

L1

Classic Adventures  
Module Conversion



# The Secret of Bone Hill

Conversion By Thom Bryson

For Character Levels 2-4



## Classic Modules Today

A D&D 5<sup>th</sup> Edition Conversion of the Early Edition Module



# L1 THE SECRET OF BONE HILL

## CONVERSION GUIDE

### Introduction:

Danger lurks in the Lendore Isles. Bands of evil creatures prowl the hills overlooking the town of Restenford, seeking unwary victims. Now you have come to this sleepy little village looking for adventure and excitement. You seek to fathom the unexplored reaches of Bone Hill and unlock the mysteries of Restenford.

This module contains complete information on the town of Restenford and the lands surrounding it. Included herein are encounter tables, background information, and numerous maps of the town, the surrounding areas, a dungeon, and various points of interest. This module may be incorporated into an existing campaign or used in conjunction with THE WORLD OF GREYHAWK Fantasy World Setting

*A 20+ hour adventure for 2nd – 4<sup>th</sup> level characters*

BY THOM BRYSON



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*The Secret of Bone Hill was written by Len Lakofka and published by TSR in 1981 as a thirty two-page booklet with an outer folder, and a cover illustration by Bill Willingham. This adventure is continued in L2: The Assassin's Knot, and L3: Deep Dwarven Delve.*

## Introduction

To use this conversion guide you will need a copy of "L1 The Secret of Bone Hill", originally available in hard-copy and now for sale in Digital format at [www.dndclassics.com](http://www.dndclassics.com).

This document gives GMs advice to convert the module to the latest 5<sup>th</sup> Edition rules and guidance on preparing the adventure. A list of random encounter. Most creatures refer to stat blocks in the D&D 5e Monster Manual or Volo's Guide to Monsters. Unique NPCs, have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), VGtM (Volo's Guide to Monsters) and DMG (Dungeon Master Guide). Magic items are noted in *italics*.

Find more information about this and other early edition conversions at [www.classicmodulestoday.com](http://www.classicmodulestoday.com).

## Reference Sheet

For convenience, there is a Reference Sheet at the end of this document, which summarizes the key information you will need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you will need to run the game is the original module, the Monster Manual, Volo's Guide to Monsters, the Reference Sheet, and optionally any notes or visuals you have prepared.

## Adventure Summary

The adventures in this module take place in or near the town of Restenford, a fishing port on the Isle of Lendore's southernmost peninsula. The entire island is not depicted in the maps in this module, but all pertinent features are detailed. Lendore Isle is covered with vegetation of all kinds

and enjoys a mild climate, varying from semi-tropical warmth in the north (heated by the prevailing warm-water currents) to a more temperate and seasonal south. The island, as are all the Spindrift chain, is populated by scattered communities of humans, demi-humans, and humanoids.

## Converting to your campaign

If your campaign is located in the Realms, I recommend placing the Island of Lendore on one of the Islands just south of the Velen peninsula to the west of Tethyr.

In the world of Greyhawk, The islands are just off the eastern coast of the great kingdom.

## GM Notes

Special rules and tactics to brush up on prior to the game:

- This adventure has many magic items and the party has many opportunities buy and sell magic items. I recommend using the Sane Magic Item Prices guide put together by Saidoro. The pdf and discussion can be found at [www.reddit.com/r/dndnext](http://www.reddit.com/r/dndnext).
- Spell casting services: Various NPCs in this adventure will offer spell-casting services for a nominal fee. I have supplied a cost list of common spells below.

Spell	Cost to cast
Cure wounds (1st level)	10 gp
Identify	20 gp
Lesser restoration	40 gp
Prayer of healing (2nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
Divination	210 gp
Greater restoration	450 gp
Raise dead	1,250 gp

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## Magic Items & Treasure

### Key to Dweomer Forest: Church of the Big Gamble

**Faldelac:** Bracers of Defense, Ring of free action, Ring of spell turning, Amulet of inescapable location (See Special Items), staff of striking.

**Auburn:** Leather armor +1, Shield +2, Mace +2

**Quail:** Chain shirt +1

**Telmar:** Quarterstaff +1

**Temple treasure room:** Coins (405 pp, 1304 gp, 880 ep, 2309 sp), Gems (4 x 50gp, 6 x 75gp, 8 x 100gp, 9 x 250gp, 3 x 500gp, 2 x 1000gp)

### Key to Bald Hill: Cave of the Thieves

**Krellus:** Chain mail +1, Shield +1, Flail +1, Girdle of Ogre Power (See Special Items), Coins (2-40gp, 3-30ep), Gems (1 x 500gp).

**Gorharg:** Leather armor +1, short sword +1, dagger +1

**Orcs:** Coins (2-40gp).

**Krellus' Room:** Coins (18pp, 104gp, 134ep, 1350sp), Gems (4 x 100gp, 2 x 200gp), Short word +1, Scroll of dimension door, Potion of gaseous form.

### Key to Guardian Peak, Lark Hill, High Top, Low Point, Reddy Forest:

**Tolvar:** Bracers of Defense, Ring of Protection, Coins (110ep).

**Locinda:** Rapier +1, Coins (32gp).

**Martin:** Longsword +1, Coins (1pp, 13ep).

**Volcifar:** Ring of Protection, Sling of Seeking (See Special Items), Dagger of Venom, Ring of Spell Storing (currently storing: Dispel Magic), which also acts as a ring of undetectable alignment (See Special Items) Coins (84pp, 10gp).

### Key to Pebble Hills, Tri-Top, Kelman Woods, Spring Glade: Gnoll Lair

**Gnoll Leader:** Brooch of Shielding, Coins (22pp, 170gp, 310sp), Gems (4 x 500gp, 3 x 100gp, 2 x 250gp).

**Male Gnolls:** Coins (#1 42gp, #2 42gp, #3 11gp, #4 8gp, #5 39gp, #6 41gp).

**Female Gnolls:** Coins (#1 20ep, 17gp, #2 30ep, #3 37ep).

**Huts:** #1 31gp, 48ep, 27sp, #2 138ep, #3 26ep, potion of healing, #4 71gp, 38ep, #5 gems(4 x 75gp, 1 x 100gp).

**Ogre's cave:** Coins (27pp, 280gp, 1340sp), Gems (10 x 50gp), Shield +1, Battle axe +1, 2 x Potion of Healing, Wand of Magic Missile.

