

FOR CHARACTERS LEVELS 13-14

**A9 CATACOMBS OF
WYLD
A10 THE DARK CITY**



A9 CATACOMBS OF WYLD
A10 THE DARK CITY

WRITTEN BY ANDREW CAWOOD

**ILLUSTRATED BY MARK ADELHOCH,
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 70 – 72

WE CAN
— BE —
HEROES

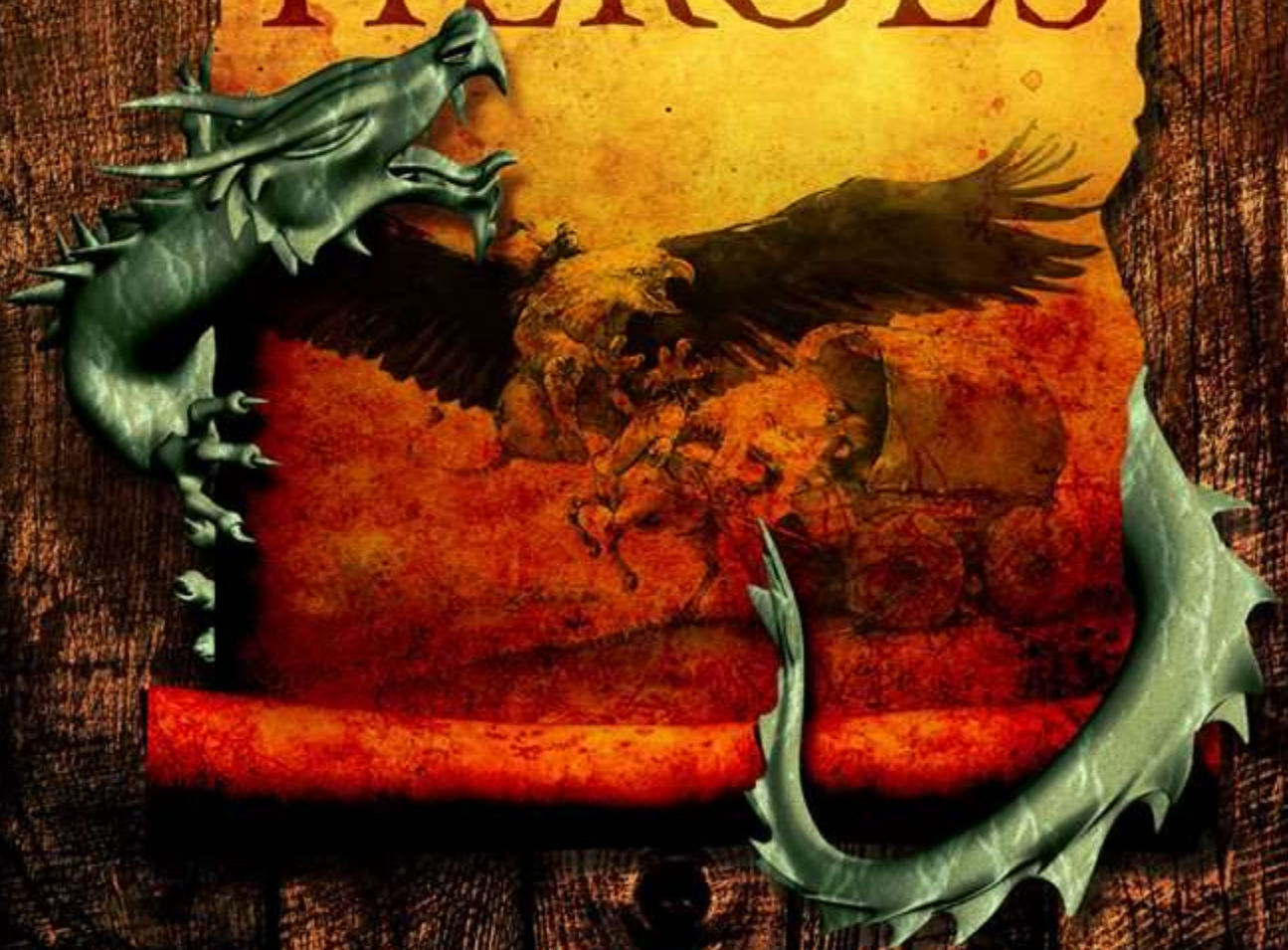


TABLE OF CONTENTS

| | |
|--|-----------|
| Map of Wyld to Bladen | 6 |
| A9 Catacombs of Wyld | 7 |
| The City of Wyld | 10 |
| A10 The Dark City..... | 18 |
| NPC Section | 33 |
| Encounters | 38 |
| River Chase Table | 43 |
| Inns and Taverns | 44 |
| New Monsters | 50 |
| Maps of the Catacombs of Wyld | 59 |
| Map of the City of Bladen..... | 62 |
| Map of Gothmar Prison..... | 63 |
| Maps of Castle Von Bladen..... | 64 |
| Map of the Continent of Myrr | 67 |
| Myrrian Calendar..... | 68 |
| Pre-Generated Characters..... | 69 |

THE
ADVENTURES
IN
MYRR



WYLD TO BLADEN MAP



| | | |
|----|-----------------------|--|
| 1 | Wyld Keep | Small keep full of Wyld Guard warding off goblins from the Mountains of the Moon and undead creatures from the Old Wood |
| 2 | The City of Wyld | Largest city in Western Myrr. Info on page 10 and 11 |
| 3 | The Fields of Wyld | A collection of farms, stables, and ranches outside the city of Wyld. |
| 4 | Robben Keep | A keep secretly occupied by the Alliance. Hobgoblin troops inside |
| 5 | Town of Calder | A well-known town with strategic importance. Contingent of 100 Wyld Guard are stationed here |
| 6 | Village of Bane | Small village with a weak guard force. The evil Alliance has infiltrated this quiet community |
| 7 | The Shadowy Hills | Most folk avoid these misty moors. Home to monsters and cultists. |
| 8 | Mountains of the Moon | One of the smaller mountain ranges on the continent. Home of the goblins and their allies |
| 9 | Village of Pyre | A small village completely under the control of the Von Bladens and the Alliance |
| 10 | Lake Narciso | A mysterious body of water that is the only western access point to the city of Bladen |
| 11 | City of Bladen | Home of the Von Bladen nobles. Info on page 23 |
| 12 | City of Damos | Home of the Damos vampire nobles. The headquarters of the Alliance. An otherworldly settlement that doesn't seem to belong in Myrr |

A9 CATACOMBS OF WYLD

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

(see the Wyld to Bladen map on page 6 for locations)



The Adventure

This adventure takes place in the town of Calder, on the Alanen River, in the city of Wyld, in the Catacombs of Wyld, and the city of Bladen (BLAH-DEN). Our intrepid band of adventurers will pursue the halflings known as the Wyld Gang to Wyld and then strike back at the Alliance at one of their headquarters in Castle Von Bladen. A new ally is also revealed.

Notes for the Game Master

The Alliance are led by vampire noble families and several devils. A nasty gang of halflings called the Wyld Gang have caused many problems in Wyld. After dealing with them in A1 Wyld Life, the party will pursue the remnants of the gang further into the Catacombs of Wyld. This module involves the heroes finishing off the evil halfling Wyld Gang and then killing the head of the Von Bladen vampires. They will also find there are rifts in the enemy's organization.

AFTER THE RACE

Your party has just finished celebrating the end of the Wyldwood Race. The town of Calder has not. Many folk from Western Myrr have come for the festivities.

The adventuring party have had their chance to celebrate. Now on with more pressing matters....

A young messenger passes this note to your party:

I'm worried about the situation in Wyld. Meet me at the Red Hawk Inn as soon as possible.

- Captain Cronem Berg

A. At the Crossroads

The **Crossroads** tavern is quite busy when your party arrives. Many people are still celebrating the end of the Wyldwood Race. Sitting in the back of the tavern is a dark haired man you all recognize as Cronem Berg, the captain of the Wyld Guard. A number of the Wyld Guard, in their red and blue uniforms, stand nearby watching cautiously.

Cronem greets the party and then explains his concerns about the city of Wyld. The captain is worried about the actions of Queen Danara Bane and the activities of the Wyld Gang. He is concerned there might be a connection between the evil Von Bladens, the city's young queen, and the nasty halflings. Cronem is also worried that his Wyld Guard are being replaced more and more each day by the Queensguard, the queen's elite guards. He tells the heroes that several of the Wyld Gang have been seen in Calder. Cronem also tells the PCs he will return to Wyld and if they have more news they should come to his residence, Bayview Manor, near the Lost District.

After Cronem Berg leaves, you notice a number of halflings nearby. One of them is wearing red robes and casts fireball in the middle of the town. BOOOM!!! The notorious Wyld Gang strikes again!

Several peasants are killed by the explosion. A stone statue also breaks and crashes onto the street. Wyld Guard rush forth to assist the wounded. The halfling wizard (Red Apple, see NPC section) cackles at you as his gang clamber over the town wall to escape.

B. The River Chase

After leaving Calder you see the halflings run towards the Alanen River. A number of rowboats are sitting at a pier. The Wyld Gang members shout at each other and quickly take many of the boats and set out on the river. They head west towards the city of Wyld.

Two groups of the Wyld Gang have just left Calder. The first will make it to Wyld before the PCs, using magic for part of the voyage. However, the second group are still able to be caught. They include a **4th level wizard** and five **3rd level rogues**. One way to handle the pursuit of the Wyld Gang is to use the River Chase Table on page 43.

C. Abandoned Rowboats

As your party continue along the Alanen River heading west you notice several rowboats. It appears the small wooden boats have been abandoned.

The first group of the Wyld Gang to leave Calder left these five rowboats here. Knowing they are being hunted by the Wyld Guard, the gang left a few items in their haste. If the characters search the boats they'll find *50gp*, a *potion of healing*, and a note. This is the note:

Use the entrance at Eels Tavern to enter the catacombs and meet at our headquarters. – Milo

The PCs will remember that Milo Hilltopple is the leader of the Wyld Gang.

D. Happy Miners

As you reach the main road and begin to head towards Wyld you hear singing. Then you see a number of happy dwarves singing and marching towards you.

The dwarves are miners from the Mountains of the Stars. All thirty of them (**commoners**) are heading to Wyld to spend their hard-earned gold. They are in a very good mood and singing the following song about the dwarf deity Dalen:

Down in the mountains where Dalen lives,

Live gold and silver that are always his,

Down in the mountains,

Down in the mountains,

Down in the mountains where Dalen lives,

Live our hearts and minds that are always his,

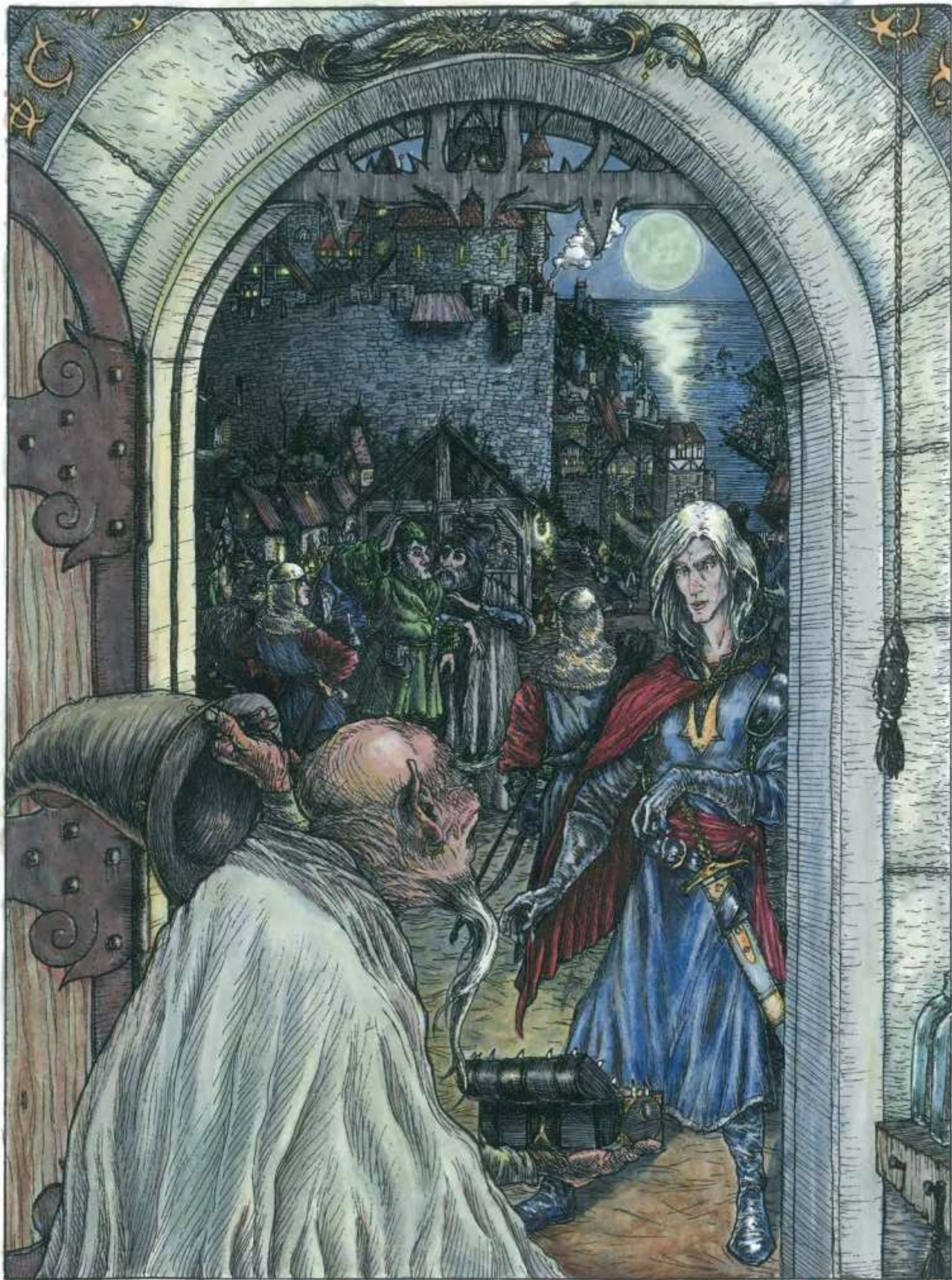
Down in the mountains,

Down in the mountains...

E. Angry Peasants

Just before reaching the city, the huge stone wall is just visible, you hear a noisy group crossing the fields from the north. They are chanting, "Down with the Queen! Down with the Queen!" A few are holding pitchforks.

The group of peasants (**commoners**) are very upset at Queen Danara Bane for raising the city toll from 1cp to 3cp. They are too poor to even live in the Wyld slums and live in the slums on the Fields of Wyld. The new toll will mean they have to pay more to get access to the city's markets. A couple also whisper the rumor that the queen is actually a vampire.



CITY OF WYLD

The city of Wyld is the center of power and commerce in western Myrr. This bustling city sits on Pendrell Bay just south of the Mystwood. A stone wall surrounds the whole city and a separate wall surrounds Castle Wyld. Two large gates can be found on the east and north of the large community. Wyld Guard soldiers collect a small toll from anyone who enters the city. The Wyld Guard are led by their captain, Cronem Berg. Another heavily guarded gate leads directly into the Castle Wyld compound. The neighbouring Fields of Wyld are home to all the farms that provide food and other resources for the city. Poverty is rampant in Wyld and becoming more of a problem each day. The poorest of all are the peasants who can't even afford to live in the city. Some can't even pay the toll to visit Wyld. Many live in shacks and small cottages on the nearby Fields of Wyld.

