is spooked and comes to a halt. Then you see massive boulders break off the mountainside and come hurtling down.

The PCs on the wagon must make a group DC15 Dexterity save or take 10d10 bludgeoning damage. The boulders make a direct hit and smash the wagon to pieces, as well as injuring the riders. While the team waits for a replacement wagon, they notice Nardwar (see NPC section) in his red robes on the side of the mountain. The wizard caused the slide!

12b. The Woman in Black

As your wagon climbs the last steep trail of the race you notice a strange sight. A pretty young woman with long black hair, clad in black plate armor is sitting on a rock on the side of the trail. She waves your cart down.

This is Jordan Lord (see NPC section), an **anti-paladin**¹ and a member of the Alliance (also one of Malcolm Lord's daughters and Chase Lord's sister).

"My father has some news for you," says the green-eyed beauty, "Your race ends right here!"

Jordan is armed with a greatsword (strapped on her back) and she has company. An **invisible stalker** under her command stands next to her. If the wagon doesn't stop, she and the invisible monster hurl flasks of Alchemist's fire at it (Jordan has four on her person). If the wagon does stop, the anti-paladin and monster attempt to kill each and every one of the heroes. Jordan also carries 50pp and wears a *periapt of wound closure*. If the party kills the anti-paladin, her father will become a dangerous enemy. If Chase Lord is in the party...well, things could get very interesting.

13. Cart vs Cart Battle

Your team careens down the mountain trail like a bat out of hell. The trail is steep and rocky. It's difficult to stay in your wagon as your horse races downwards. When the race returns to the valley below, the Windriders' wagon pulls alongside you. All except the driver pull out heavy crossbows and open fire at you. Then the driver steers their wagon into yours. Large spikes have been attached to the center of the wooden wheels.

The spikes do 1d6 damage if they hit and could send the wagon crashing to the ground. There is still time for the PCs to recover if their wagon is destroyed. There still are a few hours left. Two sacks full of 50pp each are hidden in the Windriders' wagon. The lead bandit captain is also carrying a *manual of gainful exercise*.

There is time here to add more encounters as the race concludes. A number of obstacles could still stand in the team's way.

14. The Finish Line

The wagons come hurtling into the town of Calder. A huge banner above the race course reads 'The Wyldwood Race'. The peasants, farmers, hunters, and other local inhabitants are cheering on either side of the road.

A good way to run the last part of the race is to use the chase table again on page 28.

Finally...

Your exhausted mount pulls the wagon over the line! The race is over! The crowd of onlookers roar their approval! Minutes later, Malcolm Lord passes the trophy to the winning team and hands out sacks full of gold.

¹ See New Monsters section

² MY – Myrrian Year (currently 566 MY)

NPC SECTION

Important NPCs

Maria Robbins, human female, **10th level bard**, NE. Maria is very attractive and quite athletic. She has medium length brown hair and blue eyes. She is a talented singer and will do anything for fame and fortune. Maria is very popular in the city and is extremely charming. A number of the merchants and nobles want her hand in marriage.

Malcolm Lord, human male, **9th level fighter**, LE. An arrogant and cunning noble from the City of Wyld. Father of Chase, Justine, and Jordan. Husband to Meghan Lord. He is secretly a supporter of the evil Alliance.

Duke Marcus Kellan, human male, **7th level fighter**, LG. Marcus is an honest, trustworthy old gentleman. Grieving his wife's death he hopes his village will survive. He is good friends with Duke Highcliff of Port Telvan.

Godric Grayfield, female halfling, **10th level paladin**, LG. The leader of the Seven Swords, a group of adventurers. A vain and handsome holy warrior. He is powerful, muscled warrior from the city of Nox.

Mothik, **adult black dragon**, LE. A cruel and cunning monster. He and his son decided to team up with an orc scouting party to lay waste to the southern Mystwood. Mothik is Vothikar's father. A clan of lizardfolk worship this dragon in the Three Hills Cavern.

Chase Lord, male rogue, **10th level rogue**, CG. It is possible this young man joined the PCs earlier in their adventures. A handsome, trickster character. Chase is a bit of a scoundrel and attempts to charm most people he meets. However, when the going gets rough he always comes down on the side of good.

Zachary Topping, human male, **4th level fighter**, NE. He is a wealthy merchant who lives in Eel Cove just north of the city of Wyld. Master Topping owns Eels tavern in the Lost District and the Dukes and Daisies tavern near the docks. He enjoys the company of young women. Like a few other men in Wyld, he has his eye on Maria Robbins.

Keira Kellan, human female, **8th level ranger**, LG. Kiera is of noble birth but is more interested in living in the wild than being at court. She has medium length brown hair and blue eyes. Kiera's fighting skills are challenged, therefore she attacks with **disadvantage**.

Jordan Lord, human female, **anti-paladin¹**, LE. This is another member of the Lord family. Jordan has long black hair and dark blue eyes. She is a loud, obnoxious young woman. This anti-paladin is a strong supporter of the Alliance, like her father. She is good friends with the evil Von Bladen vampires and will probably end up a vampire very soon. Jordan has come to the race to kill the PCs if they survive the first couple of stages.

Nardwar, male wizard, **9th level wizard**, LE. This eccentric young wizard is helping Malcolm Lord run the race. He will use his magic to stay ahead of the teams. Nardwar casts Fireball to start each stage of the race.

Tully 'the disaster' McFaster, halfling male, **10th level fighter**, LG. It is possible this young halfling joined the PCs earlier in their adventures. Trouble seems to find him wherever he goes. Tully is short with dark brown hair. This halfling is a loyal, brave warrior. However, he can be rather reckless.

¹ See New Monsters section

ENCOUNTERS

Encounter Table: Mystwood

D100 Encounter

01-02	Troll
03-04	Shambling Mound
05-06	Will-O'-Wisp
07-08	Slavers
09-10	Berserker
11-12	Druid
13-14	Orc
15-16	Giant Spider
17-18	Lizardfolk
19-20	Giant Toad
21-22	Merchants
23-24	Deer
25-26	Commoner
27-28	Dire Wolf
29-30	Worg
31-32	Brown Bear
33-34	Merchants
35-36	Swarm of Rats
37-38	Boar
39-40	Rat
41-42	Merchant
43-44	Owl
45-46	Commoner
47-48	Deer
49-50	Giant Rat

D100 Encounter

51-52	Commoner
53-54	Deer
55-56	Owl
57-58	Swarm of Rats
59-60	Entertainer
61-62	Commoner
63-64	Slaver
65-66	Noble
67-68	Giant Rat
69-70	Boar
71-72	Giant Frog
73-74	Bounty Hunter
75-76	Commoner
77-78	Worg
79-80	Deer
81-82	Shadow
83-84	Giant Frog
85-86	Lizardfolk
87-88	Dire Wolf
89-90	Brown Bear
91-92	Orc
93-94	Druid
95-96	Berserker
97-98	Bounty Hunter
99-00	Troll

Encounter Table: Grimhollow

D100 Encounter

01-02	Chief of the Town
03-04	Assassin
05-06	Mage
07-08	Pugilist
09-10	Thieves
11-12	Mercenary Gang
13-14	Thugs
15-16	Veteran
17-18	Pirate Band
19-20	Guard Patrol
21-22	Doppelganger
23-24	Thief
25-26	Thug
27-28	Noble
29-30	Pirate
31-32	Slaver
33-34	Swarm of Rats
35-36	Urchin
37-38	Mastiff
39-40	Guard
41-42	Goat
43-44	Bat
45-46	Commoner
47-48	Rat
49-50	Bandit