### Wolf Pack Lair

**Body #1:** Coins (28gp, 47sp), Ring of Invisibility (Special: only works for one hour, Resets after a long rest).

**Body #2:** Coins (7pp, 8gp), Potion of climbing, and Scale mail armor +1.

**Body #3:** Coins (31gp, 18sp), finely crafted lockpicks (+2 on picking locks).

### Key to Bone Hill and The Dead Forest:

**Ghoulstirges:** Nearby body (6-60gp, 8-80ep, miscellaneous potion, scroll with 1-4 1<sup>st</sup> level and 1 2<sup>nd</sup> level cleric spells.

**Telvar:** Cloak of Protection, Wand of Fear

**Bugbear Shamans:** 2 x Splint mail +1, Coins (#1 125gp, #2 32gp), gems (#2 200gp).

**Adult Male Bugbears:** Coins (1-20gp).

**Adult Female Bugbears:** Coins (1-12gp).

**Young Bugbears:** Coins (2-8ep).

**Zombire:** Coins (20pp), potion of Resistance (Fire).

**Skelter:** Coins (42gp).

### The Castle:

**A. The Tower:** Coins (250gp), Ring of Feather Falling.

**E. Guard Tower:** Horn of Valhalla (Chaotic Evil warriors summoned only, Warriors will attack any non Chaotic Evil individuals including the one summoning the warriors).

**G. Collapsed Wall:** Boots of Elvenkind.

**O. Shaman's Quarters:** Coins (250gp), Ring of Feather Falling.

**P. Shaman's Quarters:** Coins (240gp), Scroll: Spiritual weapon, Bless, Zone of truth, Tongues.

**V. Magician's Bedroom:** Coins (77pp), Gems (7 x 20gp, 3 x 50gp), Scroll: Spiritual weapon, Bless, Zone of truth, Tongues.

**W. Workshop:** Potions

- Greater healing
- Greater healing and drinker will be *Reduced* for 30 minutes
- allows the imbiber to cast Dominate Monster, but can on dominate Hill giants
- Imbiber will be polymorphed (per the polymorph spell) in to the next living thing he or she mentions for the next 24 hours, once polymorphed the imbiber will be in this form for 2d6 days. DC 12 wisdom save to determine if gear melds into the new form
- Growth
- Sweet water (see Special Items)
- Gaseous form mixed with invisibility. Invisibility last for 2 minutes, gaseous form last for 80 minutes
- DC 14 wisdom save to resist drinking the whole potion, Movement is increased to 60ft and age is reduced by 5 years. Must make two DC 18 constitution saves or take 2d10 damage from the opposing effects of speeding up and growing younger.

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Spell book:

1<sup>st</sup> level: Charm person, detect magic, identify, jump, mage armor, magic missile, protect from good/evil, sleep

2<sup>nd</sup> level: arcane lock, darkness, detect thoughts, invisibility, levitate, see invisibility, magic mouth, ray of enfeeblement

3<sup>rd</sup> level: dispel magic, fireball, fly, haste, leomund's tiny hut, feign death

4<sup>th</sup> level: conjure minor elementals, polymorph.

## Basement of The Castle:

**AA. The Ghoul Lair:** Coins (107gp, 83ep), 3 darts +1, shield +1, Potion of clairvoyance.

**AE. Storage Chamber:** Furniture worth 300gp.

**AH. The Temple:** Holy chalice: creates holy water once per day if Create Water is cast on the chalice.

## The Dungeon Level

**BC: Grey Ooze Cave:** Blue Dragon staff (See special items)

**BD: The Statue Room:** Brass helmet with large ruby (1500gp)(See Special Items)

**BE: The Mirror Room:** Mirror of opposition (See Special Items)

**BF: The Winch Room:** Gems (450gp, 650gp), Crystal ball of Hypnosis, Shield +1

**BG: The Spectators' Room:** Coins (11pp, 22gp, 17ep, 44sp), Libram of gainful conjuration (See Special Items), Longsword +1 (Detects magic, once per short or long rest, Purpose to defeat Chaos. Intelligence 12, Wisdom 10, Charisma 15. Communicates via empathy), Scroll with commune, and 2 cure wounds spells.

**BI, BJ, BK: The Wraith Lair:** Coins (35pp, 135gp, 820sp, 8200cp), Necklace of black pearls (2000gp), Battleaxe +1, Shield +2, Ring of elemental command (Air)

**BQ: The Study:** Silver pitcher (1250gp, Produces Water, tea or wine 3 times per day, resets at dawn each day), plater (1250gp, Produces food for 4 people once per day, resets at dawn each day) and mug (1250gp, Produces mead, beer or ale 6 times per day, resets at dawn each day)

## Town of Restenford

**The Garrison/Castle:**

**Grellus:** Coins (2d4pp, 2d10ep), Chainmail +1, Shield +1, Longsword: Flame tongue, Ring of shocking grasp (See special items)