Young Queen Danara Bane rules the large city. The Bane royalty have ruled since 489 MY. Many noble families make their home in Wyld and own most of the wealth is in their hands. The majority of these nobles live in the High District near the docks. How the nobles have become so wealthy is abundantly clear. One can see many wagons hauling away timber and other natural resources at all hours of the day. Ships bound for Port Telvan and Stonehelm are usually laden with timber and other goods. The port is very large and a number of tall sailing ships are usually moored there. Two massive stone bridges, Pendrell Bridge and West Bridge, connect the port to the rest of Wyld.

The city is also famous for being the home of the statues of the Twelve. A dozen twenty foot tall stone statues of the Myrrian heroes stand near the main docks. Folk come from all corners of the continent to look upon these stunning works of art. Many artists, bards, and writers make their home in the city. It is also known for its exuberant and loud heralds. The criers will make their way into one of the large outdoor markets and shout out the daily news. Even a few of the jaded nobles will gather and listen to the talented heralds. Several elements of the evil Alliance faction operate in secret in the city. The Von Bladens usually use the cover of darkness and aren't

usually seen in daylight. The evil nobles are the owners of the elegant Evenglow Manor in the High District.

If one was looking for a rowdy, friendly tavern the best bet would be The Fiendish Friend. It is owned by the wealthy Stokes family. On the other end of the scale is the Lonely Unicorn. The Greenwood noble family own this peaceful establishment located near the eastern gate. Protecting the city to the west is a fortress at the entrance to Pendrell Bay. Kellan Fortress is quite old and dominates Vigil Island. A couple hundred Wyld Guard are also stationed there with two longships. The most pressing issue in the city are recent explosions that went off in the Central Market. Magical fireballs exploded near the market and a few innocent bystanders were killed. Unfortunately the nearby Temple of Rogan was also badly damaged. The Wyld Guard are said to be investigating these attacks.

- Castle Wyld compound. The area is on a hill and looks down to the docks in the west and looms over the Lost District to the south and the rest of the city in the north. A stunning tower rises far out of the center of the main structure. The huge castle is the home of the queen and is one of the most heavily guarded places in all of Myrr. The elite Queensguard are responsible for the defence of the compound. These heavily armed soldiers also keep their stables inside the Castle Wyld compound.
- The High District. On the far northern side of the city one can find the home of the nobles. A high stone wall separates this area from the main city. It is adjacent to the docks area. There are more than twenty large mansions in this neighbourhood. The Wyld Guard rarely enter this neighborhood as the Queensguard have taken their place.
- The Lost District. The Lost District is a very large slum and home to most of the residents in the city. It is located on the far southern part of the city, behind the Castle Wyld compound. The streets are filthy and the buildings are in a dilapidated state. The Wyld Guard patrol this area on a regular basis. Brawls are constantly broken up by the soldiers, usually after the combatants have tired themselves out a bit. Eels

Tavern is known as the wildest tavern in the entire city. It is also known for producing some of the most talented bards in all of Myrr. If a performer can flourish in this challenging environment, they are sure to be successful. Many of these bards study at the Nightingale College in Nox before finding work in Wyld.

- **Central Market.** The largest market sits in the very center of Wyld. People know they can find almost anything in this sprawling market. However, the prices are not cheap. One does not come to the Central Market to find a good deal.
- **The Wyld Market.** Just inside the eastern gate is one of the busiest markets in Wyld. A wide range of products can be found here. Food, jewels, metals, and weapons and armor are some of what is available.
- **Docks Market.** Located on the west side of the Pendrell and West bridges is the Docks Market. Some locals say that the fresh fish and other seafood found here is the best in Myrr.
- **The North Market.** Much of the food grown in the Fields of Wyld ends up in this sprawling street market. There are also many skilled hirelings for hire.
- **The Great Square Market** is near Castle Wyld and one can purchase hirelings and jewelry
- **Central Market** is an enormous market right in the middle of the city. One can purchase potion ingredients, spell components, clothes, fresh fish, baked goods, weapons and armor.

Population: 18 000 (16 000 humans, 1000 halflings, 500 hill dwarves, a few others, includes 800 slaves)

Government: Absolute monarchy. The Queen of Wyld rules this city

Leader: Queen Danara Bane (female **vampire**, LE)

Coat of Arms: a shield with the top half red and the bottom half blue. A stylized golden letter 'W' sits at the center

Resources: armor, electrum, fish, foodstuffs, gems, hirelings, potion ingredients, silver, timber, weapons

Guard: 900 Wyld Guard (**guards**), 100 Queensguard (**elite guards**¹), 400 horses, 3 warships, 4 longships

Fortifications: a massive stone wall surrounds the city

Prison: Small prison in Castle Wyld. There is also a large dungeon prison in Kellan Fortress on Vigil Island. The island is on the far western side of Pendrell Bay

Factions: the Alliance, the Wyld Gang, Captain Kale's Pirates, the Broken Circle, the Enders, the Greenwood Traders

Temples: Amara, Balthor, Habbasham, Morthos, Rogan, the Sea Goddesses, Sienna, Xavian

The Wyld Gang

Headquarters: The Wyld Catacombs under the city of Wyld

Leader: Milo Hilltopple (halfling male, **10th level rogue**, LE)

Allies: Captain Kale's Pirates, the Alliance

Rivals: the Wyld Guard

Members: 20 halflings (mostly **rogues**), 20 **thugs**

Mounts: 12 large **mastiffs**

Symbol: the letters 'WG' written in red

One of the most notorious groups in all of Myrr is the Wyld Gang. For many years they weren't taken seriously and they took advantage of that. Milo and his gang are vicious killers and would do anything for fame and fortune. Their leader is quite impressed that they are part of the Alliance and he enjoys visiting the Bladen and Damos and meeting with the top vampires. The gang's main hideout is in the Wyld Catacomb under the city of Wyld. The members are mostly rogues¹, but there are a few fighters and wizards in the gang.

¹See New Monsters section

THE CATACOMBS OF WYLD

Maps on pages 59-61. See the Encounters section for random encounters in the Catacombs of Wyld.

Most areas are lit by torches and braziers so light is only an issue in certain places.

The party need to follow the clue on Milo's note (see encounter C on page 7). This will lead them to the rowdy Eels Tavern in the Lost District slum. Captain Kale's Pirates run a fight club called the Gladiator Club down beneath the tavern. The pirates use the catacombs as one of their bases, but their main headquarters is in Echo Cavern on the far eastern side of Vyson Bay. The Wyld Gang have their headquarters further into the catacombs.

1. The Eels Tavern Entrance

The crowded tavern is packed with a number of locals from the slum known as the Lost District. You notice the well-known merchant, Master Zachary Topping, talking to a couple of young barmaids.

If the characters question the staff they find out there is an entrance to the catacombs at the back of the tavern. There is a fight club where you can fight for gold or pay to watch. Two heavily built men (**berserkers**) stand guard at a door at the far side of the establishment. The men at the back of the tavern ask if the characters are going to the Gladiator Club. It will cost 5gp for each member of the party to go to the club. The men open the door and point down a flight of stone stairs. At the foot of the stairs, six **pirates**¹ stand guard the entrance to the Catacombs of Wyld. Customers are told to follow the main passage to the club. It is clearly lit with torches. These pirates will alert the other pirates at the guard post in area 4 if they need to.

2. Sewer Pool

This large chamber contains a huge opening from the underground sewers. Piles of filth and garbage float on the surface. Strangely the area has no odor at all.

This stone chamber is about 40ft. by 90ft. An enchantment has been placed on the area to rid it of

any smell. A **cave hydra**¹ lurks just under the surface. The pirates use this area to get rid of garbage and any intruders! Captain Kale's men will drag people in here and throw them into the sewer. The cave hydra will quickly surface and attack. With the small exit, the huge monster could never get out into the catacombs so the pirates find they like the current arrangement. The cave hydra will swim deeper down into the sewer if it needs to leave.

3. Alcove

Three grimy human skeletons lie in this alcove.

The pirates have left these here to ward off any intruders. A DC12 Intelligence (Investigation) check will reveal the skeletons all had their necks broken.

4. Guard Post

This chamber is a guard post for Captain Kale's Pirates. It only holds two rickety chairs. However, this dirty stone room is also lined with a number of shelves full of bottles.

Two **pirates**¹ are in here. They are debating whether or not to leave the Alliance. Many in the pirate band don't want to be allied with the vampires any more. These men will rush to the defence of the pirates in area 1. The shelves contain three dozen empty bottles, ten bottles full of water, and a number of empty small sacks. Nothing of value is stored here.

5. Storage

Four wooden barrels are stored in this alcove.

This storage area is 15 ft. by 15 ft. The pirates store some of their supplies here. Two barrels are full of water, one is full of Krull Mead (disgusting, cheap mead), and one is full of red apples.

6. Alcove

You see someone hiding in the shadows in this alcove.

A middle-aged human wearing simple rags is trying to make her way out of the catacombs. The woman is Teresa the Brave, who has just escaped from the Wyld Gang. She is a **3rd level fighter**, NG. She was captured and taken to see Milo Hilltopple, the leader

of the Wyld Gang. The halflings thought she was a spy and grabbed her from the Gladiator Club. Teresa is not a spy, she is a regular at the fight club. She knows the pirates but is worried about being caught by the halflings again. She can tell the party the fight club is a bit farther ahead. Teresa will also tell the heroes the Wyld Gang's headquarters are deeper inside the catacombs.

7. Catacombs

You see a number of large pillars in a darker area. These are the catacombs of Wyld!

A **heavily obscured** area. Four **vampire spawn** stalk their prey in this dark area. If anyone wanders away from the club or is sent here by the pirates the undead will attack. The spawn have got along with the pirates, but this is starting to change. Many of them are disgusted by the close relationship with the undead monsters and want to leave the Alliance. The spawn were all created by Roch Von Bladen, who spends some of his time in Wyld.

8. Dining Area

Inside this chamber are two tables and a number of barrels. Two pirates are playing cards at one of the tables.

This room is used by the pirates as a dining area. The two **pirates**¹ will head over to the Gladiator Club in area 13 if there are any problems.

The barrels contain:

1. water
2. Myrr Mead
3. Wyld Mead
4. Rock Bear Mead

9. Prison Cell

This small cell is holding three young men. They are dressed in simple, poorly-made clothes.

When the pirates are short on fighters they grab someone from the slum and keep them in this cell. These men are all **commoners**.

10. Storage

This small alcove contains two old wooden barrels.

These barrels contain flour and salt.

11. Treasure

This locked chamber is home to two iron chests. Dirty spider webs cover the sturdy containers.

The west chest is trapped. A character can find the blade trap (6d10 slashing damage) with a DC16 Intelligence (Investigation) check. The east chest contains *100gp* and the west chest has *200gp* and four violet *garnets*.

12. Secret Room

After finding the hidden door you find several sacks lying in the dark.

This chamber is only accessible through a hidden door. A character need to make a DC15 Intelligence (Investigation) check to find it. There are five sacks with *250gp* in each sack.

13. Gladiator Club

This open area has four large wooden tables on the sides. There are two men fighting in the centre. Six pirates and a dozen customers cheer the combatants.

This is the Gladiator Club, run by Captain Kale's Pirates. The characters are welcomed by the six **pirates**¹ here to sit and enjoy. Food and drink is also available. Many of the customers bet on the fights as well. If a PC wants to fight they will need to pay an additional 10gp and engage in a STR or DEX contest vs STR. If a fighter wins, they keep fighting.

| Cost | DC | Prize |
|------|----|-------|
| 10gp | 15 | 20gp |
| None | 16 | 40gp |
| None | 17 | 80gp |
| None | 18 | 160gp |
| None | 19 | 320gp |

All the other combatants are, in fact, **gladiators**.

If a PC wins five fights in a row, the pirates put a stop to it. The PC can leave with their winnings, but the pirates will follow them and attempt to rob them and then throw them into the sewer with the cave hydra in area 2.

14. Kitchen Area

This room contains several table and chairs, and a number of barrels. A dozen more pirates are drinking mead in here. They sing a famous pirate song about the Sea of Tharn.

These twelve **pirates**¹ are armed with scimitars as usual. They are so drunk they fight at **disadvantage**. This room is used by the pirates to serve the customers and extra space if the outside tables fill up. This space also smells of pipe smoke. The barrels are full of water, flour, salt, and Myrr Mead.

Food and Drink for the Gladiator Club

| | |
|--------------|------|
| Krull Mead | 3cp |
| Myrr Mead | 4cp |
| Queen's Ale | 8cp |
| Wyld Mead | 5cp |
| | |
| Chicken Stew | 8cp |
| Fish Soup | 6cp |
| Bread | free |

15. Archers' Post

You see six arrow slots ahead in the central wall. There are passages to the left and right.

This chamber is full of six **pirate** archers with shortbows sitting on two wooden benches. They have a good view of anyone coming through the catacombs and will open fire if they see any intruders. There are four quivers propped against the walls inside with 12 arrows in each.

16. Secret Door

The torch sconces light this area and help you to find your way through the catacombs.

The pirates have a secret door hidden carefully in the stone wall. A character who decides to make an Intelligence (Investigation) check here needs to succeed on a DC18 to find the secret door.



17. Meeting Area

The door is locked. When you open the door you see a chamber lit by burning braziers. There are three tables with a door to the left.

This is the main meeting area for the pirates. Four **minotaur** pirates are here. A small kitchen is through the unlocked door to the left. The three barrels in the kitchen are full of salt, flour, and Myrr Mead. A lone cook (**commoner**) is at work. She is making cabbage stew for thirty.

18. Shadows

This area is quite dark as there are few sources of light.

Hiding in this part of the catacombs are four **shadows**.

19. Catacombs

This huge area is full of ten foot by ten foot pillars that stretch from the floor to the ceiling.

This chamber is dark (**heavily obscured**) except for the far west and north areas. Lurking amongst the stone pillars are two **black puddings** and a **yellow ochre**.

20. Living Quarters

This area is full moth-eaten beds, nine old beds in all. A large central brazier lights the area.

This space is used by the pirates as their main living quarters for the regular crew.

21. Bedchamber

Braziers light up this large bedchamber. A sturdy bed and two iron chests lie here.

This area is usually used by one of the high-ranking pirates when they visit Wyld. The first iron chest is empty, the second chest is locked and contains a *+1 longsword* and a *potion of healing*. There is a secret door on the far side of the room that leads to a hidden room. The hidden room contains a hoard of treasure. A massive pile of coins and sparkling items covers the floor. There are *5000cp*, *2000sp*, *1500gp*, *200pp*, six translucent white *moonstones*, a *+2 longbow*, *boots of speed*, and a *deck of illusion*. However, this is not as simple as it seems as a golden **spirit naga** has buried itself in the treasure hoard. It will continue to hide in the treasure and begin casting spells at the party. A DC19 Wisdom (Perception) check will notice the monster.

22. Guard Post

Standing here are four pirates in colorful garb. They hold scimitars and look ready for a fight.