D100 Encounter

51-52	Tavern Brawler
53-54	Giant Rat
55-56	Charlatan
57-58	Swarm of Bats
59-60	Urchin
61-62	Commoner
63-64	Mercenary
65-66	Sailor
67-68	Pirate
69-70	Thug
71-72	Cultist
73-74	Cat
75-76	Hater
77-78	Thugs
79-80	Swarm of Rats
81-82	Tavern Brawler
83-84	Gladiator
85-86	Shadow
87-88	Giant Rat
89-90	Ghost
91-92	Master Thief
93-94	Mercenary Gang
95-96	Pugilist
97-98	Thieves
99-00	Tavern Brawler Gang

Encounter Table: The Wyldwood

D100 Encounter

01-02	Wereboar
03-04	Veteran
05-06	Dryad
07-08	Gypsy Caravan
09-10	Bugbear
11-12	Wolf
13-14	Commoner
15-16	Thug
17-18	Elk
19-20	Giant Badger
21-22	Merchants
23-24	Commoner
25-26	Urchin
27-28	Acolyte
29-30	Giant Rat
31-32	Noble
33-34	Entertainer
35-36	Swarm of Rats
37-38	Deer
39-40	Wererat
41-42	Commoner
43-44	Merchants
45-46	Badger
47-48	Deer
49-50	Commoner

D100 Encounter

51-52	Deer
53-54	Merchant
55-56	Commoner
57-58	Black Bear
59-60	Guard Patrol
61-62	Noble
63-64	Gypsy
65-66	Commoner
67-68	Giant Weasel
69-70	Wolf
71-72	Deer
73-74	Elk
75-76	Wererat
77-78	Merchants
79-80	Commoner
81-82	Swarm of Insects
83-84	Satyr
85-86	Giant Rat
87-88	Entertainers
89-90	Gypsy Caravan
91-92	Thugs
93-94	Merchants
95-96	Veteran
97-98	Wereboar
99-00	Doppelganger

Encounter Table: The Mountains of the Stars

D100 Encounter

01-02 Monstrous Spider
03-04 Head Druid
05-06 Cult Leader
07-08 Ghost
09-10 Wyvern
11-12 Ettin
13-14 Wight
15-16 Cultist
17-18 Eagle
19-20 Goat
21-22 Giant Spider
23-24 Shadow
25-26 Basilisk
27-28 Ogre
29-30 Cultist
31-32 Goat
33-34 Druid
35-36 Wererat
37-38 Scout
39-40 Brown Bear
41-42 Swarm of Bats
43-44 Bat
45-46 Giant Lizard
47-48 Eagle
49-50 Goat

D100 Encounter

51-52 Eagle
53-54 Goat
55-56 Scout
57-58 Swarm of Bats
59-60 Giant Lizard
61-62 Cultist
63-64 Eagle
65-66 Bat
67-68 Goat
69-70 Giant Spider
71-72 Cultist
73-74 Basilisk
75-76 Druid
77-78 Wererat
79-80 Ogre
81-82 Green Hag
83-84 Will-O'-Wisp
85-86 Ettin
87-88 Giant Eagle
89-90 Doppelganger
91-92 Troll
93-94 Green Hag
95-96 Head Druid
97-98 Wyvern
99-00 Roc

Monster List: Mystwood

Monsters	CR
Commoner ¹ , Deer, Owl, Rat	0
Entertainer ² , Giant Rat, Merchant ² , Noble, Slaver ²	1/8
Boar, Giant Frog, Swarm of Rats	1/4
Lizardfolk, Orc, Shadow, Worg	1/2
Brown Bear, Dire Wolf, Giant Spider, Giant Toad	1
Berserker, Bounty Hunter ² , Druid, Merchants ² , Slavers ² , Will-O'-Wisp	2
Shambling Mound, Troll	5

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Harlot, Herald, Hunter, Jeweler, Mason, Messenger, Moneylender, Peasant, Pilgrim, Tailor, Tavern/Inn worker, Undertaker

²Bounty Hunter, Cultists, Merchant, Merchants, Slaver, Slavers (see New Monsters section)

Monster List: Grimhollow

Monsters	CR
Bat, Cat, Commoner ¹ , Goat, Rat	0
Bandit, Giant Rat, Mastiff, Merchant, Noble, Sailor ² , Slaver ²	1/8
Hater ² , Pirate ² , Swarm of Bats, Swarm of Rats, Urchin ² , Zombie	1/4
Mariner ² , Mercenary ² , Shadow, Thug	1/2
Charlatan ² , Tavern Brawler ²	1
Chief of the Town ² , Doppelganger, Pirate Band ² , Thief ² , Thugs ² , Veteran	3
Ghost	4
Gladiator, Master Thief ² , Mercenary Gang ²	5
Mage	6
Pugilist ² , Thieves ²	7
Assassin, Tavern Brawler Gang ²	8

¹Commoners: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Fisherfolk, Harlot, Herald, Hunter, Jeweler, Mason, Messenger, Moneylender, Peasant, Pilgrim, Tailor, Tavern/Inn worker, Undertaker

²Charlatan, Mariner, Master Thief, Pirate Band, Pugilist, Sailor, Slaver, Slavers, Tavern Brawler, Tavern Brawler Gang, Thief, Thieves, Thugs, Urchin (see New Monsters section)

Monster List: The Wyldwood

Monsters	CR
Badger, Commoner ¹ , Deer	0
Entertainer ² , Giant Rat, Giant Weasel, Gypsy ² , Merchant ² , Noble	1/8
Acolyte, Elk, Giant Badger, Swarm of Rats, Wolf	1/4
Apprentice ² , Black Bear, Satyr, Swarm of Insects	1/2
Bugbear, Dryad	1
Druid, Entertainers ² , Guard Patrol ² , Gypsy Caravan ² , Merchants ²	2
Doppelganger, Veteran	3
Wereboar	4

¹Commoner: Artist, Baker, Blacksmith, Carpenter, Cart Driver, Farmer, Fisherfolk, Harlot, Herald, Hunter, Jeweler, Mason, Messenger, Moneylender, Peasant, Pilgrim, Tailor, Tavern/Inn worker, Undertaker

²Apprentice, Entertainer, Entertainers, Guard Patrol, Merchant, Merchants (see New Monsters section)

Monster List: The Mountains of the Stars

Monsters	CR
Bat, Eagle, Goat	0
Giant Lizard, Swarm of Bats	1/4
Scout, Shadow	1/2
Brown Bear, Giant Spider	1
Basilisk, Cult Fanatic, Cultists ¹ , Druid, Ogre, Wererat, Will-O'-Wisp	2
Doppelganger, Green Hag, Wight	3
Ettin, Ghost, Monstrous Spider ¹	4
Cult Leader ¹ , Troll	5
Head Druid ¹ , Wyvern	6
Roc	11

¹Cult Leader, Cultists, Head Druid, Monstrous Spider (see New Monsters section)

WYLDWOOD RACE CHASE TABLE

After each turn roll a d20

d20 **Complication**

- 1 Another wagon crashes into you. Make a group DC13 Dexterity save or you're knocked off the course.
- 2 Smoke from a forest fire obscures your view. Miss your next turn.
- 3 A wagon wheel comes loose. Make a DC15 Dexterity save to fix it or stop for a round for repairs.
- 4 Wind blows debris in your faces. Next turn you move through difficult terrain.
- 5 Rain or oil on the course. Make a group DC13 Dexterity save or lose control and miss a turn
- 6 Four **dire wolves** rush towards you. Next turn you move through difficult terrain to avoid them.
- 7 Branches and rocks cover the race course. Difficult terrain for 60 ft.
- 8 A **swarm of ravens** flies across your path. Make a group DC14 Dexterity save or difficult terrain for 60 ft.
- 9 A ray of sunlight shines down. Your wagon driver must make a DC14 Dexterity save or be blinded.
- 10 Your wheel gets stuck in a hole in the trail. Make a group DC14 Dexterity save or slow to a halt.
- 11 A merchant's wagon blocks you. Make a group DC14 Dexterity save or difficult terrain for 60 ft.
- 12 You come across a large number of **deer**. Difficult terrain for 60 ft.
- 13 Run into another wagon. One of the PCs is knocked out, takes 1d12 damage and is knocked prone
- 14–20 No complication

INNS AND TAVERNS

*There's a tavern inside the inn as well. So food and drink are available.