**Fairwind:** Coins (2d4pp, 1d10gp), Ring of protection, wand of magic missiles

**Andrella:** Coins (2d20gp, 2d20ep), Spellbook: Enlarge/Reduce, Protection from good/evil, shield, and sleep.

**Gelpas:** Coins (13gp, 20sp, 18cp), Chainmail +1, Longsword +1

**Relkin:** Coins (14gp, 11ep), Longsword +1

**Ashfor:** Coins (14gp)

**Marcus:** Coins (11gp, 14sp)

**Brilman:** Coins (28gp), chainmail +1

**Mark:** Coins (28gp)

**Amos:** Coins (98sp)

**Carlton:** Coins (31sp), Longbow +1

**Weber:** Coins (11gp), 2 arrows +1

**Fraunk:** Coins (11sp)

**Villie:** Coins (51gp), Leather armor +1, Spell book: sleep

**Gevies:** Coins (12ep)

**Relmar:** Coins (8sp)

**Upper Level**

**2. The Barn:** Treat the harness as a medallion of sleep resistance (See Special Items)

**8c: Pelitar's Tower:** Gems (400gp, 450gp, 600gp, 750gp), Crystal ball of mind reading, Dust of sneezing and choking, Spell book:

1<sup>st</sup> Level: Burning hands, Charm person, Enlarge/Reduce, Identify, Magic missile, Sleep, Spider climb

2<sup>nd</sup> Level: Arcane lock, Detect thoughts, Invisibility, Knock, Levitate, Locate object, Shatter, Web

3<sup>rd</sup> Level: Animate dead, Blink, Dispel magic, Glyph of warding, Fly, Lightning bolt, Suggestion

4<sup>th</sup> Level: Dimension door, Fire shield, Ice storm, Polymorph, Stove shape, Wall of fire

5<sup>th</sup> Level: Cone of cold, Conjure elemental, Wall of stone

6<sup>th</sup> Level: Flesh to stone

**10: Dining room:** Silver service set (650gp)

**13: Pantry:** stores worth 100gp

**15: Gelpas' Room:** 7 brass statues (15gp each)

**16: Relkin's Room:** Gems 975gp), Leather armor of missile deflection (See Special Items)

**17, 18: Guest Rooms:** Large flambeau (35gp)

**19a, 19b: Scullion's Rooms:** Coins (2gp, 17sp, 15gp)

**20a, b, c: Servant's Rooms:** Coins (23gp, 17ep)

**21a: Andrella's Bedroom:** Small ivory statue (75gp), woodland scene painting (60gp), silver combs and brushes set (125gp), silk bed clothes (60gp), 20 gowns worth 3d6gp each), silver and jade necklace with matching earrings (400gp), lesser jewelry items (100gp total), Spell book:

Enlarge/Reduce, Protection from good/evil, shield, and sleep

**22a: Fairwind's Bedroom:** silk covering (100gp), wardrobe (200gp), minor jewelry (150gp), scroll with lesser restoration

**23b: Study:** 6 unopened bottles of liquor (16gp, 14gp, 12gp, 8gp, 7gp, 4gp), 40 books worth 500gp, 460 books worth 100gp

**Lower Level**

**5: The Secret Corridor:** Ring of Protection from stone guardians (See special items)

**8: The Treasure Room:** Coins (600gp, 13150sp) Gems (12x50gp, 3x100gp, 3x250gp, 500gp, 1000gp), Ring of Djinni Summoning (the ring has a 25% cumulative chance of the Djinni being set from the ring. The percentage chance resets at the beginning of each week)

**13: The Obelisk Room:** Enchanted Deck of Many Things (See special items)

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**Restenford**

**2: Fletcher:** Longbow +1, 7 arrows +1

**3: Store:** wine totals 675gp, Spell book: charm person, illusory script, tenser's floating disk, feather fall, knock, rope trick, magic mouth, mirror image

**6-7: Distillery and Shop:** Coins (34gp, 88sp, 45ep), stock of



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wine, beer, ale, and mead total 150gp

**10: Smith:** Ring of protection, Beaker of many potions (See Special Items), currently with 18 potions remaining.

**14: Falco's Tavern:** Coins (108gp, 220ep, 4ddgp, 2d10ep, 1d100+50sp, 1d100+100cp), **Falco:** Coins (2d6gp, 3d10sp), Ring of protection, Short sword +1, **Gap:** Coins (1d10gp, 4d10sp)

**16, 17: Abbey of Phaulkon:** Coins (1100gp, 1725sp) Gems (8x100gp, 6x200gp, 4x300gp, 4x500gp)

**Almon:** Coins (48gp), **Hoirag:** Coins (21sp), **Selmo:** Coins (17gp), **Krelar:** (80gp), **Acolytes:** Coins (3d10sp, 5d10sp),

**Qualton:** (Coins 1d100gp) Gems (150gp), Chain mail +1, Mace of Disruption

**18: Guardpost:** Colemack Coins (47gp, 89sp), Platemail +1, Shortsword +1, Prellis Coins (37gp, 45ep), ring of protection, Halco: Coins (23gp)

**19: Inn of the Dying Minotaur:** Coins (112gp, 83ep, 135sp, 130cp)

**20: The Tavern of the West Wind:**

**Zelmar:** Coins (2d10gp), Wand of Magic Missile, Spell book: Charm person, Sleep, Detect magic, Find familiar

**Haki:** Coins (2d10gp), Spell book: Sleep, Find familiar

**21: Pelitar's Home:**

**Pelitar:** Coins (2d20pp) Gems (3x100gp, 10x250gp), Bracer's of Defense, Cloak of Protection, Dagger +1 (Humanoid Bane, See Special Items), Wand of Lightning Bolts, Boots of Levitation

Spell book:

1<sup>st</sup> Level: Burning hands, Charm person, Enlarge/Reduce, Identify, Magic missile, Sleep, Spider climb

2<sup>nd</sup> Level: Arcane lock, Detect thoughts, Invisibility, Knock, Levitate, Locate object, Shatter, Web

3<sup>rd</sup> Level: Animate dead, Blink, Dispel magic, Glyph of warding, Fly, Lightning bolt, Suggestion

4<sup>th</sup> Level: Dimension door, Fire shield, Ice storm, Polymorph, Stove shape, Wall of fire