Four more **pirates** stand guard in this location.

23. Bedchamber

This chamber has a single bed and one old wooden chest. The brazier on the north wall lights the entire space with bright light.

The guard room is 15 ft. by 25 ft. Six hired **thugs** are meeting in here. They are armed with shortswords and have been hired by the Wyld Gang. They will attack anyone not in the gang. The wooden chest contains; *150gp*, and four red *bloodstones*.

24. Guard Post

This unlocked room appears to be another guard post. Two half ogres look up from a table.

This chamber is used by the Wyld Gang. These two **half-ogres** are ready to come to the aid of the halflings.

25. Dark Corner

As you turn the corner you notice a very dark corner not lit by the nearby braziers.

Hiding in the dark is a **smother**¹. It attacks anyone foolish enough to wander into the dark.

26. Small Kitchen

Inside this unlocked room is a halfling cutting up some carrots. The tables are covered with fresh produce.

A halfling cook is at work here, she is a **2nd level rogue**. As another member of the gang, she will attempt to flee with her **Dash** bonus action and get help.



27. Alchemists

After opening the door, you see a room full of wooden tables and shelves along all the walls. Two halflings are at work here measuring out ingredients and making potions.

These two halfling wizards are the alchemists for the Wyld Gang. They are both **4th level wizards**. They make a variety of potions, but the gang uses their skills to mostly make poisons. The collection of potions includes; *climbing*, *fire giant strength*, *flying*, *greater healing* x 4, *mind reading*, *poison* x 10, *speed*, *water breathing* x 2. Each of the halflings also carries 250gp and two days of rations. There are also thirty empty vials and three cauldrons in here.

28. Kept in the Dark

A burning brazier sits on the far left of this area. However the right side is in darkness. You can just make out a rusty dagger floating in the air.

The surprise awaiting the characters is a **gelatinous cube**. A dagger isn't floating in the air, it's suspended in the ooze.

29. Storeroom

Six newly crafted barrels have been jammed inside this small space.

This chamber is used for storing fresh water.

30. Guard Post

Four large gray-skinned creatures are lit by the light of two nearby braziers. Their heavy wooden clubs are visible in their large hands.

These four **ogres** have been hired as protection.

31. Guard Room

A table and chairs along with two barrels are found here. Sitting at the table are two laughing halflings.

These two halfling Wyld Gang members are both **2nd level rogues**. They're armed with shortswords and shortbows.

32. Living Quarters

After opening the door, you see a room with three wooden beds. Three halflings are asleep here and a couple of mastiffs suddenly sit up.

Three of the halfling gang are sleeping here. They are all **3rd level rogues** armed with two shortswords. Each of the halflings also carries 30pp and two days of rations. They are being guarded by two **mastiffs** as they sleep.

33. Wyld Gang Meeting Area

Three tables sit at the center of this simple chamber. Three halflings in brown leather armor are arguing here.

These small folk are all **1st level fighters**. They are armed with shortswords and are more members of the Wyld Gang. They will attack anyone not in the gang. The gang members will call for aid from the other Wyld Gang in the area.

34. Milo's Bedchamber

This is the nicest bedroom in the entire catacombs. The owner has expensive taste if the beautiful hand-carved bed and highly crafted table is anything to go by. You also notice a well-made iron chest.

Milo Hilltopple and Red Apple are both here (see NPC section). They will rush out into the common area if they hear any disruption. Both of these characters will not be afraid to make a deal and have no loyalty to each other or any of the gang. They will do almost anything to survive if a battle goes badly. The iron chest is locked and trapped. A DC16 Intelligence (Investigation) check can find the trap. It is a gas trap (6d10 poison damage throughout the chamber). Inside this container are *800gp*, *50pp*, and *gloves of thievery*.

35. Training Area

Two fiery braziers light this bare space. You notice numerous marks on the stone walls and floor.

This chamber is used for training by the Wyld Gang.

36. Treasury

Behind a secret door is this room full of five iron chests.

Here lies the treasury of the Wyld Gang. The chests contain the following:

1. *1000cp*, two +2 *daggers*
2. *800sp*, *200gp*
3. *2000sp*, *400gp*, a *yellow sapphire*
4. *500gp*, *50pp*, *deck of illusion*
5. *1000gp*, *100pp*, a *black pearl*

37. Kitchen

After opening the door, you see a small kitchen. Nobody is here but some foodstuffs are piled on the tables.

The following food lies on the tables; three wheels of cheese, pieces of dried salmon, five loaves of bread, five carrots, three tomatoes, and a handful of lettuce.

38. Storeroom

This simple chamber has four barrels stored here.

Four barrels, two with salt and two with flour are found here.

39. Dining Area

Like most of this part of the dungeon, sizeable braziers light this area. In the far corner of this area are three wooden barrels. Nobody is here at the moment.

This chamber is used for dining by the halfling gang.

40. Prison Cell

This small locked chamber holds a prisoner! Lying on the ground bound with several ropes is a bald young man.

This prisoner is of high value to the Wyld Gang. He is Joss, an Inner Son monk (see NPC section). This monk was captured by the Wyld Gang while he slept at a local inn called the Lonely Unicorn. The halflings planned to hand the monk over to the Von Bladens the following day. Joss announces a bold plan by the Inner Sons brotherhood. They plan to kill the head of the Von Bladen noble family, the vampire known as Lord Gareth Von Bladen.

¹ See New Monsters section

The next module, **A10 The Dark City**, will continue this adventure.

A 10 THE DARK CITY

The Adventure

This adventure involves traveling east from the city of Wyld, passing near Calder and Bane, going to Gothmar Prison, before heading to Bladen. The party are joining the Inner Son monks in their plot to kill the head vampire of the Von Bladen noble family.

Notes for the Game Master

This adventure showcases the area between the city of Wyld and the city of Bladen. The party will have help this time! Two powerful monks, part of the powerful Inner Sons brotherhood, have joined the heroes.

A BOLD MISSION

After rescuing the Inner Son monk from the Catacombs of Wyld the party sets out on a bold mission. To kill the head of the Von Bladen vampires, Gareth Von Bladen.

The adventuring party have rescued Joss from the clutches of the Wyld Gang. His partner, Bodun, will meet up with the heroes at stables just outside the city of Wyld.

New Allies

The two monks are bald and wear simple brown hooded robes. Each is armed with an unusual quarterstaff.

The Inner Son monks have been watching the activities of the Alliance and the Wyld Gang halflings for quite some time. They know the party have wiped out the evil halfling group and they are interested in becoming allies. The Inner Sons are lawful good monks who worship the deity Rogan.

See locations on Wyld to Bladen map on page 6.

a. At the Stables

Arriving at Penner Stables you see another bald monk waiting for you. Just then two men in dark leather race out of a nearby stable and attack the monk.

These two strangers are **assassins** sent by the Von Bladens. They have been following the bald man ever since he left the town of Calder. The monk is Bodun, a **10th level monk**, LG. He tells the party that he has a plan to break into Castle Von Bladen and kill the leader of the Von Bladen vampires, Lord Gareth Von Bladen. The Inner Sons have found a blind spot in the castle defences and a number of the vampires are at a meeting in Damos. However, the informant with some key information was captured by the Dark Guard. For the plan to work, he must first be rescued from Gothmar Prison, just north of Bladen.

b. Dark Men

About half-way to Calder a group of a dozen humanoids in dark hooded robes walk towards you. "Morthos, Morthos, Morthos..." chant the strangers.

This is a group of **cult fanatics** who worship the evil god of death, Morthos. They will attack anyone on sight, wanting to spill any blood they can.

c. Outside of Calder

Just outside of the town of Calder, you spot a group of eight high elves riding dark brown horses towards you. "Move out of our way! Nerathian Knights coming through!" yell the elves.

These high elves are **knights**, Nerathian Knights to be specific. They are on their way to the Nerathian (high elf) embassy in the city of Wyld. The royal family has decided to bolster the guard for the ambassador, Phandar Nillion. Unlike most of the high elves, these particular knights are aggressive and hostile. They are also racist, arrogant, and aren't pleased with their new post in the heart of the human lands.

d. Gnome Gang in Bane

As your party nears the settlement of Bane you're greeted with chaos. A group of half a dozen gnomes riding large black mastiffs are fighting with the village guards.

The six gnomes are all **3rd level barbarians** and their mounts are indeed **mastiffs**. These chaotic evil thugs have terrorized the area for weeks. They are armed with hand crossbows and longswords. The five village **guards** are all injured.

e. Crossing Lake Narciso

You come to a misty lake that stretches out towards a dark city. The marshes to the left and right appear impassable. A permanent gray steam seems to hang over the lake. The water is inky black and your eyes don't penetrate its depths. Ahead of your party an elegant gray sailing ship is moored to a black iron pier. Twenty men in red and black chain mail nervously hold their heavy crossbows as they watch a crowd. The many visitors pay for passage across the body of water.

The ship takes visitors across the lake for 1sp. As long as the party keeps their head down, the Dark Guard (**elite guards**¹) will let them through. They are looking for unusual behavior from any of the passengers. The river is full of **steam mephits**, **shadows**, and dangerous carnivorous fish.

f. Gothmar Prison

Nestled in the Hills of Oz north of Bladen is the stone prison known as Gothmar.

The Von Bladens have the Dark Guard keep any prisoners at this isolated location. A few vampire spawn are in charge and have a contingent of Dark Guard and some hell hounds under their command. The informant, Eric Elderwood, is in cell e. He will let the heroes know the best way to break into Castle Von Bladen is through the windows in the main dining room (area 5, page 25). The Dark Guard don't patrol this area. Of course there could be other ways into the castle as well. He also says if the heroes find Sirius Von Bladen's bedchamber they can repel down from there to the Von Bladen flagship, *the Eternus*, and use it to escape. **Keys to the cells are with the guards.**

See Gothmar Prison map on page 63

1. Entrance

You arrive at the entrance to Gothmar Prison. The simple gray stone building has no windows and only one black iron door. White eyes appear in the door as you approach and a voice says 'Password!'

Gothmar Prison's main door is locked and the door awaits the password (*Hellhound in Abyssal*). If the password is not given the party may try to smash the door in, DC20 Strength check. The four Dark Guard (**elite guard**¹) are always ready for anything and await the latest patrol from the city. Ten more Dark Guard and two **hell hounds** are due any time.

2. Guard Post

You open the door and face six heavily armed Dark Guards.

The six Dark Guard (**elite guards**¹) are armed with shining longswords.

3. The Hall

A couple of portraits hang in this hallway. All thirteen of the Von Bladens are depicted. Most of the attractive nobles have long dark hair and wear lavish clothes. Four wooden barrels sit on the floor and you see two doors ahead of you.

The barrels all contain fresh water.

4. Bedchamber

A creepy, scrawny humanoid is bent over a bed with a pile of gold on it. The stranger is counting the coins and laughing.

This is Soth, a **vampire spawn**, and he is counting the *300gp* spread out on the bed. He has just emptied the nearby chest and plans to steal most of it.

5. Guard Room

This space contains a table, a wooden barrel, and a large plant.

The barrel is full of Damos Wine. There is nothing of value in here. The vampire spawn and guards eat in here. Part of the guards duty is also to make very basic meals for the many prisoners. They don't do this very often as they don't think the prisoners deserve much to eat.

6. Storeroom

A couple of old barrels can be found in this unlocked room. Lying between the barrels is a piece of parchment. Something is written on it but it's hard to read from where you're standing.

One barrel contains salt, the other contains flour. A patch of **green slime** has snuck in here and will drop on any intruder from the ceiling. The piece of parchment says, *'Buy more salt!'*



7. Guard Post

You see four Dark Guard in their red and black chain mail.

These four **elite guards** patrol this hallway. They have longswords in their sheaths. The stylish emblem of the Von Bladens is visible on their armor.

8. Guard Post

A number of Dark Guard patrol this area.

Four Dark Guard (**elite guards**) are stationed here to guard the prisoners.

9. Courtyard

This courtyard is full of the same mist that surrounds the area. It's difficult to see anything.

This area is **heavily obscured**. Four Dark Guard (**elite guards**¹) patrol this area with a couple of **hell hounds**.

10. Guard Posts

Six more Dark Guard patrol this area with a trio of rather gaunt-looking humans. They see you, draw their swords and charge forward.

More of the **elite guard** and three **vampire spawn** guard this area.

GOTHMAR PRISON CELLS

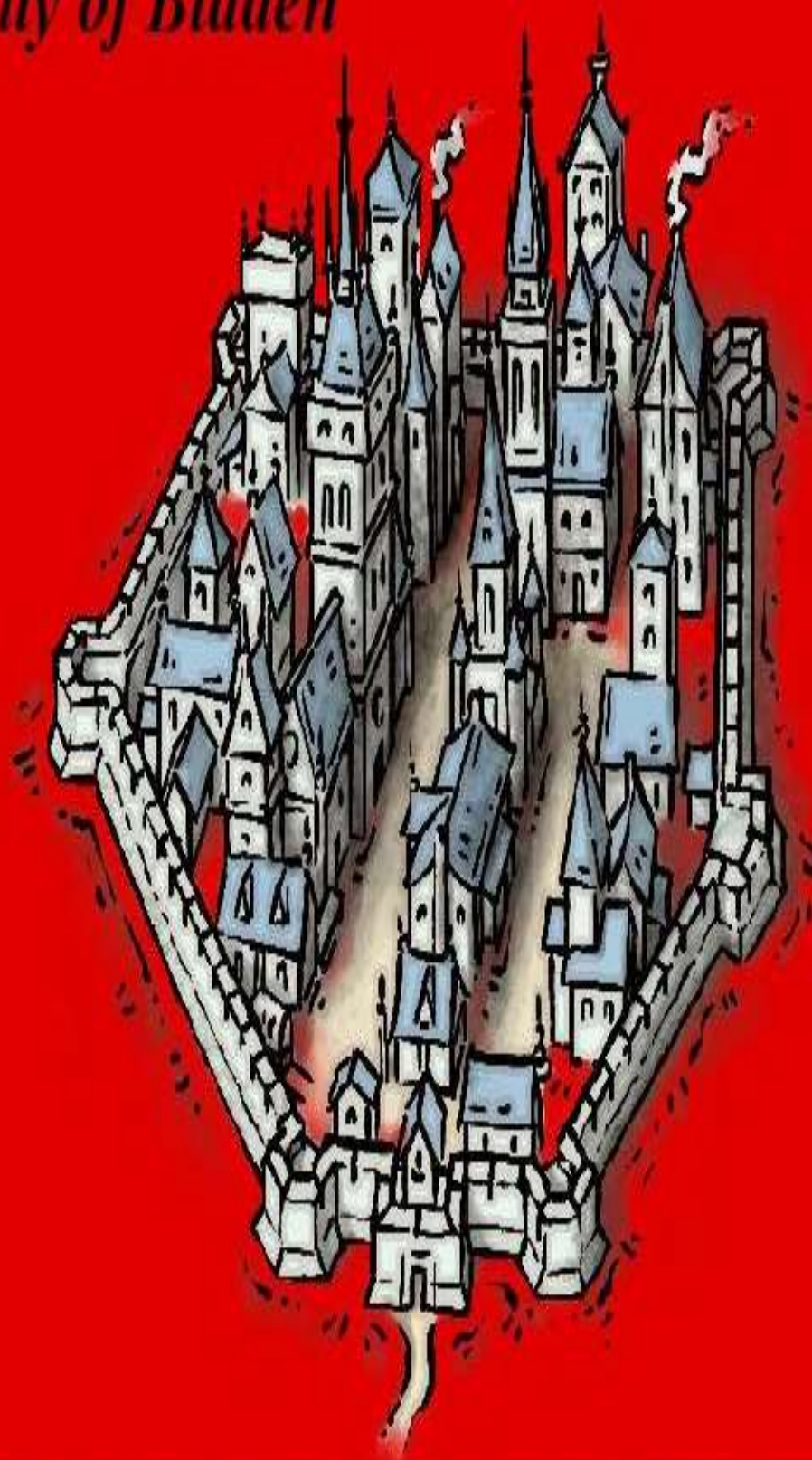
Cell locations and prisoners:

| |
|---|
| a) Inn Owner, behind on taxes, noble , LE |
| b) Spy from Nox, spy , Working for one of the wizards on the Wizard Council. CG |
| c) Bard from Wyld, 3rd level bard , human, LG |
| d) Merchant from Bladen, commoner CE |
| e) <i>Eric Elderwood</i> , 3rd level rogue , LG |
| f) A happy half-orc, 2nd level fighter , happy to have room and board, CE |
| g) Rogue caught breaking into Castle Von Bladen, 4th level rogue , CN |
| h) A cultist trying to recruit in Bladen, cult fanatic , CE |
| i) Empty |
| j) Four dancers from Bane, commoners . The Dark Guard thought the vampires might want them. CG |
| k) Peasant from Bladen, commoner , insulted guard, N |
| l) Empty |
| m) Funny halfling who thinks it's hilarious that he got put in prison, 2nd level bard , CG |
| n) Rude noble who refused to pay taxes or show his tax returns, CE |
| o) Young ranger from Bane, 1st level ranger , CG |
| p) A cheating moneylender, noble , CE |
| q) An obnoxious sorcerer, 3rd level sorcerer , CN |
| r) Sad cleric, worships Mysrath, the deity of misery, 1st level cleric , CE |
| s) A friendly merchant who says it's all a misunderstanding, noble , NE |
| t) Nervous fighter from the Fighters' Guild in Hael, 2nd level fighter , CG |
| u) Two barmaids who tried to unionize, commoners , CG. Feisty and principled young women. |
| v) Grumpy sage from Bane, stole a bottle of ink, CN |
| w) A Dark Guard who refused orders (elite guard), CE |
| x) Angry hill dwarf, kidnapped from Hael, commoner , LN. The vampires want to use his mining expertise |
| y) A solemn tiefling, 2nd level sorcerer , CE |
| z) An Eclipse 4th level monk from the city of Nox, failed on a contract to kill someone, LE |

| |
|--|
| aa) Hill Dwarf Miners, 3 commoners from the Hills of Oz, N |
| bb) Knight from the Knights of Truth, knight , LN |
| cc) Halfling, 3rd level paladin , kidnapped in Calder, LG |
| dd) Empty |
| ee) Beautiful high elf diplomat, 4th level ranger , CG, Travelled all the way from the eastern Nerathian Kingdom |
| ff) Ugly gnome, 2nd level rogue , CE |
| gg) Empty |
| hh) Retired wizard caught bothering visitors, 6th level wizard , CN |
| ii) Rude gravedigger, made some of the vampires upset, commoner , CN |
| jj) Drunk poet, brought here because his poems are really, really bad, 2nd level bard , N |
| kk) Sleepy druid, gave public speech criticizing the Von Bladens, 3rd level druid , NG |



City of Bladen



The City of Bladen

On the western edge of Rakkas Bay is one of the headquarters of the evil Alliance. Bladen is a dark, gothic town and home to the powerful Von Bladen noble family. Many folk in western Myrr ignore the rumors about the family being vampires. However, the tales of the how the Von Bladens lost the throne of Wyld are still whispered by the local peasants. The well-known settlement sits near Lake Narciso across the water from the city of Damos. Black, elegant buildings spread across the town in every direction. It's always dark and foggy around this heavily fortified settlement. Castle Von Bladen looms over the town from Shadow Hill in the east of the city. Many beautiful mansions share this commanding position. A large slum below is hidden behind the taverns, inns, and markets. The ruthless Dark Guard patrol the city and maintain order for the ruling Von Bladens. The wealthy rulers dress in an extravagant manner and are considered leaders in fashion. Many other nobles across Myrr envy their style. Tailors in Wyld and Nox compete for the attention of the stylish Von Bladens. Even though Bladen has a sinister reputation it is still well known for its markets. Many travellers enter the town cautiously under the watchful eyes of gargoyles and visit the many vendors.

Bladen Market. Not far from the main gate is Bladen Market. The merchants keep their prices low here so buyers don't wander further and find the other markets. One can find amazing deals on foodstuffs, gems, and jewelry in this market.

The Rakkas Market. Near the docks area one can find a market specializing in weapons and armor of high quality. A number of warehouses are located near this market. Many of the town's fishmongers also work here.

The Narciso Market. This market is found behind the Bladen Market. Many alchemists who can't get to Nox come to this large market. *Gargoyles Market.* This market sits just below Shadow Hill. Many kinds of slaves can be purchased here. Many of the bandit clans bid on these slaves and the competition is quite fierce.

Nine Wolves Market. In the center of Bladen is the Nine Wolves Market. Even though it is further away

from the docks this is the best market to find quality fish.

Population: 4300 (humans, including 500 slaves)

Government: Dictatorship. The head of the Von Bladen family rules the town

Leader: Lord Gareth Von Bladen (male **vampire**, LE)

Coat of Arms: the letter 'V' with the letter 'B' lying horizontally above it. (see art on page 24)

Resources: fish, foodstuffs, gems, jewelry, potion ingredients, silver, slaves, weapons and armor of high quality

Guard: 400 Dark Guard (**elite guards**¹), 300 horses, 1 warship, 1 longship

Fortifications: large stone wall with many guard towers. There is also a moat and a drawbridge

Prison: Gothmar Prison is in the Hills of Oz outside of the city

Factions: the Alliance, the Uprising, the Wyld Gang

For City locations see map on page 62

I. City Gate

After crossing Lake Narciso, you arrive at the gates of the gothic city of Bladen. The large iron gates into Bladen are flanked by huge iron statues of nobles and more Dark Guard. The distinctive emblem of the Von Bladen nobles is carved into the gates.

The iron statues are in fact, **iron golems**. There are a total of twelve Dark Guard (**elite guards**¹) here.

II. Bladen Market

This market area is busy almost all hours of the day. Huge crowds wander around visiting stalls of every kind. Foodstuffs, gems, and jewelry make up most of the goods.

The market is patrolled by the Dark Guard (**elite guards**¹) but it is open for business. The Von Bladens encourage business and many people visit the city from miles around.



III. Inns and Taverns

The dark, creepy streets of Bladen are filled with strange taverns, mysterious stores, and elegant inns. Patrols of Dark Guard are everywhere, some with fire breathing hell hounds!

Every kind of store is found here and the prices are reasonable. Dark Guard (**elite guards**¹) and **vampire spawn** patrol the streets looking for trouble. For information on the inns and taverns see the Inns and Taverns section on pages 48 and 49.

IV. Outdoor Theatre

The Eros Theatre is a beautiful outdoor theatre on the edge of Rakkas Bay. It appears there is room for a few hundred people to watch performances in bright red seats. A gorgeous view of the bay sits beyond the main stage to the east.

The theatre is empty unless it is the evening. A dance group from the Wyldwood are the current performers. Four **wights** patrol the theatre, lurking in the shadows.

V. Castle Von Bladen

A stunning castle sits in the southeast corner of the city. As with much of the architecture in the settlement, Castle Von Bladen is of a gothic style. Four black towers reach into the misty, dark sky.

See the maps on pages 64-66 for castle locations. This large building is the home of seven of the Von Bladen vampire nobles. Perched on all the corners of the castle are **gargoyles**. The patriarch of the family, Gareth Von Bladen, is almost always found within its stone walls. At the moment Lady Alyssa Von Bladen and Baron Ashton Von Bladen are home and Roch Von Bladen is visiting from Wyld. The other Von Bladens are meeting with the Damos vampires in the nearby city of Damos. **Swarms of bats** and **swarms of rats** are found around the outskirts of the castle.

VI. Castle Docks

See castle area 53 for when this comes into play.

1. Castle Entrance Area

As you enter through the main doors a beautiful marble lobby greets you. To the left and right are large iron statues of nobles. This elaborate entrance area is guarded by four Dark Guard. Behind the guards are two more double oak doors leading to the west.

The iron statues of nobles are identical to the ones at the main gate. However, only the one to the right is an **iron golem** in this case. The four Dark Guard are **elite guards**¹.

2. Guard Post

Half a dozen heavily armed Dark Guard stand outside another set of large double doors. They are armed with longswords and heavy crossbows.

These six Dark Guard are heavily armed **elite guards**¹. They will send a guard to area 17 for reinforcements and will fight to the death.

3. Throne Room

The huge doors open to reveal a massive throne room. Four enormous braziers light up the scene. Ornate pillars and smaller braziers line the north and south walls. A big red throne and two smaller chairs face you at the far end of the throne room.

This massive area is magnificent but also quite deadly. If intruders enter the chamber, fire leaps from the braziers and creates a magical *wall of fire* at the entrance (DC 17). Then the two **invisible stalkers** sitting in the smaller chairs will begin flying around the room and attack.

4. Guard Post

Half a dozen heavily armed Dark Guard stand at attention. They are armed with longswords and heavy crossbows.

These six Dark Guard are heavily armed **elite guards**¹. They usually stay at the castle and are eager for battle.

5. Dining Room

Opening the door you see a gorgeous dining room filled with a table lined with many chairs. Several highly finished portraits hang here. All thirteen of the Von Bladen vampires are depicted. Most of the attractive nobles have long dark hair and wear lavish clothes. Beautiful dishes and dinnerware are spread out across the lengthy table. Two iron casks are found here as well.

Fourteen people can sit at the long dining table. The casks are full of Damos Wine. The Von Bladens might not like the Damos vampires much, but they love their wine! The Inner Sons' information about this being an unguarded area is true for the most part as the Dark Guard don't patrol here. However, the dinner set is not as it seems, it is a **dinner set of death**¹. If the PCs defeat the enchanted item quickly they still have a chance to sneak into the rest of the castle undetected.

6. Guard Room

Two tables and chairs and a few wooden barrels are found here.

The room is used by the Dark Guard as an eating area and rest area. The best mead in all of Myrr, Raven Mead, is found in all three of the barrels.

7. Main Kitchen (North Kitchen)

This area is a large kitchen with quite a few barrels used for storage. Fresh produce and meat litter the tables.

If the PCs take the foodstuffs, it is the equivalent of one weeks' rations. Not only that, but the food is of the highest quality. The twelve barrels contain the following; four have Raven Mead, three have salt, two have water, two have flour, one has red apples.

8. Casual Dining Area

Four tables sit in the center of this dining area. The light from several braziers lights up the area and the sound of water flowing echoes from a fountain in the middle of the chamber. Beautiful paintings of young male and female nobles are hung everywhere.

The Von Bladens don't use this dining room much, preferring the more formal main dining room in area

5. A **water elemental** hides in the fountain and will attack any intruders.

9. Guard Post

Four Dark Guard patrol this area in their black and red chain mail. They hold glistening longswords at the ready.

There are four Dark Guard (**elite guards**¹) at this guard post. They are mainly here to guard access to the main storeroom.

10. Main Storeroom

Opening the door you see a huge warehouse filled with beautiful dark wood barrels.

The wooden barrels contain the following; 9 flour, 15 water, 10 Damos Wine, 5 Edin Wine, 4 red apples. The doors to the east open out to the docks where supply ships and warships are usually moored. A contingent of thirty Dark Guard patrol the docks. The only warship in port at this time is the Von Bladen flagship, *the Eternus*. It is the very same sailing ship the Inner Sons plan to escape in after their attempt on Gareth Von Bladen's life (so to speak).

11. Guard Post

Four more heavily armed Dark Guard patrol this area. They have their heavy crossbows at the ready.

Six Dark Guard (**elite guards**¹) are stationed at this post. They will open fire upon any intruders with their crossbows.

12. Water Storage

This storeroom has eight wooden barrels crammed inside.

Eight barrels of water are found here. Three **swarms of insects (spiders)** are hiding on the walls and will attack any intruders.

13. Servant Quarters

This chamber is filled with three small beds. Men are sleeping in each of the beds.

These three beds are full of the cooks who work in the main kitchen. They are all **commoners** and loathe their bosses, the evil Von Bladens. Unlike many, they have seen the vampires at their worst and know the rumors about the nobles being undead are true. They have some knowledge of the main level and will help the party any way they can.

14. Storeroom

Eight wooden barrels are found in this unlocked storeroom.

Four of the barrels are full of salt and the other half contain flour.

15. Main Guard Quarters

A dozen small beds have been crowded into these quarters.

This simple chamber is where the Dark Guard are quartered. However, none of them are here at the moment.

16. South Kitchen

Opening the door you see two cooks hard at work. They are preparing a meal for guests of the Von Bladens.

The tables are covered with a salmon and vegetable meal the servants (**commoners**) are preparing. If the PCs use this food, it is enough for a day's worth of food. The cooks don't want to get involved in any fight.

17. Guard Room

Three tables and three barrels fill this chamber. Two Dark Guard are here drinking some Raven Mead.

The two Dark Guard (**elite guards**¹) are relaxing here. The barrels contain delicious Raven Mead, apples, and water.

18. Bathing Area

Two scantily-dressed young woman greet you as the doors open. "Welcome" they say. Behind them are two huge bathing pools filled with the clearest of water. Paintings of Rakkas Bay are hung throughout the chamber.

The two young women, Jodhi and Sarafinch, are here look to after the pools and any guests. They are both **commoners**.

19. Hidden Vaults

This area has three stone gargoyles standing in an empty hall. A door leads off to the east.

Guarding the area are the trio of **gargoyles**. A successful DC16 Intelligence (Investigation) check will be able to find five hidden doors. There are five vaults with chests behind locked secret doors:

From west to east these are the trapped chests inside:

| |
|---|
| 1. Blade trap (DC16, 6d10 damage), 2000gp |
| 2. Poisonous gas trap (DC15, 4d10 damage), 1000gp |
| 3. Fire trap (DC15, 4d10 damage), 500pp |
| 4. Dart trap (DC16, 4d10 damage), 1000gp |
| 5. Lightning trap (DC16, 6d10 damage), 600pp |



20. Guest Chamber

The entrance area has a table and chairs, as well as a large wooden barrel. A well-furnished bedroom is behind a nearby door.

The door is unlocked. Through the door in the entrance area is a finely crafted bed and an iron chest. This is one of the many guest chambers in the castle. The barrel is full of Faen Wine (elvish), a special treat for any guest of the Von Bladens. A magical **mirror of Myrr**¹ hangs in the bedroom.

21. Guard Post

Two Dark Guard are here, along with a couple of hell hounds. The beasts snarl at you as you approach.

The Dark Guard (**elite guards**¹) feel even more confident about a fight with their two **hell hounds** at their side.