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Gorn	Tavern	The Thirsty Knight	None	Poor	Christy human male, 18 3rd level rogue CG	6	bark soup, potato soup, wild turkey	Krull Mead, Two Hammers Mead, Wyld Mead
Gorn	Inn*	The Friendly Falcon	5sp	Modest	Ethan human male, 25 LG	9	apple pie, meat pie, roast pheasant	Myrr Mead, Queen's Ale, Two Hammers Mead
Gorn	Inn	The Laughing Ghost	1sp	Poor	Thad human male, 48 LG	5	None	None
Lyra	Tavern	The Brass Bowl	None	Poor	Jabb gnome male, 71 CG	6	bark soup, mushroom soup, roast grouse	Krull Mead, Myrr Mead
Grim-hollow	Tavern	The Drunken Bugbear	None	Squalid	Rickar tiefling male, 23 NE	14	cabbage stew, fish soup, rabbit stew	Krull Mead, Rock Bear Mead
Grim-hollow	Tavern	The Lighthouse	None	Poor	Hagan hill dwarf male, 175 LN	7	chicken stew, pike, wild boar chop	Krull Mead, Myrr Mead, Rock Bear Mead, Wyld Mead
Grim-hollow	Tavern	The North Wolf	None	Poor	Wenny human female, 59 CN	8	apple pie, chicken stew, pike, turkey soup	Krull Mead, Myrr Mead, Rock Bear Mead

Inns and Taverns continued

*There's a tavern inside the inn as well. So food and drink are available.

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Grim-hollow	Tavern	Eight Paladins	None	Modest	Isaak human male, 25 NE	12	cherry pie, roast stag, squash soup, venison, wild boar	Queen's Ale, Raven Mead, Two Hammers Mead, Wyld Mead, Wyld Wine
Grim-hollow	Inn*	The Mermaid	1sp	Poor	Randall human male, 35 NE	14	chicken soup, meat pie, rabbit	Krull Mead, Myrr Mead
Grim-hollow	Inn*	The Lucky Fool	1sp	Poor	Fran human female, 52 CN	7	Bark soup, cabbage soup, wild turkey	Farstad Mead, Krull Mead, Wyld Wine
Grim-hollow	Inn	The Lost Sailors Inn	5sp	Modest	Orson human male, 27 CG	6	None	None
Grim-hollow	Inn	Midnight Inn	None	Poor	Megg human female, 24 CG	12	None	None
The Road	Tavern	The Dusty Chest	None	Poor	Osgood human male, 31 LE	5	baked goat, mushroom soup, pike	Myrr Mead, Rock Bear Mead, Wyld Mead
The Road	Tavern	The Raven's Nest	None	Poor	Imanna human female, 28 4th level rogue CE	6	fish soup, meat pie, mushroom soup	Krull Mead, Myrr Mead, Rock Bear Mead

Inns and Taverns continued

*There's a tavern inside the inn as well. So food and drink are available.

Location	Type	Name	Rooms	Quality	Innkeeper/Barkeep	Staff	Meals	Drink
Atwood	Inn*	The Timid Dragon	1sp	Poor	Ganwen human male, 51 N	5	cabbage soup, chicken soup, fish soup	Myrr Mead, Two Hammers Mead
Bend	Tavern	The Wanderers	None	Modest	Gabol gnome male, 123 LG	8	onion soup, roast stag	Rock Bear Mead, Wyld Mead
Bend	Tavern	The Stern Eagle	None	Modest	Penner human male, 55 3rd level wizard CN	7	baked goat, carrot soup, trout	Myrr Mead, Wyld Mead
Bend	Inn	The Deep Woods Inn	8sp	Comfortable	Vance human male, 31 NG	9	None	None
Race Course	Inn*	The Happy Harpy	5sp	Modest	Edwin human male, 27 LG	12	cherry pie, mutton, squash soup, venison	Roan Mead, Wyld Mead
Race Course	Inn*	The Sleeping Dwarf	5sp	Modest	Gok dwarf male, 146 N	10	chicken soup, fish soup, mutton, pike	Aern Wine, Myrr Mead, Queen's Ale, Wyld Mead
Race Course	Inn*	The Boulders	5sp	Modest	Yannis human male, 29 4th level sorcerer NE	9	boar ribs, chicken stew, pike, potato soup	Krull Mead, Myrr Mead, Wyld Mead

NEW MONSTERS

Anti-Paladin

Anti-paladins are evil versions of very powerful paladins.

Medium humanoids (any race), evil alignment

AC18 (plate)	Hit Points 20d8 + 46					Speed 30 ft.
STR	DEX	CON	INT	WIS	CHA	
20 (+5)	15 (+2)	15 (+2)	16 (+3)	14 (+2)	17 (+3)	

Skills/Athletics +9, Deception +7, Intimidation +7, Perception +6

Senses/passive Perception 16

Languages/Common and two others

CHALLENGE RATING 10 (5,900 XP)

Aura of Hate. The anti-paladin, as well any fiends and undead within 10 ft. of the anti-paladin, gains a +3 bonus to melee weapon damage rolls. A creature can only benefit from this feature from one anti-paladin at a time. (Already included in attack stats)

Brave. The anti-paladin has advantage on saving throws against being frightened.

Spellcasting. The anti-paladin is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The anti-paladin has the following spells prepared:

1st level (4 slots): command, detect good, hellish rebuke, wrathful smite

2nd level (3 slots): crown of madness, darkness, find steed

3rd level (2 slots): bestow curse, dispel magic

Actions

Multiattack: The anti-paladin makes three melee or three ranged attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (2d6 + 5) slashing damage, two-handed.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: (1d8 + 2) piercing damage.

Control Undead. As an action, the anti-paladin targets one undead creature he or she can see within 30 ft. of him or her. The target must make a Wisdom saving throw. On a failed save, the target must obey the anti-paladin's commands for the next 24 hours, or until the anti-paladin uses this option again. An undead creature whose challenge rating is equal to or greater than the

anti-paladin is immune to this effect.

Reactions

Parry. The anti-paladin adds 2 to Its AC against one melee attack that would hit it. To do so, the anti-paladin must see the attacker and be wielding a melee weapon.

Apprentice

Apprentices are young spellcasters training to be skilled wizards.

Medium humanoid (any race), any alignment

AC12 (15 with mage armor)	Hit Points 3d8					Speed 30 ft.
STR	DEX	CON	INT	WIS	CHA	
16 (+3)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	

Skills/Arcana +3

Senses/passive Perception 10

Languages/Common and one other

CHALLENGE RATING 1/2 (100 XP)

Spellcasting. The apprentice is a 3rd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, prestidigitation, ray of frost

1st level (4 slots): burning hands, detect magic, mage armor, magic missile, shield

2nd level (2 slots): hold person, misty step, scorching ray

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8 + 2 or 1d10 + 2, versatile) bludgeoning damage.

Dart. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: (1d8 + 2) piercing damage.

Bounty Hunter

The bounty hunter will track down wanted criminals. Evil bounty hunters will find them dead or alive.

Medium humanoid (any race), any alignment

AC15 (studded leather armor)	Hit Points 9d8					Speed 30 ft.
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	14 (+2)	

Skills/Deception +2, Perception +2, Stealth +3
Senses/passive Perception 12
Languages/Common and two others

CHALLENGE RATING 2 (450 XP)

Keen Hearing and Sight. The bounty hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The bounty hunter makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d10 + 3) slashing damage, two-handed.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* (1d8 + 3) piercing damage.