5<sup>th</sup> Level: Cone of cold, Conjure elemental, Wall of stone

6<sup>th</sup> Level: Flesh to stone

**Abracus:** Coins (18gp, 23sp) Spell book: Charm person, Enlarge/Reduce, Sleep, Spider climb, Invisibility, Web

**Fliban:** Coins (37gp) Gems (75gp), Ring of protection, Spell book: Magic missile, Sleep, Web

**Gristla:** Coins (18gp), Scroll of fireball, Spell book: Charm person, Enlarge/Reduce, Magic missile, Sleep, Detect thoughts, Invisibility, Levitate, Stinking cloud

**22: Felix's Home:** Coins (57gp, 81sp), Chainmail +1, Longsword +1

**23: Warehouse:** Foodstuffs (240gp)

**25: Warehouse:** Fine food (350gp), Aged wines (450gp), hard whiskey (400gp), Rations (125gp), Fine clothing (400gp), Copper mugs, jugs, and cups (170gp), Tapestries (200gp, 250gp, 350gp), Padded leather furniture (600gp)

**26: Guard's Home:** Coins (160ep), Gems (350gp), Studded Leather +1, Ring of free action, Longsword +1, Net of entrapment (See Special Items), Collar of alertness

**30: Bait Shop:** Coins (1d20sp, 170gp, 32ep), Gems (100gp) Bracer's of defense, Spell book: Color spray, Fog cloud, illusory script, Silent image, Invisibility, See invisibility,

Suggestion

**31: Priest's Home:** Coins (48gp), Shield +1, Staff of striking, Mace +1

**32: Burnt Guard Station:**

6. The Living Chamber: Medallion of sleep resistance (See Special Items)

7. The Bedroom: Coins (35gp, 40ep, 40sp)

9. The Game Room: Coins (40cp, 33cp, 11cp, 44cp, 48cp, 15cp)

11. The Hidden Room: Coins (38gp, 18ep, 105sp) Gems (3x25gp, 75gp, 100gp), Boots of elvenkind

12. Secret Room Complex: Potion of greater healing

14. Coins (3gp, 6ep), Gems (25gp)

17. Ring of feather fall

18. Coins (16gp, 18sp), Brooch of shielding

**35: Druid's Home:** Coins (40gp), Gems (3x100gp, 4x150gp, 500gp), Club +1, Ring of spell turning, Cloak of protection, Spell book: Charm person, Sleep

## Special Items

### Amulet of Inescapable Location

*Wondrous item, uncommon (requires attunement)*

This amulet appears to be an amulet of proof against detection and location.

**Curse.** This amulet is cursed, a fact that is revealed only when an identify spell is cast on the amulet or you attune to it. Attuning to the amulet curses you until you are targeted by the remove curse spell or similar magic: removing the amulet fails to end the curse. While cursed you have disadvantage to all saves against divination spells

### Beaker of many potions

*Wondrous item, uncommon (requires attunement)*

The beaker produces one each of the following potions once per week until a total of 40 potions have been produced: Longevity, Polymorph, and Speed.

### Blue Dragon Staff

*Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)*

Close inspection of the staff will show a finely carved dragon head. It is the head of a blue dragon, but since all paint is eaten away the color is not obvious and the players, unless they have previously encountered blue dragons, will not be able to recognize the exact species.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: Dancing lights (free), Light (free), Chromatic orb: Lighting only (1 charge), Lightning Bolt (3 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

### Brass Helmet of Good:

*Wondrous item, very rare (requires attunement by a good aligned bard, cleric, paladin, or ranger)*

The helm will grant the wearing the ability to cast True seeing three times a day for up to 3 rounds per use. The helm can't be used again in this way until the dawn.

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However, the character is then -2 on all saves versus attacks on the mind, including enchantment and illusion spells.

Removing the helm negates its power for one full week.

Non-good bards/clerics/paladins/rangers wearing the helm will often see hallucinations; especially inexplicable colored auras around living figures (make a DC 13 wisdom saving throw once per hour). The visions are never harmful, but can trick or mislead a wearer.

## **Collar of Alertness:**

*Wondrous item, uncommon (can only be used by creatures with an intelligence of 3 or lower)*

Wearer is immune to sleep spells

## **Enchanted Deck of Many Things:**

*Wondrous Item, Legendary*

Anyone seeing the deck must make a DC 19 wisdom save or immediately shuffle the deck and then draw a card, if more than one person fails the save, one person will shuffle the deck and each person failing will draw a card. If the deck is removed from the room, it will disappear in 10 minutes

## **Girdle of Ogre Power:**

*Wondrous Item, uncommon (require attunement)*

Your strength is 19 while you wear this Girdle. It has no effect on you if your Strength is 19 or higher without them.

## **Leather Armor of Missile Defection:**

*Armor, uncommon (requires attunement)*

Ranged attacks against the wearer of this magic armor are made with disadvantage

## **Libram of Gainful Conjuration:**

*Wondrous Item, Legendary (requires attunement by a Bard, Eldritch Knight, Arcane Trickster, Sorcerer, Warlock, or Wizard)*

This mystic book contains much arcane knowledge for arcane casters of neutral, chaotic neutral, and lawful neutral alignment. If a character spends a full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the mid-point of the next higher level. When this occurs, the libram disappears—totally gone—and that character can never benefit again from reading such a work.

Any non-neutral wizard reading so much as a line of the libram suffers 5d8 points of damage, falls unconscious for a like number of hours, and must seek a priest in order to atone and regain the ability to progress in experience (until doing so, he gains no further experience).

Any spell caster not on the list to use this item perusing the work must roll a DC 19 Wisdom saving throw in order to avoid indefinite madness, Roll randomly on the indefinite madness table on page 260 of the DMG. Characters who suffer this madness can be cured by the usual means

## **Medallion of Sleep Resistance:**

*Wondrous item, uncommon (requires attunement)*

Wearer is immune to sleep spells

## **Mirror of Opposition:**

*Wondrous item, legendary*

A character will be drawn into the mirror upon seeing his or her reflection. This person will then materialize on a flat plane with an endless horizon in all directions.