22. Guard Room

Opening the door you see a wooden table and four barrels.

This guard room is empty at the moment. The barrels all contain fresh water.

23. Large Guest Quarters I

Five beds have been squeezed into this crowded bedchamber.

This room and the one next door is used for larger groups who visit the Von Bladens. A hidden panel in a painting is used by those in the secret passage to watch this room. A DC15 Intelligence (Investigation) check will discover this panel.

24. Large Guest Quarters II

This bedroom has five comfortable beds. Paintings of a fleet of tall ships arriving in the city of Wyld cover a couple of the walls.

There are three **swarms of bats** hanging from the rafters. If a PC makes a DC15 Wisdom (Perception) check they notice the creatures. If not, the tiny beasts will swoop down and attack any intruders. A former

guest stashed a *potion of greater healing* inside the far bed.

25. Trophy Room

This chamber is filled with tables full of items on display. There are glass cases and glittering weapons.

This room is locked and trapped. If someone doesn't disarm the trap, DC17, the door will close and flood the area (60 ft.) with poisonous gas, 10d10 damage. CON save DC16 for half damage. Lying on the tables are the following: +2 *longsword*, +2 *longbow*, four red and black +2 *daggers*, 24 +2 *arrows*, 30 +1 *crossbow bolts*, four *emeralds*, five *rubies*, a *golden tiara* (2000gp), and a *platinum crown* (5000gp).

26. Secret Vault

This empty hallway has a panel that slides open to look through eyes of a painting into an adjacent bedroom.

To access this passage, a PC must make a successful DC15 Intelligence (Investigation) check and find the secret door by the stairs in area 21. Further down the passage a spy hole looks into area 23. On the opposite side of the passage is another secret door, a successful DC18 Intelligence (Investigation) check will locate it. The half dozen wooden chests inside contain the following:

| |
|-----------|
| 1. 2000gp |
| 2. 1000gp |
| 3. 400pp |
| 4. 1000gp |
| 5. 2000gp |
| 6. 800pp |

27. Hidden Chamber

This secret room contains a coffin, a finely crafted table, and an iron chest.

This is Mattias Von Bladen's coffin but he is away in Damos. If the characters search the chest they find

the following: two vials of blood, a *golden bracelet*, *50pp*, and a *potion of superior healing*.

28. Guard Post

Half a dozen armed guards patrol this area with their swords sheathed.

These **elite guards**¹ are armed with longswords and are clad in chain mail.

29. Dungeon Crypt

Opening the door you see three large wooden coffins in a beautiful crypt. Braziers light the area well and a swarm of bats swoops around the area.

If anyone unlocks the door, the **swarm of bats** will attack. These are the resting places of Lady Alyssa Von Bladen, Lord Brock Von Bladen, and Baron Ashton Von Bladen. Lady Alyssa lies in her crypt, a cunning and dangerous **vampire**.

30. Northwest Guest Chamber

A beautiful bedchamber greets you as you open the door. The furniture is of the highest quality. Paintings of nobles riding horses through the nearby Hills of Oz are hung throughout the room.

The room is not used as much as the other guest rooms. Guests don't like 'being near the busy staircase'. Nothing of value is here.

31. Northeast Guest Chamber

This bedroom has two beds to the left and a table with some chairs on the right. Paintings of goblins fighting outside the city of Wyld cover a couple of the walls.

There is a **swarm of bats** hanging from the rafters. If a PC makes a DC15 Wisdom (Perception) check they notice the creatures. If not, the tiny beasts will swoop down and attack any intruders. A former guest stashed a *+1 shortsword* inside the bed.

32. Southwest Guest Chamber

This chamber is a gorgeous bedroom. The color red greets you at every turn.

Regular guests of the Von Bladens often ask for the 'Red Room'. There is nothing of value here.

33. Southeast Guest Chamber

You open the unlocked door and find a stunning bedroom. Purple and gold are the theme and the furniture is beautiful. The room is not empty however, a young woman in black leather is sitting on a golden chair.

Roch Von Bladen usually brings his favorite guests to this room. The vampire noble tells the Dark Guard to not let anyone else use it. All of the wooden chairs here are **snare chairs**¹. Currently caught by one of the chairs is Haley Jacks (see NPC section). The thief was attempting to rob the Von Bladens when she was caught by the animated object.

34. Main Dungeon Storeroom

The second of two large storerooms in the castle. Sixteen extra-large wooden barrels are stored here.

The barrels contain the following; 6 Damos Wine, 4 water, 2 Crown Wine, 2 Faen Wine (elvish wine), 1 Edin Wine, 1 human blood

35. Guest Chamber

The entrance area of this chamber has a table and chairs as well as two wooden barrels.

The door is unlocked. Through the door is a finely crafted bed and an iron chest. This is one of the many guest chambers in the castle. The barrels are full of Damos Wine. The unlocked chest is empty.

36. Storeroom

Opening the door you see a stone room with two old barrels.

Two barrels of salt are found here.

37. Storeroom

A small room with two wooden barrels.

Two barrels of flour are found here.

38. Commanders' Quarters

This bedroom has two beds and a wooden chest. One of the beds is being used. A handsome young man is fast asleep.

These are the quarters for the Dark Guard officers (**elite guards**¹). One of them, Warrick Zen, is sleeping here.

39. Castle Botanist

This chamber is filled with large green plants. A little old man with spiky gray hair is wandering around talking with the plants.

Flavious Grape (CN) is the castle botanist and a **mage**. He is extremely odd and spends most of his day talking with the plants. They are all **awakened shrubs**. He will ignore the PCs unless they ask him about his plants or the vampires. Flavious likes being paid by his employers but isn't entirely comfortable working for undead monsters.

40. Main Dungeon Guard Chambers

This area is obviously another guard room for the Dark Guard. Through the far door you find six simple beds.

The barrels are full of expensive Raven Mead.

41. Blacksmith

This unlocked room has three tables and a smithy! An opening in the ceiling for smoke is visible and the chamber is stifling hot. A small white-haired dwarf is working on a suit of plate mail.

This is the castle blacksmith, Gorin Goreblad, a **6th level fighter**, CE. He has a terrible temper and will attack anyone who interrupts his work. The dwarf has killed five Dark Guard in the last few weeks. Liking his work, the vampires ignore this 'minor character flaw'.

42. Weaponsmith

You enter this chamber to find a handsome high elf sharpening a longsword. Several weapons lie on the three tables in this simple room.

This high elf is being held hostage. Mindan Erestial is a **4th level ranger** (CG) and has tried to escape the castle a number of times. The vampires captured him and have kept him for his expertise on weapons. Mindan is from the high elf capital, Celandin, on the far eastern side of Myrr. He's very emotional and has almost no self-esteem. The chamber contains the following weapons; 5 longswords, 3 longbows, 4 shortswords and three heavy crossbows.

43. Guard Post

Standing in the hallway are two gargoyles. They soar into the air and fly straight at you.

The **gargoyles** are here to protect the vaults.

44. Dungeon Vaults

Five locked doors are found to the south of this area.

The chests, from west to east, contain the following:

| |
|-----------|
| 1. 1600gp |
| 2. 1000gp |
| 3. 1800gp |
| 4. 1500gp |
| 5. 2000gp |

45. Weapons Locker

This locked chamber contains three very large wooden chests.

There are several weapons stored in this chamber. Ten longswords, 16 shortswords, 14 heavy crossbows, 10 hand crossbows, and 200 crossbow bolts.



VTL
2017

46. Wine Cellar

This chamber is filled with large wooden barrels.

The large barrels are full of aged Damos Wine. These two barrels are the best quality wine on the entire continent. Gareth Von Bladen is saving them for a special occasion, like the wedding of one of his children.

47. Secret Von Bladen Vault

After finding the secret door it leads you to a small space with three iron chests.

The Von Bladens have hidden some items they'd rather their enemies never get their hands on. *A mace of disruption, a sun blade, and a talisman of pure good.*

48. Northwest Tower Entry

After climbing the stairs of the northwest tower, all 100 ft. of them, you arrive in an entryway. Once through the first door, you find a gargoyle guarding a second door.

A large painting of Baroness Emma Von Bladen is found here. The **gargoyle** will attack any intruders.

49. Northwest Tower Bedchamber

A beautiful bedchamber is found here. The hand-carved wooden furniture looks very expensive. The room appears to be empty. You note that a large red pentagram is engraved on the floor.

This bedroom is usually used by Baroness Emma Von Bladen. Her coffin is hidden at the far end of the chamber. She is visiting the city of Damos at the moment. The red pentagram will explode if a good aligned creature touches it (10d10 damage). Her wooden chest contains; *100pp*, two *emeralds* and two *potions of speed*.

50. Southwest Tower Entry

After a 100 ft. climb, you open the door to see a small entryway. A handsome portrait of a white-haired noble is found here. Through the door is a small hall with a second door.

51. Southwest Tower Bedchamber

The door opens to reveal a spectacular bedchamber. Everything is gold in color, the furniture, the bedsheets, and the art. Golden paintings of young women and horses are on display throughout the room. A huge bed is adorned with small golden gargoyles on each of the four corners. Standing on a red pentagram are the nobleman from the painting outside and a large devil with a pitchfork!

This is the home of Lord Gareth Von Bladen (**vampire**), patriarch and leader of the Von Bladen vampire nobles. He is here with a **horned devil** discussing plans to slowly take more and more control of the city of Wyld. The monsters will attack and fight to the death. The golden chest contains; *500pp* and a *helm of teleportation*.

52. Northeast Tower

This bedroom has a breathtaking view of Rakkas Bay and the wealthy northern part of Bladen. An ornate coffin lies on the floor guarded by a woman in black plate armor!

Roch Von Bladen, another **vampire**, is resting here. His only other resting place is in Evenglow Manor in the city of Wyld. His protector is an **anti-paladin**¹ by the name of Shaira (see NPC section).

53. Northwest Tower

This chamber is another resting place with a coffin and a magnificent view.

The coffin is empty, one of the many resting places of Sirius Von Bladen. This is the second location the Inner Son monks are looking for. They will smash the west window and use a long magical rope and grappling hook to repel (DC16 Dexterity check) down onto *the Eternus*, (**area VI**) the flagship. They plan to steal the **sailing ship** and head north.

¹ See New Monsters section

NPC SECTION

Important NPCs

Gareth Von Bladen, male **vampire**, LE. An old nobleman who has slowly begun to lose his good looks. He is ruthless and charming, a deadly combination. Gareth has white hair and slightly red eyes. He is the leader and patriarch of the Von Bladen nobles. This vampire is always armed with his *Nine Lives stealer greatsword*.

Haley Jacks, human female, **10th level rogue**, CG. This rogue is cool and calm under all circumstances. She is also very attractive and quite athletic. She has long black hair and green eyes. She is a talented thief and robs from the rich to give to the poor. Haley keeps little of her loot. She is a former member of the Thieves' Guild in the city of Nox. Haley has a magical dagger which acts as a shortsword. The rogue is usually clad in black leather from head to toe.

Joss, human male, **10th level monk**, LG. Quiet young man with no hair and piercing blue eyes. Joss is a member of the Inner Sons monk brotherhood. This holy order hunt evil out across the continent of Myrr, often with the Ro Gard a group of warrior clerics. He wears simple hooded brown robes and is armed with a magical quarterstaff.

Lady Alyssa Von Bladen, female **vampire**, LE. A tall noble with long black hair. The 'lady' is one of the most cunning and dangerous of the Von Bladen nobles. Alyssa is armed with two *+3 daggers* and is an exceptional fighter. At the same time, she will attempt to escape if she is in a tough battle.

Milo Hilltopple, male halfling, **10th level rogue**, NE. The head of the Wyld Gang is a handsome halfling. He is quite intelligent and well read. Milo Hilltopple is armed with two magical daggers and uses a set of magical pipes to call swarms of rats. A cruel and calculating halfling.

Red Apple, male halfling, **mage**, NE. Red Apple is an unpredictable, vile halfling. He will do anything for gold and power. He is often at Milo Hilltopple's side and many people say he is the worst of the infamous Wyld Gang.

Cora Hilltopple, female halfling, **6th level rogue**, CE. She is an older halfling and one of the most brutal of the Wyld Gang. She enjoys tormenting and torturing anyone she gets the upper hand with. Cora is armed with two *+1 shortswords*.

Roch Von Bladen, female **vampire**, LE. He appears to be a handsome noble with short black hair. Roch lives some of the time in Evenglow Manor in the city of Wyld. He also has a resting place in one of the tower rooms in Castle Von Bladen. He is one of most diplomatic of the Von Bladen vampires.

Bodun, male human, **monk**, LG. Sombre middle-aged man with no hair and brown eyes. Bodun is a member of the Inner Sons monk brotherhood. This holy order hunt evil out across the continent of Myrr, often with the Ro Gard a group of warrior clerics. He wears simple hooded brown robes and is armed with a magical quarterstaff.

Shaira, female tiefling, **anti-paladin¹**, LE. She is a beautiful tiefling with medium-length red hair, black horns, and blue eyes. She is one of Roch Von Bladen's consorts and acts as a bodyguard when he visits Bladen. Shaira is always cruel and violent. She is an associate of the three **anti-paladins¹** who guard the city of Bladen with their small keeps.

Other City of Wyld NPCs

Leaders

The Bane family: Queen Danara is the ruler of Wyld and resides in Castle Wyld. Lord Hugo and Lord Hynes live in Bane Mansion in the High District.

- Queen Danara Bane, Ruler of Wyld, **vampire** female, LE

Her speeches are known to enthrall listeners and her eyes seem to hypnotize people. The young queen is always accompanied by two white cats. Her two evil white cats are in fact **wraiths** in disguise.

- Lord Hugo Bane, **vampire** male, LE
- Lord Hynes Bane, **vampire** male, LE

The Von Bladen family: Their residence in Wyld is called Evenglow Manor. This gothic manor is located in the High District next to a graveyard. The manor is protected by many enchantments. Rock has recently moved a Mirror of Travelling² to Bloodtooth Island.

- Roch Von Bladen, **vampire** male, LE
- Sirius Von Bladen (description in module A1/A2)

Morton Buckley – Steward of Wyld, human male, 33 years old, **7th level rogue**, NE

He wields a wand that can cast fireballs. The steward also wears a cloak that protects him from non-magical weapons.

Captain of the Guard, Cronem Berg, human male, 42 years old, **8th level fighter**, LN

He is in charge of the Wyld Guard. Cronem has a manor near Castle Wyld and a farm in the Fields of Wyld.

Clerics

Cleric of Rogan – Brother Bean, human male, 26 years old, **9th level cleric**, LG

Cleric of Amara – Eloise Penn, human female, 25 years old, **8th level cleric**, NG. She performs most of the unions (weddings) in Wyld.

Cleric of Balthor – Gorshaw, human male, 38 years old, **8th level cleric**, N.

Cleric of Vaux – Alaniz, human female, 28 years old, **8th level cleric**, NE

Cleric of Sienna – Behalla, human female, 22 years old, **4th level cleric**, N

Nobles

The Lord Family: they live in the High District, the wealthiest area in the city of Wyld. The Lords have two manors in the area as well as a manor and several stables on the Fields of Wyld outside the city. They also sponsor the annual Wyldwood race every spring. Contestants race carts pulled by horses from Bend to Calder. The Lord family usually offer a sizeable prize for the winners. Some teams have won over a thousand gold pieces in the famous race.