Charlatan

Charlatans are skilled at using persuasion and performance skills to steal from others.

Medium humanoid (any race), evil or neutral alignment

AC14 (leather armor) Hit Points 5d8
Speed 30 ft.

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

Skills/Performance +5, Persuasion +5
Senses/passive Perception 12
Languages/Common and two others

CHALLENGE RATING 1 (200 XP)

Keen Hearing and Sight. The charlatan has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Disguise. Once a day a charlatan can make its clothing, armor, weapons, and other belongings look different for one hour or until using an action to end the feature. It can't change its body type. To discern that the charlatan is disguised, a creature can use an action to make a DC14 Intelligence (Investigation) check.

Actions

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

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

Charm. The charlatan can use an action to charm a humanoid with its persuasion skills or performance

skills. The target must be within 60 ft. and in the line of sight of the charlatan. The target must make a DC13 Charisma saving throw or be charmed for one hour. If the target is harmed, the effect ends.

Chief of the Town

The chiefs of the town are the leaders of large villages or towns.

Medium humanoid (any race), any alignment

AC13 (studded leather armor) Hit Points 10d8 + 21
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	15 (+2)	16 (+3)	17 (+3)

Skills/Intimidation +3, Perception +3, Persuasion +3
Senses/passive Perception 13
Languages/Common and two others

CHALLENGE RATING 3 (700 XP)

Actions

Multiattack. The Chief of the Town makes two melee attacks or two ranged attacks.

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

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* (1d8 + 2) piercing damage.

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

Cult Leader

Cult leaders are very powerful leaders of cults. They have spell and weapon attacks.

Medium humanoid (any race), evil

alignment

AC15 (studded leather armor) Hit Points 12d8 + 41
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	18 (+4)

Skills/Deception +6, Intimidation +6, Persuasion +6, Religion +5
Senses/passive Perception 13
Languages/Common and one other

CHALLENGE RATING 5 (1,800 XP)

Dark Devotion. The cult leader has advantage on saving throws against being charmed or frightened.

Spellcasting. The cult leader is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The cult leader has the following cleric spells prepared:

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

1st level (4 slots): bane, command, inflict wounds, shield of faith

2nd level (3 slots): continual flame, hold person, spiritual weapon

3rd level (3 slots): bestow curse, clairvoyance, dispel magic

Actions

Multiattack. The cult leader makes two melee attacks.

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

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

Entertainer

Entertainers are less skilled than bards and can be actors, storytellers, dancers, singers, musicians or poets.

Medium humanoid (any race), any alignment

AC11 (leather armor) Hit Points 1d8 + 2 Speed 30 ft.

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

Skills/Perception +1, Performance +3, Persuasion +3
Senses/passive Perception 12
Languages/Common and two others

CHALLENGE RATING 1/8 (25 XP)

Actions

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

Light Crossbow. Ranged Weapon Attack. +3 to hit, range 80/320 ft., one target. Hit: (1d8) piercing damage.

Gypsy

Gypsies are a nomadic people. They often live on or near lakes or rivers.

Medium humanoid (human), any alignment

AC13 (leather armor) Hit Points 2d8 + 4

Speed 30 ft.

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

Skills/Perception + 3, Performance +2

Senses/passive Perception 13

Languages/Common and one other

CHALLENGE RATING 1/8 (25 XP)

Keen Hearing and Sight. Gypsies have advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

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

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: (1d6 + 2) piercing damage.

Head Druid

Head druids are high level druids found in the wilderness.

Medium humanoid (any race), any alignment

AC13 (16 with barkskin) Hit Points 12d8 + 10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	15 (+2)	19 (+4)	16 (+3)

Skills/Medicine +9, Persuasion +6, Religion +7

Senses/passive Perception 14

Languages/Common and two others

CHALLENGE RATING 6 (2300 XP)

Spellcasting. The head druid is a 9th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The head druid has the following druid spells prepared:

Cantrips (at will): druidcraft, resistance, thorn whip

1st level (4 slots): animal friendship, entangle, goodberry, speak with animals

2nd level (3 slots): animal messenger, barkskin, spike growth

3rd level (3 slots): call lightning, plant growth, speak with plants

4th level (3 slots): conjure woodland beings, hallucinatory terrain, polymorph

5th level (1 slot): insect plague

Actions

Quarterstaff Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d6 + 3) bludgeoning damage.

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: (1d6 + 3) piercing damage.

Lizardfolk Chief

Lizardfolk chiefs lead large numbers of lizardfolk.

Medium humanoid (lizardfolk), neutral

AC15 (natural armor) Hit Points 11d10 + 33 Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	11 (+0)	16 (+3)

Saving Throws/Con +4, Wis +2

Skills/Perception +4, Stealth +6, Survival +4

Condition Immunities/Frightened

Senses/darkvision 60 ft., passive Perception 14

Languages/Abyssal, Draconic

CHALLENGE RATING 5 (1800 XP)

Hold Breath. A lizardfolk chief can hold its breath for 15 minutes.

Skewer. Once per turn, when the chief makes a melee attack with its trident and hits, the target takes an extra 3d6 damage, and the chief gains temporary hit points equal to the extra damage dealt.

Actions

Multiattack. The lizardfolk chief makes three attacks: one with its bite and two with its claws or trident or three melee attacks with its trident.

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

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d4 + 4) slashing damage.

Trident. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: (1d6

+ 4) piercing damage, or (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Lizardfolk Healer

Lizardfolk healers are the spiritual leaders and of their people.

Medium humanoid (lizardfolk), neutral

AC15 (natural armor) Hit Points 7d8 + 5 Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	16 (+3)	10 (+0)

Skills/Perception +5, Stealth +5, Survival +7

Senses/darkvision 60 ft., passive Perception 15

Languages/Abyssal, Draconic

CHALLENGE RATING 3 (700 XP)

Hold Breath. A lizardfolk chief can hold its breath for 15 minutes.

Spellcasting. The lizardfolk healer is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The lizardfolk healer has the following cleric spells prepared:

Cantrips (at will): druidcraft, resistance, sacred flame, thorn whip

1st level (4 slots): cure wounds, entangle, fog cloud, inflict wounds

2nd level (3 slots): heat metal, hold person, spike growth

3rd level (2 slots): conjure animals (reptiles only), plant growth

Actions

Multiattack. The lizardfolk healer makes two melee attacks, one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 + 2) slashing damage.

Mariner

Mariners are warriors trained to fight at sea.

Medium humanoid (any race), any alignment

AC14 (studded leather armor)				Hit Points 5d8	
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA

16 (+3)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)
---------	---------	---------	---------	---------	---------

Skills/Acrobatics +4, Athletics +5
Senses/passive Perception 10
Languages/Common and one other
CHALLENGE RATING 1/2 (100 XP)

Skilled Swimmer. The mariner swims as well as it walks. No penalties for difficult terrain in water.

Actions

Multiattack. The mariner makes two melee or two ranged attacks.

Longsword. **Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** (1d8 + 3 or 1d10 + 3, versatile) slashing damage.

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

Master Thief

Master thieves can be found almost anywhere. Many join the powerful Thieves' Guild, but others join different factions or act independently.

Medium humanoid (any race), any alignment

AC16 (studded leather armor)			Hit Points 11d8		
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	16 (+3)	16 (+3)	15 (+2)

Skills/Acrobatics +5, Perception +4, Sleight of Hand +5, Stealth +5
Senses/passive Perception 15
Languages/Common, Thieves Cant, and one other.
CHALLENGE RATING 5 (1,800 XP)

Cunning Action. On each of its turns, the master thief can use a bonus action to take the Dash, Disengage, or Hide action.

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance they cover increases by a number of feet equal to your Dexterity modifier.

Sneak Attack (1/Turn). The master thief deals an extra 7d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the master thief that isn't incapacitated and the master thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The master thief can make three melee weapon attacks or two ranged weapon attacks.