Opposite the character, at a distance of 40 to 240 feet

(4d6 x 10), is an exact duplicate of him/herself. The duplicate is complete in every way including magic items, spells (only those currently memorized or granted and still unused), weapons, armor, etc. Its hit points are equal to the character's current hit points.

The DM must play the duplicate and melee will begin at once. Note that the DM cannot use items unknown to the player. Any fair random method of trying to use an unknown item is allowed. The real player will find that any spell that transports the character will not release him or her but the spell will be used up. Other party members are powerless to help unless they, too, go into the mirror, but then this process will form duplicates of them as well. If multiple characters go into the mirror either the duplicates or the originals may gang up on the survivors. Once all characters or duplicates are destroyed the magic ends.

A dead character is lost forever unless someone goes into the particular mirror, defeats his or her own double, and brings back the body for a raise dead spell or other resurrection-type magic. The recovery must be done within one day or the real body and all items are lost.

Each item lost in the mirror must make a DC 15 wisdom save or be destroyed, use the wisdom save for the character that was lost in the mirror. If they successfully save they are teleported elsewhere in the Prime Material Plane for others to find. Artifacts and legendary items are always teleported, as are intelligent weapons. Breaking the mirror while the melee is in progress kills all characters inside forever even if they had won.

The mirror has an AC 15 with 15 hit points

## **Net of Entrapment:**

*Wondrous item, uncommon (requires attunement)*

This magical rope net is near unbreakable. It has an AC of 25 with 100 hit points, or requiring a DC 30 strength to break it.

The net covers an area of 10 square feet with a range 60 feet. Each creature within the area affect must make a successful dexterity DC 15 saving throw to avoid being restrained.

It can be suspended from a ceiling (or generally overhead) or laid upon a flat surface. As an action, it can be commanded to restrain any creature with its area. The net stretches to be able to restrain creatures of up to large size. Its owner can command it to loosen as an action.

## **Potion of Polymorph:**

Potion, uncommon

When you drink this potion, you gain the effect of the polymorph spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold a black tar like liquid.

## **Potion of Sweetwater:**

Potion, common

This liquid is not actually a potion to be drunk (though it tastes good). Sweetwater can be added to other liquids in order to change them to pure, drinkable water.

It will neutralize poison and ruin magical potions. The contents of a single container will change up to 100,000

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cubic feet of polluted, salt, or alkaline water to fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the liquid may be re-contaminated after an initial period of 5d4 rounds.

## **Ring of Protection from Stone Guardians:**

*Ring, rare*

Stone Guardians will not attack the wearer of this ring or any persons within 10' of the wear of the ring. Each ring is attuned to particular Stone Guardian or particular group of Stone Guardians.

## **Ring of Shocking Grasp:**

*Ring, rare (requires attunement)*

This ordinary-seeming ring radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment, capable of inflicting damage on an opponent. This ring has 3 charges. While holding it, you can use an action and expend 1 charge. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 3d8 lightning damage, and it can't take reactions until the start of its next turn.

The ring regains 1d3 expended charges daily at dawn. If you expend the ring's last charge, roll a d20.

On a 1, the ring crumbles into ashes and is destroyed.

## **Ring of Undetectable Alignment:**

*Ring, very rare (requires attunement)*

This ring conceals the alignment of a creature from all forms of divination.

## **Sling of Seeking:**

*Weapon, uncommon (requires attunement)*

Attacks made with this sling have advantage to hit. Even though this is a magic weapon, the attacks are considered non-magical in regards to damage resistance.

## **Bane Weapon:**

*Weapon, uncommon (requires attunement)*

You have a +1 bonus to attack and damage rolls made with this magic weapon.

A bane weapon excels at attacking one type or creature. Against its designated foe, its enhancement bonus is +2. It deals an extra 1d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

## Traps & Encounters

### **Key to Dweomer Forest: Church of the Big Gamble**

**Temple storeroom:** Glyph of warding (DC 14)

See spell casting cost under GM NOTES

### **Key to Bald Hill: Cave of the Thieves**

DC 18 perception roll to find stash in the Bald hill lair.

Iron reinforced doors: DC 19, Hit points 27 (5d10)

Poison needle trap (DMG pg 123)

### **Key to Bone Hill and The Dead Forest: The Castle:**

#### **A. The Tower:**

DC 14 Dexterity (acrobatics) roll to avoid breaking the floor, DC 14 dexterity save to avoid falling through floor. Falling through any given floor will cause 2d6 damage and requires the character to make a second dexterity save for the next floor to fall through.

Per each falling character there is a 70% chance for 1d4 additional falling to stones to strike any falling characters for 1d6 damage per stone.

DC 14 strength (athletics) to jump up from one staircase to another.

**C. Siege Tower:** DC 17 Wisdom (perception) to spot the secret door hidden under the towers rubble.

**I. Castle Hall:** DC 23 Strength check to open the outer double door.

**L. Armory:** The reinforced door with Arcane lock DC is 30 break.

**P. Shaman's Quarters:** The chest is not locked, but tampering with the chest will activate the glyph of warding. Glyph of warding DC is 13

**S. Dining room:** DC 21 Strength check to open the door leading to room M

**V. Magician's Bedroom:** Arcane Lock DC is 25, DC 19 strength check to open the windows.

**W. Workshop:** Arcane Lock DC is 25. Mixing potions: See DMG Pg 140 Potion Miscibility. To find the false back of the writing desk is a DC 17 Wisdom (Perception) roll.

**Z. Observatory:** DC 21 strength to open the trap door from the outside.

### **The Basement:**

**AH. The Temple:** The illusion of the fire giant is a major image with a spell DC of 14. If the major image is believed, it will throw the hammer with a +9 to hit doing 2d8+6 bludgeoning damage. The statue has an AC of 12 and 100 hit point. It is vulnerable to bludgeoning damage. Award 1200 xp for defeating the statue, either by seeing through the illusion or destroying the statue

**AI. Passage:** 10 % chance for the wraith to be here at night.

### **The Dungeon Level**

**BA. Tunnel:** DC 25 strength to break the from the ladder side. DC 14 Dexterity (acrobatics) check to avoid being knocked



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off the ladder.