- Malcolm Lord, human male, 47 years old, **9th level fighter**, LE. Husband of Meghan Lord

He uses a helm that enables him to teleport. He, his wife, and their youngest daughter are supporters of the Queen of Wyld. The powerful noble is also having an affair with the much younger Genie Greenwood.

- Meghan Lord, human female, 39 years old, **4th level warlock**, LG. Wife of Malcolm Lord

- Chase Lord, human male, 21 years old, **4th level rogue**, CG. Son

He is caught between two elements of his family, his evil parents and youngest sister and the good older sister. This young man is eager to join an adventuring party and escape the drama of his home.

- Justine Lord (Nya), human female, 25 years old, **9th level paladin**, LG. Daughter

She is also Nya, the head of the Knights of the Moon. Although nobody knows about her secret identity. She has had a falling out with her family and is not welcome at their home in the High District. This young paladin lives in a castle in the Mountains of the Moon. Justine wields a magical longsword and wears plate armor.

- Jordan Lord, human female, 24 years old, **anti-paladin**¹, LE. Daughter (see module A7/A8)

The Ashmore family: the Ashmores will support the most powerful group around. They live in Ashmore Manor in the High District. At the moment they support the Queen of Wyld. The Ashmores also fund the Broken Circle slaver gang. Their young daughter has very different values than the rest of the family.

- Amber Ashmore, human female, 38 years old, **3rd level sorcerer**, NE. Wife of Sterling

She is very interested in Chase Lord, but the young rogue has spurned her advances.

- Sterling Ashmore, human male, 36 years old, NE. Husband to Amber
- Gunnar Ashmore, human male, 22 years old, **4th level fighter**, NE. Son

He is an obnoxious, loud young man. Gunnar has fallen in love with the bard Maria Robbins.

- Candyce Ashmore (description in module A1/A2)

The Woodgrove family: the Woodgroves own the very popular Bayside Tavern in Wyld. They prefer to stay out of politics and enjoy their lavish lifestyle. The Woodgroves live in Pendrell Manor in the High District.

- Virgil Woodgrove, human male, 38 years old, N. Husband of Vanessa
- Vanessa Woodgrove, human male, 40 years old, N. Wife of Virgil
- Vanity Woodgrove, human female, 22 years old, **1st level bard**, NG. Daughter

The Greenwood family: the Greenwoods are not happy with the leadership of the Queen. It is common knowledge that the Von Bladens associate with the queen and this worries the Greenwoods. They own the peaceful Lonely Unicorn inn. The nobles live in Greenwood Mansion in the expensive High District.

- Roman Greenwood, human male, 60 years old, LG. Husband of Ashlyn

- Ashlyn Greenwood, human female, 41 years old, LG. Wife of Roman

- Genie Greenwood, human female, 21 years old, **4th level ranger**, CN. Daughter

A very talented and beautiful ranger. However, she has not been training hard and has been more focused on her affair with Malcolm Lord. She is also very jealous of her older sister, Rachel. Her parents are worried about her and have their suspicions about Malcolm Lord.

- Wesley Greenwood, human male, 21 years old, **3rd level fighter**, CN. Son

He travelled north to join the Telvan Knights but was turned away because of his horrible attitude. Wesley is angry and ready to take out his frustrations.

- Rachel Greenwood, human female, 23 years old, **5th level ranger**, LG. Daughter

She is a vampire hunter and has a hidden lair in the Wyld Catacombs. There is a secret entrance in her chamber into the catacombs. Her parents adore her and this makes her sister, Genie, even more jealous.

Nagg family: the Nagg family are free spirits. They are rather independent, especially their two daughters. The teenagers are always up to something and get into a lot of trouble. The Nagg family make Nagg Manor in the High District their home.

- Fredrika Nagg, human female, 35 years old, CN. Widow
- Olivia Nagg, human female, 18 years old, **3rd level rogue**, NE. Daughter

Olivia will try to get away with anything she can. The young noble will cheat and steal whenever possible.

- Caroline Nagg, human female, 18 years old, **4th level rogue**, CN. Daughter

Her heart was broken after the death of her father. She has met Milo Hilltopple and the evil halfling wants her to join his Wyld Gang. Caroline is also a talented dancer and painter.

The Myre family: their ancestors were the tyrannical rulers of the Mystwood years ago. The current family are the owners of Myre Goods. There are several stores located around north-western Myrr. The stores carry all kinds of equipment including weapons and armor. Like their ancestors the family will use violent means to get what they want. The Myres live in a large mansion in the northwest part of the city.

- Jakkard Myre, human male, 46 years old, **6th level fighter**, CE. Husband of Fran

He is the leader of the Myre family.

- Fran Myre, human female, 38 years old, CE. Wife of Jakkard

- Mabban Myre, human female, 61 years old, **7th level sorcerer**, CE. Grandmother

- Rickar Myre, human male, 42 years old, **3rd level fighter**, CE. Cousin. Husband of Jalice

- Jalice Myre, human female, 37 years old, CE. Cousin. Wife of Rickar

- Gabriel Myre, human male, 28 years old, **5th level rogue**, CE. Son of Mabban

- Gavin Myre, human male, 21 years old, **4th level fighter**, CE. Son of Mabban

- Mylas Myre, human female, 18 years old, **3rd level fighter**, CE. Daughter of Jakkard

- Farley Myre, human male, 18 years old, **1st level fighter**, CE. Cousin

Master Zachary Topping, human male, 43 years old, **4th level fighter**, NE

He is a wealthy merchant who lives in Eel Cove just north 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.

Jasper Fast, human male, 58 years old, **3rd level fighter**, NE

He is an older, wealthy merchant. Jasper lives in the High District with Eden Hawkins. He is good friends with Master Topping and they share similar interests. He owns the Horseshoe tavern and the Edgewater Inn.

Murphy Meyer, human male, 38 years old, CN

He owns the Hammer tavern. Murphy is independent and doesn't support the queen or her enemies.

Ambassadors

The Nerathian Ambassador

Phandar Nillion, high elf female, 245 years old, **5th level ranger**, CG

Phandar is stationed at a beautifully built manor in the northern part of the city. She has a unit of twenty Nerathian Knights stationed with her in Wyld. Phandar enjoys her life in the city but is worried about the recent aggressive stance of the Bane royal family. She is also one of the elves who are wary of the Stonehelm, as they have now signed the Rakkas Bay Treaty with Wyld.

(Phandar is found in module A5/A6)

Others

The Wyld Gang

- Milo Hilltopple, Leader of the Wyld Gang, halfling male, 110 years old, **10th level rogue**, NE

Milo wears magical studded leather armour and uses two magical daggers. He also has a set of pipes that can control swarms of rats.

- Red Apple, halfling male, 125 years old, **mage**, NE
- Meg Hilltopple (description in module A1/A2)
- Reed Hilltopple, halfling male, 65 years old, **4th level sorcerer**, NE
- Berric Thornlow, halfling male, 21 years old, **4th level fighter**, NE
- Tinnan Thornlow, halfling male, 20 years old, **3rd level rogue**, CE
- Morrin Thornlow, halfling male, 25 years old, **2nd level rogue**, NE
- Rinnan Thornlow, halfling male, 21 years old, **1st level rogue**, NE
- Gabs Topfoot, halfling male, 23 years old, **1st level rogue**, LE
- Naela Hilltopple, halfling female, 31 years old, **3rd level rogue**, NE
- Merrin Lowhill, halfling male, 28 years old, **1st level rogue**, CE

Baldin (description in module A1/A2)

Maria Robbins (description in module A1/A2)

Eden Hawkins, human female, 27 years old, **8th level bard**, NE

She provides companions for those who can afford it. Eden is very seductive and charming and will do anything for more power and wealth. She currently lives with Jasper Fast in the wealthy High District.

Arah Fair, human female, 26 years old, 7th level bard, LG

As times have gotten darker in Wyld, a few individuals have stood against the tide of evil. One of those people is the bard, Arah Fair. Unlike Maria Robbins she is an established singer and well respected. Arah is graduate of the famous Raelen Bard College. Her large white mastiff Lily is always by her side and offers her protection.

Hirelings

Tully ‘the disaster’ McFaster (description in module A1/A2)



ENCOUNTERS

Encounter Table: City of Wyld

D100 Encounter

01-02 Vampire Spawn
03-04 Mage
05-06 Urchin Gang
07-08 Elite Guard Patrol
09-10 Commoner
11-12 Noble
13-14 Rat
15-16 Acolyte
17-18 Mastiff
19-20 Giant Rat
21-22 Merchants
23-24 Entertainer
25-26 Thugs
27-28 Spy
29-30 Apprentice
31-32 Cult Fanatic
33-34 Acolyte
35-36 Swarm of Rats
37-38 Merchant
39-40 Rat
41-42 Tavern Brawler
43-44 Guard
45-46 Commoner
47-48 Cat
49-50 Giant Rat

D100 Encounter

51-52 Commoner
53-54 Cat
55-56 Guard
57-58 Swarm of Rats
59-60 Tavern Brawler
61-62 Commoner
63-64 Slavers
65-66 Noble
67-68 Apprentice
69-70 Cultist
71-72 Guard Patrol
73-74 Bounty Hunter
75-76 Commoner
77-78 Mastiff
79-80 Swarm of Rats
81-82 Guard
83-84 Commoner
85-86 Urchin
87-88 Wererat
89-90 Priest
91-92 Entertainers
93-94 Chief of the Town (visiting)
95-96 Cult Fanatic
97-98 Doppelganger
99-00 Bounty Hunter Gang

Encounter Table: Catacombs of Wyld

D100 Encounter

| | |
|-------|---------------|
| 01-02 | Ghost |
| 03-04 | Thugs |
| 05-06 | Cult Fanatic |
| 07-08 | Gray Ooze |
| 09-10 | Pirate Gang |
| 11-12 | Cultist |
| 13-14 | Swarm of Rats |
| 15-16 | Thug |
| 17-18 | Quipper |
| 19-20 | Giant Rat |
| 21-22 | Skeleton |
| 23-24 | Rust Monster |
| 25-26 | Urchin |
| 27-28 | Quipper |
| 29-30 | Giant Rat |
| 31-32 | Cat |
| 33-34 | Cultist |
| 35-36 | Swarm of Rats |
| 37-38 | Urchin |
| 39-40 | Wererat |
| 41-42 | Quipper |
| 43-44 | Gray Ooze |
| 45-46 | Bat |
| 47-48 | Rust Monster |
| 49-50 | Giant Rat |

D100 Encounter

| | |
|-------|-------------------|
| 51-52 | Swarm of Rats |
| 53-54 | Giant Rat |
| 55-56 | Skeleton |
| 57-58 | Swarm of Bats |
| 59-60 | Pirate |
| 61-62 | Cultist |
| 63-64 | Slavers |
| 65-66 | Pirate Gang |
| 67-68 | Gray Ooze |
| 69-70 | Thug |
| 71-72 | Cultist |
| 73-74 | Cat |
| 75-76 | Rust Monster |
| 77-78 | Wererat |
| 79-80 | Swarm of Rats |
| 81-82 | Ochre Jelly |
| 83-84 | Swarm of Quippers |
| 85-86 | Shadow |
| 87-88 | Giant Rat |
| 89-90 | Zombie |
| 91-92 | Black Pudding |
| 93-94 | Thugs |
| 95-96 | Smother |
| 97-98 | Cultists |
| 99-00 | Doppelganger |

Encounter Table: City of Bladen

D100 Encounter

| | |
|-------|--------------------|
| 01-02 | Iron Golem |
| 03-04 | Assassin |
| 05-06 | Cloaker |
| 07-08 | Wraith |
| 09-10 | Mage |
| 11-12 | Vampire Spawn |
| 13-14 | Swarm of Rats |
| 15-16 | Nightmare |
| 17-18 | Hell Hound |
| 19-20 | Elite Guard Patrol |
| 21-22 | Banshee |
| 23-24 | Veteran |
| 25-26 | Ghost |
| 27-28 | Raven |
| 29-30 | Giant Rat |
| 31-32 | Cat |
| 33-34 | Cultist |
| 35-36 | Swarm of Rats |
| 37-38 | Urchin |
| 39-40 | Wererat |
| 41-42 | Thug |
| 43-44 | Raven |
| 45-46 | Bat |
| 47-48 | Commoner |
| 49-50 | Giant Rat |

D100 Encounter

| | |
|-------|--------------------|
| 51-52 | Swarm of Rats |
| 53-54 | Elite Guard |
| 55-56 | Zombie |
| 57-58 | Swarm of Bats |
| 59-60 | Urchin |
| 61-62 | Commoner |
| 63-64 | Slavers |
| 65-66 | Hell Hound |
| 67-68 | Elite Guard Patrol |
| 69-70 | Spy |
| 71-72 | Cultist |
| 73-74 | Swarm of Bats |
| 75-76 | Tavern Brawler |
| 77-78 | Gargoyle |
| 79-80 | Swarm of Rats |
| 81-82 | Thief |
| 83-84 | Shadow |
| 85-86 | Elite Guard Patrol |
| 87-88 | Noble |
| 89-90 | Vampire Spawn |
| 91-92 | Night Hag |
| 93-94 | Monk |
| 95-96 | Anti-Paladin |
| 97-98 | Clay Golem |
| 99-00 | Vampire |

Monster List: City of Wyld

| Monsters | CR |
|--|-----|
| Cat, Commoner ¹ , Rat | 0 |
| Cultist, Entertainer ² , Giant Rat, Guard, Mastiff, Merchant ² , Noble | 1/8 |
| Acolyte, Swarm of Rats, Urchin ² | 1/4 |
| Apprentice ² , Shadow | 1/2 |
| Spy, Tavern Brawler ² | 1 |
| Bounty Hunter ² , Cult Fanatic, Entertainers ² , Guard Patrol ² , Merchants ² , Priest, Slavers ² , Wererat | 2 |
| Chief of the Town ² , Doppelganger, Elite Guard Patrol ² , Thugs ² | 3 |
| Urchin Gang ² | 4 |
| Vampire Spawn | 5 |
| Mage | 6 |
| Bounty Hunter Gang ² | 12 |

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

²Apprentice, Bounty Hunter, Elite Guard, Elite Guard Patrol, Entertainer, Entertainers, Guard Patrol, Merchant, Merchants, Slavers, Tavern Brawler, Thugs, Urchin, Urchin Gang (see New Monsters section)

Monster List: Catacombs of Wyld

| Monsters | CR |
|--|-----|
| Bat, Cat, Quipper, Rat | 0 |
| Cultist, Giant Rat, Slaver ¹ | 1/8 |
| Pirate ¹ , Skeleton, Swarm of Bats, Swarm of Rats, Urchin ¹ , Zombie | 1/4 |
| Gray Ooze, Rust Monster, Shadow, Thug | 1/2 |
| Cult Fanatic, Cultists ¹ , Ochre Jelly, Slavers ¹ , Wererat | 2 |
| Doppelganger, Pirate Gang ¹ , Thugs ¹ | 3 |
| Black Pudding, Ghost, Smother ¹ | 4 |

¹Cultists, Pirate, Pirate Gang, Slaver, Slavers, Smother, Thugs, Urchin (see New Monsters section)