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

Shortbow. **Ranged Weapon Attack:** +7 to hit, range 0 ft., one target. **Hit:** (1d6 + 3) piercing damage.

Mercenary

Mercenaries are soldiers for hire.

Medium humanoid (any race), chaotic alignment

AC14 (studded leather armor)			Hit Points 5d8 + 10		
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills/Athletics +5
Senses/passive Perception 10
Languages/Common and one other
CHALLENGE RATING 1/2 (100 XP)

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

Actions

Longsword. **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** (1d8 + 3 or 1d10 + 3, versatile) slashing damage.

Longbow. **Ranged Weapon Attack:** +4 to hit, range 150/600 ft., one target. **Hit:** (1d8 + 2) piercing damage.

Merchant

Merchants sell and trade goods. They can be found in settlements or on the road.

Medium humanoid (any race), any alignment

AC13 (studded leather armor)			Hit Points 1d8 + 4		
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	12 (+1)	12 (+1)	16 (+3)

Skills/Perception +1, Persuasion +3
Senses/passive Perception 11
Languages/Common and two others
CHALLENGE RATING 1/8 (25 XP)

Actions

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

Shortbow. **Ranged Weapon Attack:** +3 to hit, range

80/320 ft., one target. Hit: (1d6 + 1) piercing damage.

Merchant

Merchants sell and trade goods. They can be found in settlements or on the road.

Medium humanoid (any race), any alignment

AC13 (studded leather armor) Hit Points 1d8 + 4
Speed 30 ft.

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

Skills/Perception +1, Persuasion +3

Senses/passive Perception 11

Languages/Common and two others

CHALLENGE RATING 1/8 (25 XP)

Actions

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

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

Monstrous Spider

Monstrous spiders are the largest kind of giant spider.

Huge beast, unaligned

AC15 (natural armor) Hit Points 10d12
Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	12 (+1)	15 (+2)	7 (-2)

Skills/Stealth +9

Senses/blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages -

CHALLENGE RATING 4 (1 100 XP)

Spider Climb. The monstrous spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the monstrous spider knows the exact location of any other creature in contact with the same web.

Web Walker. The monstrous spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The monstrous spider makes two melee (bite) or one ranged (web) attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d12 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking (5d8) poison damage on a failed save, or half as much

on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6) Ranged Weapon Attack: +7 to hit, range 30/60 ft., one target. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 15 strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12, hp 20: vulnerability to fire damage, immunity to bludgeoning, poison, and psychic damage).

Pirate

Pirates operate on the sea or other large bodies of water. Most pirates in Myrr are human.

Medium humanoid (any race), evil alignment

AC14 (studded leather armor) Hit Points 4d8 + 4
Speed 30 ft.

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

Skills/Perception +2

Senses/passive Perception 14

Languages/Common

CHALLENGE RATING ¼ (50 XP)

Actions

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

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

Reactions

Parry. The pirate adds 1 to its AC against one melee attack that would hit it. To do so, the pirate must see the attacker and be wielding a melee weapon.

Pugilist

A pugilist is a very tough tavern brawler.

Medium humanoid (any race), any alignment

AC16 (no armor) Hit Points 20d8 + 15
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	11 (+0)	11 (+0)	12 (+1)

Skills/Athletics +3 Intimidation +1 Perception +1

Senses/passive Perception 12

Languages/Common

CHALLENGE RATING 7 (2,900 XP)

Actions

Multiattack. The pugilist makes four unarmed (melee) attacks.

Unarmed. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d8 + 4) bludgeoning damage

Grapple. Pugilists may use a bonus action to grapple (escape DC15) their opponents.

Stunning Strike. Four times a day a pugilist can do a stunning strike. When it hits another creature with a melee weapon attack it can use this feature. The target must make a DC15 Constitution saving throw or be stunned until the end of the pugilist's next turn.

Sailor

Sailors make up the crews of ocean-going vessels.

Medium humanoid (any race), any alignment

AC13 (leather armor)	Hit Points 2d8				
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills/Athletics +3

Senses/passive Perception 10

Languages/Common and one other

CHALLENGE RATING 1/8 (25 XP)

Skilled Swimmer. The sailor swims as well it walks. No penalties for difficult terrain in water.

Actions

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

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

Slaver

Slavers are engaged in capturing, using, and selling slaves. They often have wealthy sponsors.

Medium humanoid (any race), evil alignment

AC14 (leather armor)	Hit Points 4d8			Speed 30 ft.		
STR	DEX	CON	INT	WIS	CHA	
14 (+2)	15 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	

Skills/Intimidation +1, Perception +1

Senses/passive Perception 11

Languages/Common and one other

CHALLENGE RATING 1/8 (25 XP)

Pack Tactics. The slaver has advantage on an attack roll against a creature if at least one of the slaver's allies is

within 5 ft. of the creature and ally isn't incapacitated.

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 + 2 or 1d10 + 2, versatile) slashing damage.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: (1d8 + 2) piercing damage.

Tavern Brawler

The tavern brawler is a thug who is skilled at unarmed combat.

Medium humanoid (any race), chaotic alignment

AC15 (no armor)	Hit Points 10d8 + 5				
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	12 (+1)	12 (+1)	12 (+1)

Skills/Perception +1

Senses/passive Perception 11

Languages/Common

CHALLENGE RATING 1 (200 XP)

Actions

Multiattack. The tavern brawler makes two unarmed (melee) attacks.

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

Bonus Action: Can use a bonus action to grapple. DC13 Strength escape.

Thief

Thieves can be found almost anywhere. Many join the powerful Thieves' Guild, but others join different factions or act independently.

Medium humanoid (any race), any alignment

AC15 (studded leather armor)	Hit Points 5d8 + 6				
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Skills/Acrobatics +4, Perception +3, Sleight of Hand +4, Stealth +4

Senses/passive Perception 14

Languages/Common, Thieves Cant, and one other.

CHALLENGE RATING 3 (450 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide

action.

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance they cover increases by three feet.

Sneak Attack (1/Turn). The thief deals an extra 3d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief can make two melee weapon attacks or two ranged weapon attacks.

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

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

Urchin

Urchins are young people who live on the streets of large settlements.

Medium humanoid (any race), any alignment

AC13 (leather armor)		Hit Points 1d8		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	12 (+1)
Skills/Performance +3, Persuasion +3, Stealth +4					
Senses/passive Perception 11					
Languages/Common					

CHALLENGE RATING 1/4 (50 XP)

Cunning Action. On each of its turns, the urchin can use a bonus action to take the Dash, Disengage, or Hide action.

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

Actions

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

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

GROUPS OF MONSTERS

Entertainers

Entertainers are a group of four entertainers. They are less skilled versions of bards.

Medium humanoids (any race), any alignment

AC13 (leather armor)		Hit Points 1d8 + 2		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	12 (+1)	14 (+2)
Skills Perception +1, Performance +3, Persuasion +3					
Senses passive Perception 11					
Languages Common and one other					

CHALLENGE RATING 2 (500 XP)

Actions

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

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

Gypsy Caravan

A gypsy caravan is a group of eight gypsies.

Medium humanoids (humans), any alignment

AC13 (leather armor)		Hit Points 2d8 + 4				Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA		
12 (+1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	12 (+1)		
Skills/Perception + 3, Performance +2							
Senses/passive Perception 13							
Languages/Common and one other							

CHALLENGE RATING 2 (500 XP)

Keen Hearing and Sight. Gypsies have advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

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

Shortbow. *Ranged Weapon Attack.* +3 to hit, range

80/320 ft., one target. Hit: (1d6 + 2) piercing damage.

Merchants

Merchants are a group of three merchants with four guards.

Medium humanoids (any race), any alignment

AC13 (studded leather armor) Hit Points 1d8 + 4
Speed 30 ft.