**BC: Grey Ooze Cave:** Anyone larger than size small has disadvantage while fighting in the narrow tunnel

**BD: The Statue Room:** DC 20 Strength check to lift the portcullis. The statue attacks with a +12 to hit doing 2d8+6 slashing damage. The statue has an AC of 12 and 100 hit points. Award 1200 xp for destroying the statue, or by restoring the statue back to its original home.

**BE: The Mirror Room:** Award 1200 xp to the survivors for encountering the mirror no matter the outcome. Award experience for defeating a character duplicate as if they fought a character of approximate level.

**BF: The Winch Room:** The wench gives a +10 to attempts to open the portcullis to the statue room

**BH. The Corridor:** DC 20 wisdom (perception) to notice the secret door

**BI, BJ, BK: The Wraith Lair:** Undead summoned to help the wraith will arrive in 1d8 rounds per group of undead.

**BL, BM, BN and BO:** Anyone taking damage by fire in this area has resistance to the damage

**BP. The Mystery Light:** Any entering the room must make a DC 16 Wisdom save or walk immediately to room BQ and enter it.

**BQ: The Study:** DC 16 to break the charm with dispel magic. Remove curse will immediately remove the curse from the chained skeleton. The person casting the remove sure will be granted a benign wish that must be used immediately and cannot consult other players regarding the wish. Give the character no more than 5 minutes in real time to decide on the wish.

## Town of Restenford

**The Garrison/Castle:**

**Upper Level**

**1. Gateway:** The gates is a DC 25 strength to break and have 250 hit points.

**8: Pelitar's Tower:**

**8b: The firetrap** is a DC 17 Dexterity save Glyph of warding doing 7d8 fire damage

**8c: Trapdoor** is Arcane locked with a DC 30 to open it. If the trap door is opened for more than 1 round it will trigger a trap. The first person to enter will be safe, anyone entering afterward the round will set off a collapsing roof trap (DMG pg 122). To spot the secret compartment with the spell book requires a DC 22 Intelligence (Investigation) check. The crystal ball is protected by a poisonous gas cloud filling a 10ft radius around the crystal ball. DC 15 constitution save to avoid taking 10d10 poison damage. If the save is made each person will take half this much. DC 15 Intelligence (investigation) check to notice the trap. DC 20 Dexterity (Thieves tools) to remove it.

**10: Dining room:** the cabinet is locked with Arcane lock DC 30 to open.

**11: Throne Room:** The shield spell protecting the dais is has a permanent duration as long as someone sits in on the dais.

**15: Gelpas' Room:** Chest is not trapped and takes a DC 20 Intelligence (thieves' tools) to open

**21a: Andrella's Bedroom:** DC 18 Wisdom perception check to notice the secret door under the rug. It will be noticed automatically if the rug is lifted

**Lower Level**

**1: The North Corridor:** Doors AC 19 with 45 hit points

**2, 3: The Prison Cells:** DC 20 Dexterity (Thieves tools) to open the shackles

**4: The East Corridor:** The trap door to outside of the keep has AC 19 with 45 hit point. DC 8 Wisdom (perception) for guards to notice someone breaking in the door. Two knock spells will also open the door, but much more quietly.

The secret door, DC 20 Wisdom (perception) to spot the door. The door has an AC 19 with 30 hit points. DC 15

Wisdom(perception) to spot the trip mechanism, DC 20 Dexterity (thieves tools) to remove it and a DC 15 Dexterity save to avoid being caught on the closing door or take 6d10 damage, or half this much on a successful save. If taking more than 20 points of damage must roll on the lingering damage table (DMG pg 272)

**5: The Secret Corridor:** DC 20 Wisdom (perception) check to spot the secret compartment hold the ring of protection from stone guardians. Each door in this room is locked but not trapped. A DC 20 Dexterity (Thieves tools) to open the locks.

**7: The Trap Stairs:** DC 20 Wisdom (perception) to spot the trapped step, DC 14 dexterity save or take 2d6 damage from hitting the wall or half this much on a successful save.

**8: The Treasure Room:** DC 18 Intelligence save to spot the illusionary ceiling and only after interacting with the ceiling.

**12: The Empty Room:** DC 17 Wisdom (perception) to spot the pressure sensitive block.

**13: The Obelisk Room:** DC 20 Wisdom (perception) check to noticed the secret compartments

**Restenford**

**3: Store:** A DC 20 Dexterity (Thieves tools) to open the lock to the storage room.

**10: Smith:** A DC 20 Intelligence (investigation) to spot the traps on the locked chest. A separate DC 20 Intelligence (investigation) check to determine the order to unlock the traps. A DC 20 Dexterity (Thieves tools) to disable each trap. If the traps are not disabled, or disabled in the wrong order 3 poison needle traps (DMG pg 123) are active, saving separately for each poisoned needle.

**12: Bowyer:** 25% of his bows will be of exceptional quality and will give a +1 to hit. He currently has 2 exceptional shortbows (40gp) and 1 exceptional longbow (95gp) in stock. Each week there is a 25% chance that a new exceptional bow will be for sale. Equal chance for being either long or short.

**14: Falco's Tavern:** Dart tournament: each person in the

Roll	Points
Less than 5	0
6-10	3
11-15	6
16-20	9
21+	12

tournament get 3 throws for each round. The person with the highest score total from each round wins that round.

A tournament lasts

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for 5 rounds with the player winning the most rounds winning the tournament.

Each throw is scored by making a to hit roll using the players skill with darts and applying each roll to the following chart.