Monster List: City of Bladen

| Monsters | CR |
|---|-----|
| Bat, Cat, Commoner ¹ , Rat, Raven | 0 |
| Cultist, Giant Rat, Merchant ² , Noble | 1/8 |
| Elite Guard ² , Swarm of Bats, Swarm of Rats, Urchin ² | 1/4 |
| Shadow, Thug | 1/2 |
| Spy, Tavern Brawler ² | 1 |
| Gargoyle, Slavers ² , Wererat | 2 |
| Doppelganger, Elite Guard Patrol ² , Hell Hound, Nightmare, Thief ² , Veteran | 3 |
| Banshee, Ghost, Monk ² , Urchin Gang ² | 4 |
| Night Hag, Vampire Spawn, Wraith | 5 |
| Mage | 6 |
| Assassin, Cloaker | 8 |
| Clay Golem | 9 |
| Anti-Paladin ² | 10 |
| Vampire | 13 |
| Iron Golem | 16 |

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

²Anti-Paladin, Elite Guard, Elite Guard Patrol, Merchant, Monk, Slavers, Tavern Brawler, Thief, Urchin, Urchin Gang (see New Monsters section)

RIVER CHASE TABLE

After each turn roll a d20

d20 Complication

- 1 The boat hits a large rock and capsizes.
- 2 The boat is knocked sideways, make a DC15 Dexterity save or you fall out.
- 3 Leak in the boat! Slow to half speed for a turn while it gets fixed.
- 4 An oar slips back in the boat and hits you in the head. 1d4 damage.
- 5 The boat is bumped and if you fail a DC14 Dexterity save you fall prone in the boat.
- 6 Water hits the bow of the boat and sprays you.
- 7 The boat starts to flip over and then rights itself.
- 8 You are knocked to the edge of the boat but manage to stay in.
- 9 A log floating in the river hits the boat and slows it to half speed.
- 10 A wave hits the boat and you get knocked into the river if you don't make a DC14 Dexterity save.
- 11 The boat is out of control. You lose your next turn.
- 12 A huge tree branch juts out across the river, make a DC15 Dexterity save or get knocked in.
- 13 Your boat is sucked into a whirlpool, lose a turn.
- 14-20 No complication

INNS AND TAVERNS

Taverns and Inns: Roadside and Wyld

| Location | Type | Name | Rooms | Quality | Innkeeper/Barkeep | Staff | Meals | Drink |
|----------|--------|---------------------|-------|--------------|--|-------|--|--|
| Roadside | Inn | The Sad Giant | 1sp | Poor | Jarrad human male, 25 1 st level fighter LG | 6 | None | None |
| Wyld | Tavern | The Fiendish Friend | None | Modest | Yandle human male, 38 CN | 12 | apple pie, chicken stew, roast pig, squash soup, wild boar | Myrr Mead, Queen's Ale, Raven Mead, Wyld Mead |
| Wyld | Tavern | The Hammer | None | Comfortable | Quarrel halfling male, 87 3 rd level fighter LG | 12 | cherry pie, pike, turkey soup, venison, wild boar chop | Aern Wine, Queen's Ale, Roan Mead, Wyld Mead |
| Wyld | Tavern | Kate's Tavern | None | Comfortable | Kate human female, 37 LN | 10 | apple crumble, baked goat, mutton, pike | Aern Wine, Roan Mead, Wyld Mead |
| Wyld | Tavern | The Lazy Goddess | None | Wealthy | Ewan human male, 29 CN | 15 | fruitcake, mutton, potato soup, pike, venison | Moon Wine, Road Mead, Wyld Wine |
| Wyld | Tavern | The Bayside Tavern | None | Aristocratic | Marnie human female, 56 CG | 20 | apple crumble, mutton, pike, quail | Moon Wine, Queen's Ale, Raven Mead, Wyld Mead |
| Wyld | Tavern | The Horseshoe | None | Modest | Nathan human male, 27 N | 14 | baked goat, fish soup, mutton, pheasant | Myrr Mead, Road Mead, Wyld Mead |

Taverns and Inns: Wyld I

| Location | Type | Name | Rooms | Quality | Innkeeper/Barkeep | Staff | Meals | Drink |
|----------|--------|-------------------------|-------|---------|--|-------|--|--|
| Wyld | Tavern | The Last Wave | None | Poor | Henrik human male, 54 LG | 9 | fish soup, onion soup, wild boar | Krull Mead, Myrr Mead |
| Wyld | Tavern | Dukes and Daisies | None | Poor | Tharb mountain dwarf male, 137 LG | 12 | cabbage soup, chicken stew, fish soup, meat pie | Aern Wine, Krull Mead, Myrr Mead, Rock Mead |
| Wyld | Tavern | The Fat Goblin | None | Modest | Jakar tiefling male, 26 N | 15 | pike, potato soup, pumpkin pie, wild boar chop | Krull Mead, Roan Mead, Wyld Mead |
| Wyld | Tavern | Eels | None | Squalid | Tessier human male, 52 5 th level fighter N | 14 | bark soup, chicken soup, meat pie, tomato soup | Krull Mead, Myrr Mead, Rock Mead, Wyld Mead |
| Wyld | Tavern | Jen's | None | Poor | Megg human female, 24 CG | 12 | bark soup, onion soup, wild boar chop | Aern Wine, Krull Mead, Myrr Mead, Rock Mead |
| Wyld | Tavern | The Jumping Fish Tavern | None | Poor | Oliver human male, 26 LG | 14 | baked goat, mushroom soup, pike | Myrr Mead, Wyld Mead |
| Wyld | Tavern | The Clever Miller | None | Poor | Sam human male, 23 LN | 12 | fish soup, meat pie, mushroom soup | Krull Mead, Myrr Mead, Rock Mead |

Taverns and Inns: Wyld II

| Location | Type | Name | Rooms | Quality | Innkeeper/Barkeep | Staff | Meals | Drink |
|----------|------|------------------------|-------|---------|---|-------|---|---|
| Wyld | Inn | The Sleeping Dwarf Inn | 2gp | Wealthy | Danni halfling female, 28 CG | 16 | None | None |
| Wyld | Inn* | The Blue Fairy | 1sp | Poor | Ophella half-elf female, 59 CG | 6 | chicken stew, meat pie, onion soup | Llynd Mead, Myrr Mead |
| Wyld | Inn | The Edgewater Inn | 5sp | Modest | Robb human male, 48 CN | 12 | None | None |
| Wyld | Inn | The Lonely Unicorn | 2gp | Wealthy | Xavier human male, 27 4 th level sorcerer CN | 14 | None | None |
| Wyld | Inn* | The Sun and the Moon | 5sp | Modest | Grace human female, 29 LG | 15 | cherry pie, mutton, squash soup, venison | Roan Mead, Wyld Mead |
| Wyld | Inn* | Olaf's Inn | 5sp | Modest | Olaf human male, 46 N | 12 | chicken soup, fish soup, mutton, pike | Aern Wine, Myrr Mead, Queen's Ale, Wyld Mead |
| Wyld | Inn* | The Dead Orc Inn | 1sp | Poor | Jasper human male, 27 1 st level fighter CG | 10 | boar ribs, chicken stew, pike, potato soup | Krull Mead, Myrr Mead, Wyld Mead |

Taverns and Inns: Wyld, Calder, and Bane

| Location | Type | Name | Rooms | Quality | Innkeeper/Barkeep | Staff | Meals | Drink |
|----------|--------|-----------------------|-------|-------------|--|-------|--|--|
| Wyld | Inn | The Dancing Maiden | 1sp | Poor | Hobbs halfling male, 138 NE | 12 | None | None |
| Wyld | Inn | The Cyclops | 1sp | Poor | Kylie half-elf female, 21 CG | 9 | None | None |
| Calder | Tavern | Crossroads | None | Modest | Faldir human male, 40 N | 8 | apple pie, fish soup, squash soup, roast grouse | Llynd Mead, Queen's Ale, Rock Mead, Wyld Mead |
| Calder | Inn | The Red Hawk Inn | 8sp | Comfortable | Harben hill dwarf male, 111 4 th level fighter LG | 9 | None | None |
| Calder | Inn | The Fat Trout | 5sp | Modest | Perrin halfling male, 167 CG | 7 | None | None |
| Bane | Tavern | The Blue River Tavern | None | Poor | Pappan halfling male, 39 CG | 7 | apple crumble, chicken, fish soup, onion soup | Amber Mead, Edin Mead, Myrr Mead, Wyld Mead |
| Bane | Tavern | Mervan's | None | Squalid | Mervan human male, 53 N | 9 | chicken stew, potato soup, wild boar chop | Krull Mead, Myrr Mead |

Taverns and Inns: Bane and Bladen

| Location | Type | Name | Rooms | Quality | Innkeeper/Barkeep | Staff | Meals | Drink |
|----------|--------|----------------------|-------|--------------|--|-------|---|--|
| Bane | Inn | The Leaping Goat Inn | 5sp | Modest | Larramog gnome male, 401 LG | 10 | None | None |
| Bladen | Tavern | The Scarlet Swan | None | Aristocratic | Ramnon tiefling male, 19 CE 5 th level sorcerer LE | 16 | apple crumble, roast grouse, smoked salmon, venison | Gargoyle Mead, Moon Wine, Queen's Ale, Raven Mead |
| Bladen | Tavern | Two Stallions | None | Wealthy | Sebb human male, 67 N | 15 | mushroom soup, pumpkin pie, salmon, venison | Gargoyle Mead, Queen's Ale, Raven Mead, Moon Wine |
| Bladen | Tavern | The Royal Bear | None | Wealthy | Sahanna human female, 29 3 rd level rogue CE | 18 | pumpkin pie, smoked salmon, wild boar | Blackcliff Wine, Gargoyle Mead, Roan Mead |
| Bladen | Tavern | The Iron Wolf | None | Wealthy | Edmund human male, 23 CE | 20 | apple pie, salmon, turkey soup, wild boar | Gargoyle Mead, Queen's Ale, Raven Mead |
| Bladen | Tavern | The Crimson Jester | None | Modest | Kaitlyn human female, 27 LE | 15 | apple crumble, meat pie, onion soup, salmon | Amber Mead, Gargoyle Mead, Myrr Mead |
| Bladen | Tavern | The Dark King | None | Poor | Raenen half-elf male, 43 LE | 14 | cabbage, chicken pie, potato soup | Amber Mead, Gargoyle Mead |

Taverns and Inns: Bladen

| Location | Type | Name | Rooms | Quality | Innkeeper/Barkeep | Staff | Meals | Drink |
|----------|--------|----------------------|-------|--------------|---|-------|--|---------------------------|
| Bladen | Tavern | The Shady Goblin | None | Squalid | Backdar human male, 47 2 nd level fighter LE | 12 | fish soup, meat pie, potato soup | Amber Mead, Krull Mead |
| Bladen | Inn | The Skull | 8sp | Comfortable | Jaseth tiefling female, 22 CE | 12 | None | None |
| Bladen | Inn | The White Wyvern | 5sp | Modest | Sedrash dragonborn male, 27 LE | 11 | None | None |
| Bladen | Inn | The Ruby Vulture | 8sp | Comfortable | Madrall human male, 56 4 th level wizard LE | 10 | None | None |
| Bladen | Inn | The Royal Bladen Inn | 4gp | Aristocratic | Dongalin human male, 62 LE | 16 | None | None |
| Bladen | Inn | The Rakkas Inn | 5sp | Modest | Aran human male, 44 CE | 14 | None | None |
| Bladen | Inn | Rats and Bats | 1sp | Poor | Nandar human male, 26 4 th level fighter LE | 12 | None | None |

NEW MONSTERS

Animated Object/The Dinner Set of Death

The Dinner Sets of Death are constructs that appear to be fine plates, goblets, and cutlery. They will animate and attack any intruders in range after being laid out.

Medium construct, unaligned

| AC15 | Hit Points 5d6 | | | Speed 0 ft., fly 20 ft. (hover) | | |
|---------|----------------|--------|--------|---------------------------------|--------|--|
| STR | DEX | CON | INT | WIS | CHA | |
| 12 (+1) | 15 (+2) | 11 (0) | 1 (-5) | 5 (-3) | 1 (-5) | |

Saving Throws/Dexterity +4

Damage Immunities/poison, psychic

Condition Immunities/blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses/blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages -

CHALLENGE RATING 1/4 (50 XP)

Antimagic Susceptibility. The dinner set is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the dinner set must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the dinner set remains motionless and isn't flying, it is indistinguishable from a normal dinner set.

Self-destruction. If the Dinner Set of Death hit on an attack roll you must roll a d20. If a 5 or less is rolled the construct is destroyed in its attempt to attack. Anyone within 5 ft. of the destruction takes 2 hit points damage.

Actions

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

Animated Object/Myrr Mirror

These full-length mirrors appear to be ordinary, they are far from that. This construct will cause many to be frightened of the reflection of their own reflection.

Medium construct, unaligned

| AC12 | Hit Points 5d6 +6 | | | Speed 0 ft. | | |
|--------|-------------------|---------|--------|-------------|--------|--|
| STR | DEX | CON | INT | WIS | CHA | |
| 1 (-5) | 3 (-4) | 13 (+1) | 1 (-5) | 3 (-4) | 1 (-5) | |

Damage Immunities/poison, psychic

Condition Immunities/blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses/blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages -

CHALLENGE RATING 1 (200 XP)

Antimagic Susceptibility. The mirror is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the mirror must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. The mirror is indistinguishable from a normal mirror.

Actions

Horrible Reflection. Each non-undead creature within 30 ft. of the mirror that can see his/her reflection must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns. If a target's saving throw is successful or the effect ends for it, the target is immune to the mirror's Horrible Reflection for the next 24 hours.

Animated Object/Snare Chair

Snare chairs are animated objects that can squeeze those who sit on them. The chair's arms will animate and wrap around the head and torso of the victim.

Small construct, unaligned

| AC12 | Hit Points 6d10 | | | Speed 5 ft. | | |
|---------|-----------------|---------|--------|-------------|--------|--|
| STR | DEX | CON | INT | WIS | CHA | |
| 17 (+3) | 14 (+2) | 10 (+0) | 1 (-5) | 3 (-4) | 1 (-5) | |

Skills/Athletics +8, Deception +7, Intimidation +7, Persuasion +7

Senses/passive Perception 12

Languages/Common and one other

CHALLENGE RATING 6 (2300 XP)

Antimagic Susceptibility. The chair is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the chair must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the chair remains motionless and isn't flying, it is indistinguishable from a normal chair.

Actions

Squeeze. Melee Weapon Attack: +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, and at risk of suffocating, and the chair can't squeeze another target. In addition, at the start of each of the target's turns, the target takes (2d6 + 3) bludgeoning damage.

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 (5900 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 only one anti-paladin at a time.

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.

Leadership: (Recharges after a Short or Long Rest). For 1 minute, the anti-paladin 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 1d4 to its roll provided it can hear and understand the anti-paladin. A creature can benefit from only one Leadership die at a time. This effect ends if the anti-paladin is incapacitated.

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.

Cave Hydra

This monster has a large, round central body with a set of razor sharp teeth. It is usually brown in color. Five long tentacles extend from the center and can be used to move itself across land. Cave hydras live in caverns with underground rivers or lakes.