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

Skills/Perception +1, Persuasion +3

Senses/passive Perception 11

Languages/Common and two others

CHALLENGE RATING 2 (350 XP)

Actions

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

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

Pirate Band

Pirate bands are groups of six pirates.

Medium humanoids (any race) evil alignment

AC 14 (studded leather armor) Hit Points 4d8 + 4
Speed 30 ft.

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

Skills/Perception +2

Senses/passive Perception 14

Languages/Common

CHALLENGE RATING 3 (600 XP)

Actions

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

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

Reactions

Parry. The pirate adds 1 to its AC against one melee attack that would hit it. To do so, the pirate must see the

attacker and be wielding a melee weapon.

Sailor Crew

A sailor crew has eight sailors.

Medium humanoids (any race), any alignment

AC13 (leather armor) Hit Points 2d8
Speed 30 ft.

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

Skills/Athletics +3

Senses/passive Perception 10

Languages/Common and one other

CHALLENGE RATING 2 (500 XP)

Skilled Swimmer. The sailor swims as well it walks. No penalties for difficult terrain in water.

Actions

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

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

Slavers

Slavers are a group of eight slavers.

Medium humanoids (any race), evil alignment

AC14 (leather armor) Hit Points 4d8 Speed 30 ft.

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

Skills/Intimidation +1, Perception +1

Senses/passive Perception 11

Languages/Common and one other

CHALLENGE RATING 2 (500 XP)

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

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 + 2 or 1d10 + 2, versatile) slashing damage.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: (1d8 + 2) piercing damage.

Tavern Brawler Gang

A tavern brawler gang has eight tavern brawlers in it.

Medium humanoids (any race), chaotic alignment

AC15 (no armor)		Hit Points 10d8 + 5			
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	12 (+1)	12 (+1)	12 (+1)

Skills/Perception +1

Senses/passive Perception 11

Languages/Common

CHALLENGE RATING 8 (4000 XP)

Actions

Multiattack: The tavern brawler makes two unarmed (melee) attacks.

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

Bonus Action: Can use a bonus action to grapple. DC13

Thieves

Thieves are a trio of thieves. They are usually on a mission of some sort.

Medium humanoids (any race), any alignment

AC15 (studded leather armor)		Hit Points 5d8 + 6			
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Skills/Acrobatics +4, Perception +3, Sleight of Hand +4, Stealth +4

Senses/passive Perception 14

Languages/Common, Thieves' Cant and one other

CHALLENGE RATING 7 (2700 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Second Story Work. Climbing does not cost extra movement. When making a running jump the distance the thief covers increases by a number of feet equal to

your Dexterity modifier.

Sneak Attack (1/Turn). The thief deals an extra 3d6 damage if they have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack: The thief can make two melee weapon attacks or two ranged weapon attacks.

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

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

Urchin Gang

An urchin gang has eight street urchins in it.

Medium humanoids (any race), any alignment

AC13 (leather armor)		Hit Points 1d8		Speed 30 ft.	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	12 (+1)

Skills/Performance +3, Persuasion +3, Stealth +4

Senses/passive Perception 11

Languages/Common

CHALLENGE RATING 4 (1 000 XP)

Cunning Action. On each of its turns, the urchin can use a bonus action to take the Dash, Disengage, or Hide action.

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

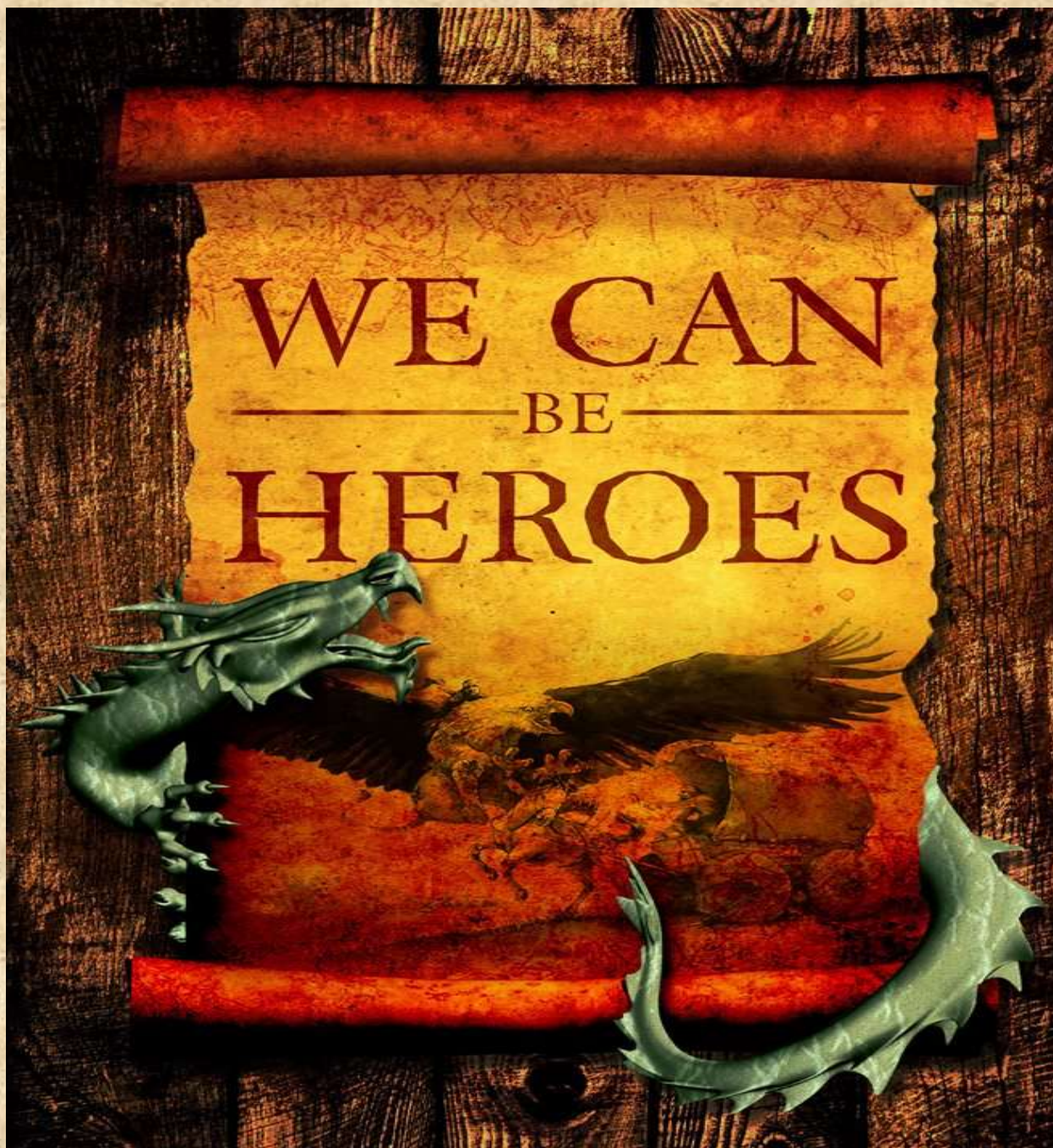
Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4 + 2) piercing damage.