**16, 17: Abbey of Phaulkon:** The secret passage to outside of the keep has AC 19 with 45 hit point. DC 8 Wisdom (perception) for patrolling guards, or priest to notice someone breaking in the door. A knock spell will also open the door, but much more quietly. There is an explosive glyph of warding on the door with a save DC of 16 doing 5d8 thunder damage in a 20' radius. Qualton is suffering from an Indefinite Madness (DMG pg 260)

**20: The Tavern of the West Wind:** Treat the knock out drops as a Torpor poison (DMG pg 258)

**21: Pelitar's Home:** Arcane lock DC 30 on each door though out the house. Glyph of warding: Explosive runes DC 17 for 8d8 cold damage

**25: Warehouse:** To open the warehouse doors there are three locks which each requires a DC 20 Dexterity (Thieves' tools) check and are also wizard locked making the DC a 30. Each lock has a Glyph of warding: Explosive runes DC 17 for 8d8 fire damage

**32: Burnt Guard Station:**

5. The Bedroom: DC 17 Wisdom (Perception) check to spot the secret door.

The Lower Levels (Secret Complex): DC 20 Wisdom (Perception) check to spot the secret doors. The door can only be unlocked by the finding the hidden mechanisms.

6. The Living Chamber: A DC 20 Dexterity (Thieves tools) to open the lock and a DC 20 Dexterity (Thieves tools) to disable the trap on the chest. Anyone using the belt buckle without knowing the trick to opening it must

make a DC 17 Dexterity saving throw or be affected by Carrion Crawler Mucus (MM pg 258)

7. The Bedroom: DC 16 Intelligence (Investigation) check to notice the false bottom.

10. The Practice Range: A DC 20 Dexterity (Thieves tools) to open the lock on the door. The door is weak and easily broken AC 13 and 8 hit point.

11. The Hidden Room: The chest is unlocked

12. Secret Room Complex: Potion of greater healing

17. Ring of feather fall

18. DC 12 Intelligence (Investigation) check to find the treasure in the bedding. DC 18 Wisdom (Perception) to spot the hidden entrance from the outside.

**35: Druid's Home:** The Fountain:

Upon command it will produce food and water for up to 12 persons for one week, once per day.

Upon command it can view other druid places of worship. Those known to Almax can be specifically called forth. Upon seeing the location the Fountain can teleport up to six persons as they step into the waters. Each such figure must be touched by the druid who calls forth the image in the pool. This teleportation can be two-way if a druid at the other end has any type of pool or fountain and is gazing into it when contact is established. Thus the Fountain can be used as a means of gaining and giving information over long distances. Almax frequently looks into the Fountain at high noon. He usually charges 50 gp per level for each person being transported.

Upon command, the Fountain can bestow a cure light wounds on those who bathe in the waters for not less than one hour. Up to 12 cures can be made per day in this way. Almax will charge 50 gp per person using the pool in this way.

## Random Encounters

### The Dead Forest

Roll 1d6

- 1-3 2d6 Skeletons (MM pg 272 (50 xp) )
- 4-5 2d4 Animal skeletons (See Special Creatures)
- 6 2d4 Ghoulstirges (See Special Creatures)

### Bone Hill above 2500ft at night

Roll 1d6

- 1 1 Giant Wasp (MM pg 329 (100 xp) )
- 2 1 Giant scorpion (MM pg 327 (700 xp) )
- 3 1d3 Giant centipedes (MM pg 323 (50 xp) )
- 4 1d3 poisonous snakes (MM pg 333 (25 xp) )
- 5-6 1d4 Ghoulstirges (See Special Creatures)

### Bone Hill The Dungeon Level

Roll 1d10

- 1-2 Scurrying: DC 14 Wisdom (perception) to notice the noise from 1d4 rats
- 3-4 Whistling
- 5-7 Moaning/Screaming: Minor illusion spell DC 13
- 8-9 Squeaking: Rats or 1 giant rat (MM pg 327 (25 xp)
- 10 Loud Whistle and wind. DC 17 Dexterity save to prevent torches from going out. On a failed save exposed fires will be extinguished

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## Monsters

### Key to Dweomer Forest: Church of the Big Gamble

**Faldelac:** Treat as War Priest (VGtM pg 218 (5000 xp))

**Auburn:** Treat as War Priest (VGtM pg 218 (5000 xp))

**Posted:** Treat as Priest (MM pg 348 (450 xp))

**Quail:** Treat as Priest (MM pg 348 (450 xp))

**Telmar:** Treat as Priest (MM pg 348 (450 xp))

### Key to Bald Hill: Cave of the Thieves

**Krellus:** (See Special Creatures)

**Gorharg:** (See Special Creatures)

**Orcs:** (MM pg 246 (100 xp))

### Key to Guardian Peak, Lark Hill, High Top, Low Point, Reddy Forest:

**Tolvar:** (See Special Creatures)

**Locinda:** (See Special Creatures)

**Martin:** (See Special Creatures)

**Volcifar:** (See Special Creatures)

### Key to Pebble Hills, Tri-Top, Kelman Woods, Spring Glade: Gnoll Lair

**Gnoll Leader:** Ogre (MM pg 237 (450 xp))

**Male Gnolls:** (MM pg 163 (100 xp))

**Female Gnolls:** Treat as Male Gnoll but with 9 hit points (MM pg 163 (100 xp))

**Wolf:** (MM pg 341 (50 xp))

**Worg:** (MM pg 341 (100 xp))

**Dire Wolf:** (MM pg 321 (200 xp))

### Key to Bone Hill and The Dead Forest:

**Skeleton (Normal):** (MM pg 272 (50 xp))

**Skeleton (Animal):** Treat as Skeletons with 4 hit points and doing 1d4+2 piercing damage with claw attacks (MM pg 272 (50 xp))