Huge monstrosity, unaligned.

| | | | | | |
|---|-----------------------|---------------------------|------------|------------|------------|
| AC16 (natural armor) | Hit Points 15d12 + 90 | Speed 20 ft., swim 30 ft. | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 20 (+5) | 12 (+0) | 22 (+6) | 2 (-4) | 10 (+0) | 6 (-5) |
| Skills/Perception +6 | | | | | |
| Senses/Darkvision 60 ft., passive Perception 16 | | | | | |
| Languages - | | | | | |

CHALLENGE RATING 8 (3900 XP)

Hold Breath. The cave hydra can hold its breath for 20 minutes.

Multiple tentacles. The cave hydra has five tentacles and it begins with the ability to strike with all five and bite. However, each time the cave hydra takes 25 hit points of damage, a tentacle is cut off.

Actions

Multiattack. The cave hydra starts with five tentacle attacks and one bite.

Tentacles. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: (2d6 + 5) bludgeoning damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d12 + 5) piercing damage.

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 |
| 15 (+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: +3 to hit, reach 5 ft., one target. Hit: (1d6 + 2) piercing damage.

Light Crossbow. Ranged Weapon Attack: +3 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 (1800 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 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 cult leader. A creature can benefit from only one Leadership die at a time. This effect ends if the cult leader is incapacitated.

Elite Guard

Elite guards are well trained and tougher than the usual guards.

Medium humanoid (any race), any alignment

| AC18 (chain mail and shield) | Hit Points 5d8 + 4 | | | | |
|---------------------------------------|--------------------|---------|---------|---------|---------|
| Speed 30 ft. | | | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 15 (+2) | 12 (+1) | 12 (+1) | 12 (+1) | 10 (+0) | 12 (+1) |
| Skills/Intimidation +3, Perception +3 | | | | | |
| Senses/passive Perception 13 | | | | | |
| Languages/Common | | | | | |

CHALLENGE RATING ¼ (50 XP)

Actions

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

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

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.

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.

Monk

There are three monk brotherhoods in Myrr. The Inner Sons are of lawful good alignment. The Eclipse are of lawful evil alignment. The Zoth Brotherhood are usually lawful neutral. Regardless of the brotherhood, most monks in Myrr are human.

Medium humanoid (any race), lawful alignment

| AC16 (no armor) | | Hit Points 6d8 | | Speed 50 ft. | |
|-----------------|---------|----------------|---------|--------------|---------|
| STR | DEX | CON | INT | WIS | CHA |
| 13 (+1) | 17 (+3) | 14 (+2) | 12 (+1) | 12 (+1) | 11 (+0) |

Skills/Acrobatics +4, Perception +2

Senses/passive Perception 12

Languages/Common and one other

CHALLENGE RATING 4 (1100 XP)

Deflect Missiles. Monks can use a reaction to deflect missiles when hit by a ranged weapon attack. Damage taken is reduced by 1d10 hit points.

Slow Fall. Monks can use a reaction when they fall to reduce the damage by 5d6 hit points.

Flurry of Blows. Monks can use a bonus action three times a day for a fourth unarmed strike.

Actions

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

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

Quarterstaff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d8 + 3) two-handed, bludgeoning damage.

Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: (1d4 + 3) bludgeoning 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 1/4 (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.

Pirate Captain

Pirate captains are very powerful leaders of pirate bands. They are fierce warriors that are known throughout the land.

Medium humanoid (any race), evil alignment

| AC15 (studded leather armor) | | Hit Points 16d8 + 46 | | Speed 30 ft. | |
|------------------------------|---------|----------------------|---------|--------------|---------|
| STR | DEX | CON | INT | WIS | CHA |
| 16 (+2) | 16 (+3) | 16 (+1) | 17 (+2) | 17 (+2) | 18 (+4) |

Skills/Deception +6, Intimidation +6, Perception +6, Persuasion +6

Senses/passive Perception 16

Languages/Common and two others

CHALLENGE RATING 8 (3900 XP)

Actions

Multiattack. The pirate captain makes three melee attacks or two ranged attacks.

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

Longbow. Ranged Weapon Attack: +7 to hit, one target. Hit: (1d8 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the pirate captain 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 pirate captain. A creature can benefit from only one Leadership die at a time. This effect ends if the pirate captain is incapacitated.

Reactions

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

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.

Smother

Smothers lurk in dark dungeons or caverns. They usually appear as large black, flat creatures with one eye at the center. However, smothers can camouflage themselves and appear to be the ceiling or floor.

Large monstrosity, unaligned

| | | | | | |
|----------------------|-----------------------|-------------------------|------------|------------|------------|
| AC14 (natural armor) | Hit Points 10d10 + 20 | Speed 10 ft. Fly 20 ft. | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 18 (+4) | 14 (+2) | 12 (+1) | 1 (-5) | 14 (+2) | 1 (-5) |

Skills/Perception +4

Senses/darkvision 60 ft., passive Perception 14

Damage Immunities/psychic

Condition Immunities/charmed, deafened, frightened

Languages/None

CHALLENGE RATING 4 (1100 XP)

Damage Transfer. While it is grappling a creature, it only takes half damage, the victim takes the rest.

False Appearance. When motionless it is indistinguishable from the ceiling or floor.

Actions

Smother. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (4d8 + 4) bludgeoning damage. If the creature is medium or smaller it is grappled. Escape DC 14. The smother can grapple two victims. If the target remains grappled it takes 2d8 bludgeoning damage at the start of each turn.

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 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

Bounty Hunter Gang

Bounty hunter gangs are groups of eight bounty hunters.

Medium humanoids (any race), any alignment

| | | | | | |
|------------------------------|----------------|--------------|------------|------------|------------|
| AC15 (studded leather armor) | Hit Points 3d8 | Speed 30 ft. | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 15 (+2) | 10 (+0) | 14 (+2) | 12 (+1) | 12 (+1) | 11 (+0) |

Skills/Perception +1
Senses/passive Perception 12

CHALLENGE RATING 12 (9,000 XP)

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

Actions

Battleaxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d10 + 2) slashing damage, two-handed.

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

Elite Guard Patrol

Elite guard patrols have six elite guards.

Medium humanoids (any race), any alignment

| | | | | | |
|---|--------------------|--------------|------------|------------|------------|
| AC16 (type of armor varies/see Military Groups section) | Hit Points 5d8 + 4 | Speed 30 ft. | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 15 (+2) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (+0) |

Skills/Perception +3
Senses/passive Perception 13
Languages/Common

CHALLENGE RATING 3 (600 XP)

Actions

Melee attack (type of weapon varies see Groups/New Monsters section), +3 to hit, reach 5ft., one target, +2 damage.

Ranged Weapon Attack (type of weapon varies see Groups/New Monsters section), +2 to hit, range varies, one target, +1 damage.

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.

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 (usually humans) evil alignment

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

AC 14 (studded leather armor)

Hit Points 4d8 + 4

Speed 30 ft

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.

Slavers

Slavers are a group of eight slavers.

Medium humanoids (any race), evil alignment

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

AC14 (leather armor)

Hit Points 4d8

Speed 30 ft.

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.

Urchin Gang

An urchin gang has eight street urchins in it.

Medium humanoids (any race), any alignment

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

AC13 (leather armor)

Hit Points 1d8

Speed 30 ft.

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.

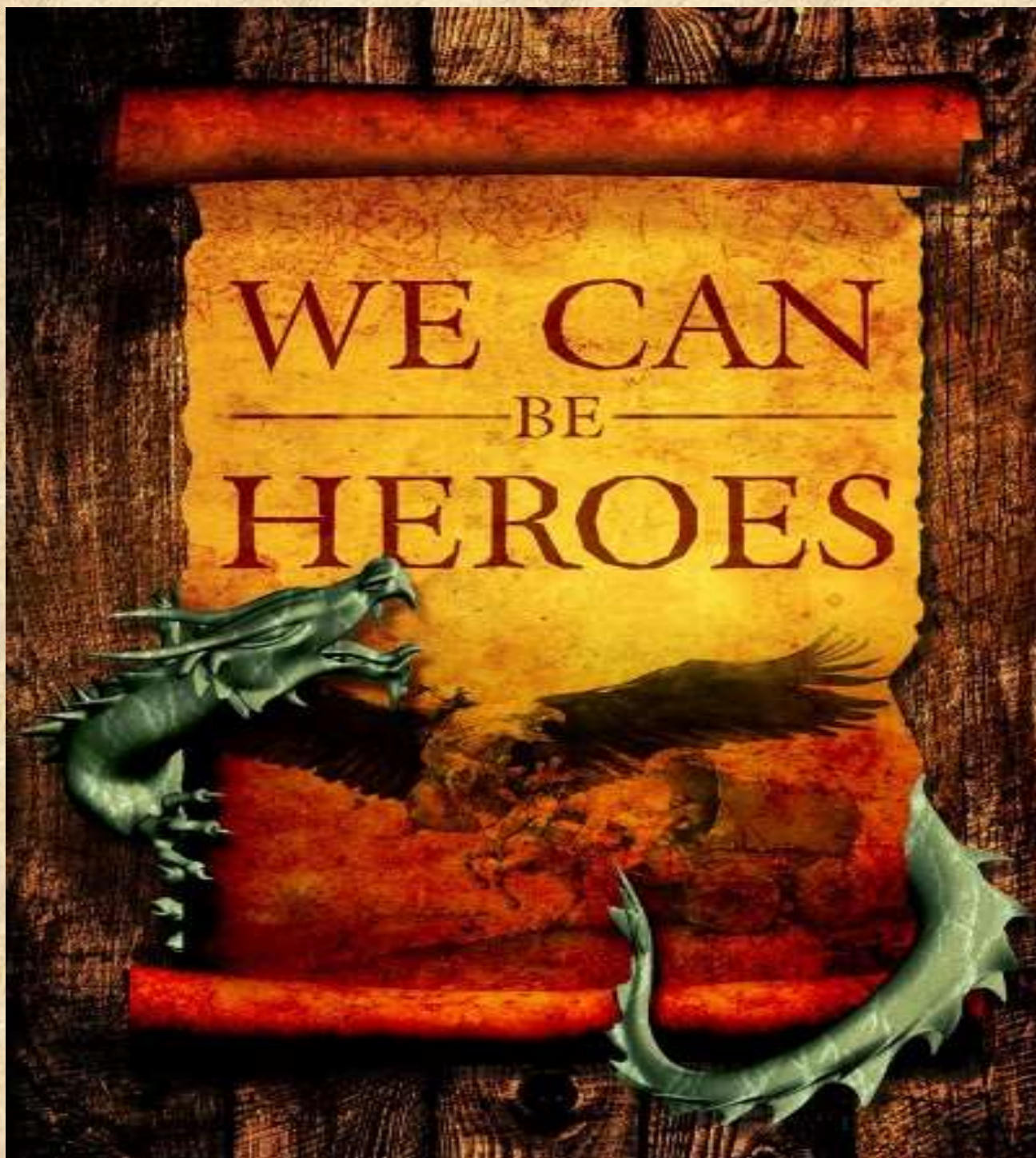
Actions

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 |
| Thugs | 4 Thugs | CR 3 | 800 XP |



MAPS OF THE CATACOMBS OF WYLD

Catacombs of Wyld I



Catacombs of Wyld II



Catacombs of Wyld III



MAP OF BLADEN

The city of Bladen

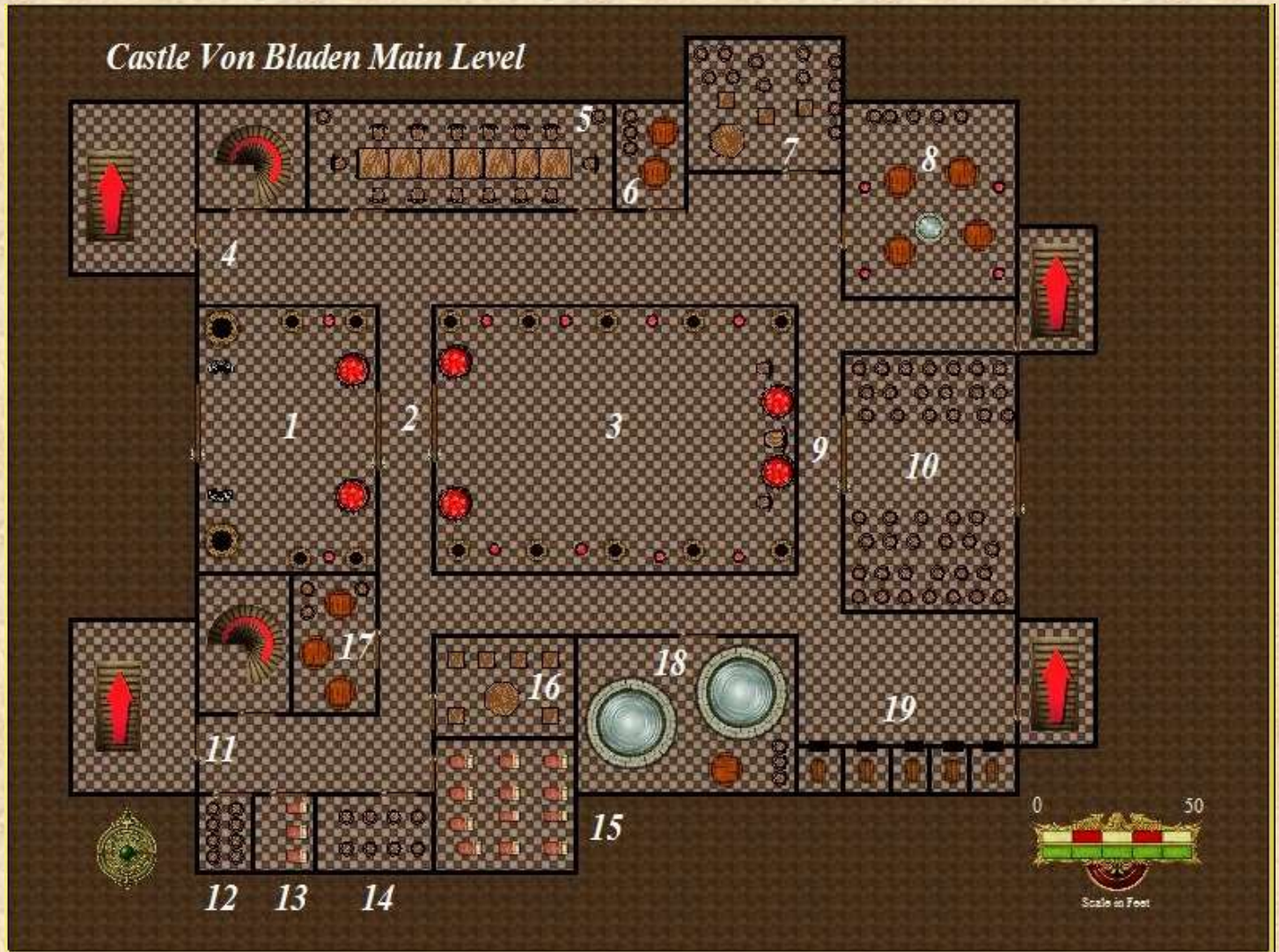


MAP OF GOTHMAR PRISON



MAPS OF CASTLE VON BLADEN

Main Level



Dungeon Level



Tower Level

Castle Von Bladen Tower Level



MAP OF THE CONTINENT OF MYRR



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