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

Other Monster Groups

Type of Group	Number	Challenge Rating	Experience Points
Cultists	6 Cultists	CR 2	300 XP
Guard Patrol	8 Guards	CR 2	500 XP
Knights Patrol	3 Knights and 6 Guards	CR 9	4500 XP
Thugs	4 Thugs	CR 3	800 XP



MAPS OF THREE HILLS CAVERN

Three Hills Cavern I



Three Hills Cavern II



MAPS OF WESTERN MYRR

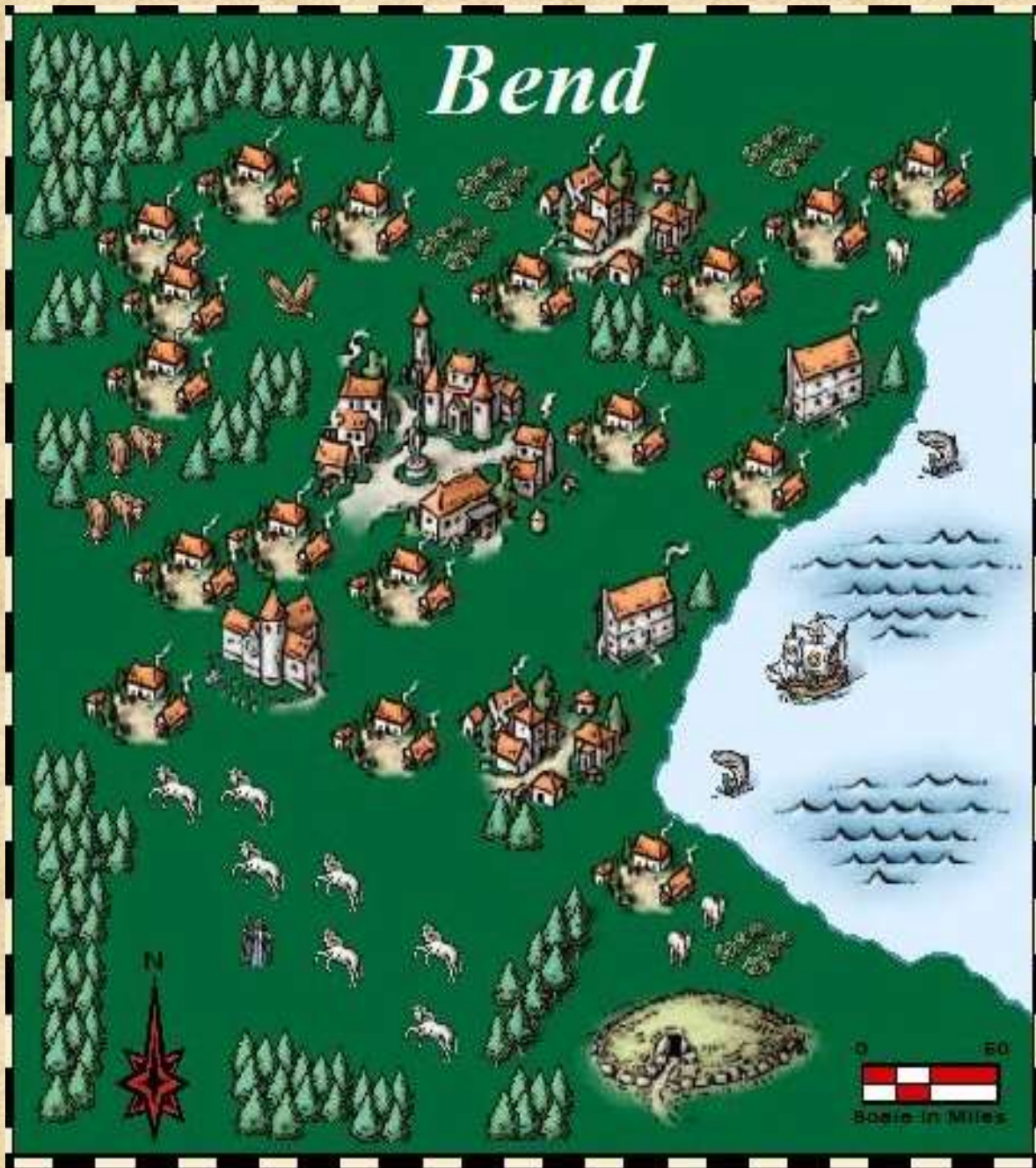
The Journey to the Race



Grimhollow



The Village of Bend



MAPS OF THE RACE

The Wyldwood Race



Happy Harpy Inn Main Level



Happy Harpy Inn Upper Level



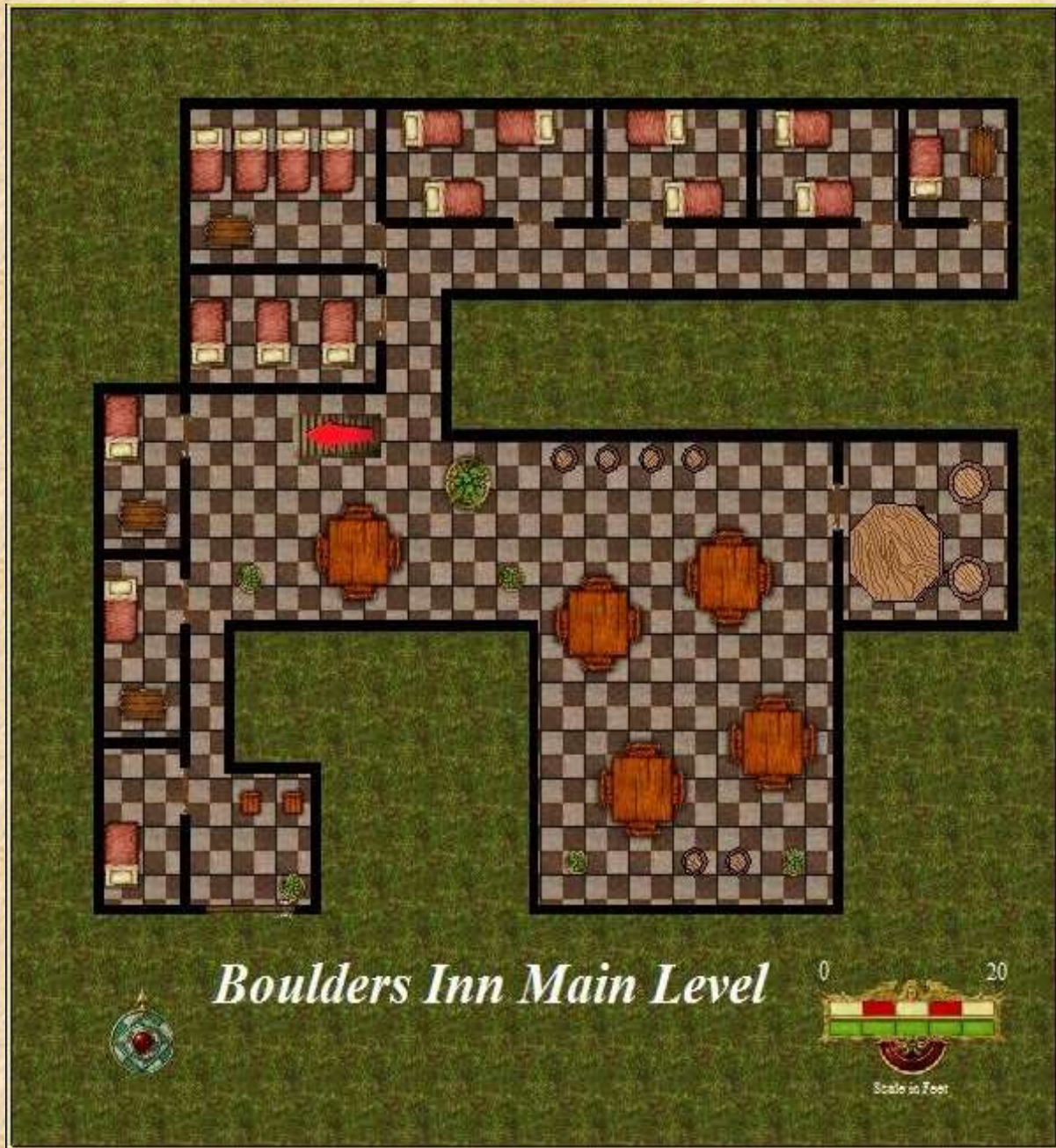
Sleeping Dwarf Inn Main Level



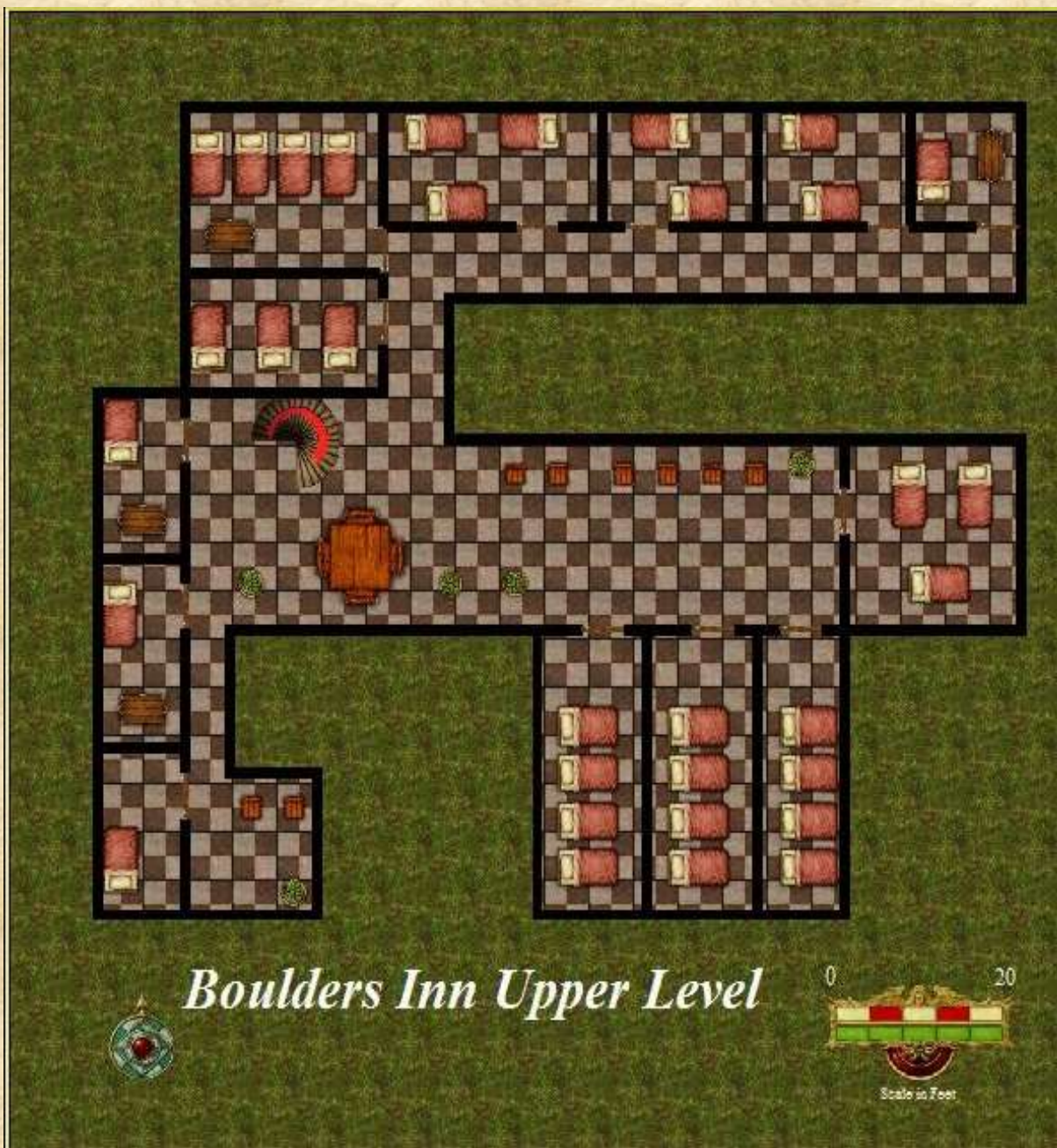
Sleeping Dwarf Inn Upper Level



The Boulders Inn Main Level



The Boulders Inn Upper Level



MAP OF THE CONTINENT OF MYRR



MAP BY PHILIP STEPHEN

THE MYRRIAN CALENDAR

The Days of the Week and the Sun Quarters

The Myrrian Week

A Myrrian week is seven days long.

Day	Purpose
Goodday	work
Riverday	work
Hillday	work
Woodsdays	work
Restday	rest
Fieldday	work
Skyday	worship



The Sun Quarters and Their Festivals

A Myrrian year is 364 days long.

Each sun quarter has twelve weeks and then a week-long festival.

Sun Quarter / Festival	Duration
Bloomtime (Spring)	84 days
Festival of Water	7 days
Suntime (Summer)	84 days
Festival of Fire	7 days
Moontime (Fall)	84 days
Festival of Earth	7 days
Dreamtime (Winter)	84 days
Festival of Wind	7 days

PRE-GENERATED CHARACTERS

The Legion of Myrr

The original characters from the Adventures in Myrr Campaign

Sorsha	High Elf	Fighter	CN	Str 17 Dex 19 Con 15 Int 14 Wis 8 Cha 10
Sorsha is an Eldritch Knight from the high elf lands, the Nerathian Kingdom, in eastern Myrr. She is rather haughty and impatient. At times she acts without thinking.				
Varis	High Elf	Sorcerer	CN	Str 8 Dex 16 Con 12 Int 11 Wis 10 Cha 16
Varis is a wild magic sorcerer and completely unpredictable. He will simply toss a coin to make many of his decisions. This sorcerer is in fact, a pyromancer and completely obsessed with fire.				
Snaps	Gnome	Paladin	LG	Str 18 Dex 10 Con 14 Int 11 Wis 12 Cha 16
Snaps is a devout follower of the deity Rogan. This big-hearted gnome is friendly, trustworthy, and noble. A small warrior in stature he makes up for with incredible bravery and skills.				
Thumps	Halfling	Bard	CG	Str 12 Dex 17 Con 9 Int 15 Wis 13 Cha 14
Thumps is a moody, brooding halfling. He lost the love of his life to an evil dragon and has dedicated his life to defeating evil. The bard was a popular drummer in a group of halflings before joining the adventuring party. It was his idea to name the group the Legion of Myrr. He imagines the party gathering a small army to fight evil across the continent of Myrr.				

Thanks to Sarah Bagshaw (Sorsha), Joshua Pardy (Varis), Jeff Porter (Snaps), and Pavel Margolin (Thumps) for letting me include their characters. They were the original World of Myrr players.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson
Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds

5e Options: Rogue Archetypes Shadow Warrior. ©2015, Rogue Genius Games. Designers: Owen K.C. Stephens and Rich E. Howard.

Pathfinder Roleplaying Game Core Rulebook, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Ponyfinder: 5th Edition © 2015, Silver Games, LLC; Authors: David Silver.

The Book of Experimental Might Copyright 2008, Monte J. Cook. All rights reserved.

Advanced Races: Centaurs. © 2014 Open Design; Author: Karen McDonald. KoboldPress.com

Advanced Races: Dragonkin © 2013 Open Design; Authors: Amanda Hamon Kunz.

Advanced Races: Gearforged. © 2013 Open Design; Authors: Thomas Benton.

Advanced Races: Kobolds © 2013 Open Design; Authors: Nicholas Milasich, Matt Blackie.

Advanced Races: Ravenfolk © 2014 Open Design; Authors: Wade Rockett.

Advanced Races: Shadow Fey. © 2014 Open Design; Authors: Carlos and Holly Ovalle.

Advanced Races: Trollkin. © 2015 Open Design; Authors: Steven T.Helt, Stephen Rowe, and Dan Dillon.

Midgard Heroes © 2015 Open Design; Author: Dan Dillon.

END OF LICENSE