**Giant Scorpion:** (MM pg 327 (700 xp))

**Giant Centipede:** (MM pg 323 (50 xp))

**Poisonous Viper:** Poisonous Snake (MM pg 334 (25 xp))

**Zombie:** (MM pg 316 (50 xp))

**Ghoulstirges:** (See Special Creatures)

### The Castle:

**Telvar:** (See Special Creatures)

**Bugbear Shamans:** (See Special Creatures)

**Adult Male Bugbears:** (MM pg 33 (200 xp))

**Adult Female Bugbears:** Treat as male Bugbears with 14 hit points (MM pg 33 (200 xp))

**Young Bugbears:** Treat as Goblins (MM pg 166 (50 xp))

**Zombire:** (See Special Creatures)

**Skelter:** (See Special Creatures)

**H. The Catapult: Hill Giant Skeleton:** Use Minotaur Skeleton without Charge or Gore actions (MM pg 273 (450 xp))

### Basement of The Castle:

**AA. The Ghoul Lair:** Ghoul (MM pg 148 (200 xp)), Ghast (MM pg 148 (450 xp))

**AF, AG. The Wraith Lair:** Wraith (MM pg 302 (1800 xp))

### The Dungeon Level

**BC. Cavern:** Grey Ooze (MM pg 243 (100 xp))

**BD. The Statue Room:** Stone Guardian (See Special Creatures)

**BE. The Winch Room:** Gelatinous Cube (MM pg 242 (450 xp))

**BG. The Spectator's Room:** Spectator (MM pg 30 (700 xp))

**BI, BJ, BK. The Wraith Lair:** Wraith (MM pg 302 (1800 xp))

**BL, BM, BN, BO. The Lair of Undead:** Skeleton (MM pg 272 (50 xp)), Zombie (MM pg 316 (50 xp)), Zombire (See Special Creatures), Skelter (See Special Creatures)

### Town of Restenford

#### The Garrison/Castle:

**Grellus:** (See Special Creatures)

**Fairwind:** (See Special Creatures)

**Andrella:** (See Special Creatures)

**Gelpas:** (See Special Creatures)

**Relkin:** (See Special Creatures)

**Ashfor:** Treat as Restenford Town Guard (See Special Creatures)

**Marcus:** Treat as Restenford Town Guard (See Special Creatures)

**Brilman:** Treat as Restenford Town Guard with AC 17 (See Special Creatures)

**Mark:** Treat as Restenford Town Guard (See Special Creatures)

**Amos:** Treat as Restenford Town Guard (See Special Creatures)

**Carlton:** Treat as Restenford Town Guard with magic Longbow + 4 to hit, 6 (1d8 +2) piercing damage (See Special Creatures)

**Weber:** Treat as Restenford Town Guard with 2 magic arrows +1 (See Special Creatures)

**Fraunk:** Treat as Restenford Town Guard (See Special Creatures)

**Villie:** (See Special Creatures)

**Servants:** Commoner (MM pg 343 (10 xp))



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## Upper Level

**2. The Barn:** Riding Horse (MM pg 335 (50 xp)), Warhorse (MM pg 339 (100 xp))

**8a: Pelitar's Tower:** Skeleton (MM pg 272 (50 xp))

## Lower Level

**6: The Guardian's Room: Stone Guardian** (See Special Creatures)

**8: The Treasure Room: Djinni** (MM pg 144 (7,200 xp))

**9: The Corridor Sentry: Stone Guardian** (See Special Creatures)

**11: The Stone Guardian: Stone Guardian** (See Special Creatures)

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### 2: Fletcher:

**Pelo** Treat as Restenford Town Guard with magic Longbow +4 to hit, 6 (1d8 +2) piercing damage (See Special Creatures)

### 3: Store:

**Pheldman** treat as Novice Wizard (See Special Creatures)

**Yelda**, treat as Apprentice Wizard (VGtM pg 209 (50 xp))

### 6-7: Distillery and Shop:

**Felcar** and **Reswald** Treat as Aspirant Druid (See Special Creatures)

### 8. Armorer:

**Alton** Treat as Berserker (MM pg 344 (450 xp))

### 9. Cobbler:

**Tello** Treat as Acolyte (MM pg 342 (50 xp))

### 10: Smith:

**Smythe** Treat as Spy with AC 13 (MM pg 349 (200 xp))

### 12. Bowyer:

**Perk** Treat as Restenford Town Guard (See Special Creatures)

### 14: Falco's Tavern:

**Falco** Treat as Restenford Town Guard (See Special Creatures)

**Gap** Commoner (MM pg 343 (10 xp))

### 16, 17: Abbey of Phaulkon:

**Almon:** Treat as Priest (MM pg 348 (450 xp))

**Hoirag:** Treat as Priest (MM pg 348 (450 xp))

**Selmo:** Treat as Acolyte (MM pg 342 (50 xp))

**Krelar:** (See Special Creatures)

**Acolytes** Treat as Acolyte (MM pg 342 (50 xp))

**Qualton:** (See Special Creatures)

### 18: Guardpost:

**Colemack** Treat as Restenford Town Guard with AC17 and

with shortsword +4 to hit and 1d6 +2 piercing damage (See Special Creatures)

**Prellis** Treat as Restenford Town Guard with AC 17 (See Special Creatures)

**Halco** Treat as Restenford Town Guard (See Special Creatures)

### 19: Inn of the Dying Minotaur:

**Geilcuff** Treat as Commoner (MM pg 343 (10 xp))

### 20: The Tavern of the West Wind:

**Zelmar:** Treat as Novice Wizard (See Special Creatures)

**Haki:** Treat as Apprentice Wizard (VGtM pg 209 (50 xp))

### 21: Pelitar's Home:

**Pelitar:** (See Special Creatures)

**Abracus:** Treat as Novice Wizard (See Special Creatures)

**Fliban:** Treat as Novice Wizard (See Special Creatures)

**Gristla:** Treat as Novice Wizard (See Special Creatures)

### 22: Felix's Home:

**Felix:** (See Special Creatures)

### 26: Guard's Home:

**Welcar:** (See Special Creatures), War dogs Treat as Mastiff (MM pg 332 (25 xp))

### 30: Bait Shop:

**Zahrdahl:** (See Special Creatures)

### 31: Priest's Home:

**Yalta:** (See Special Creatures)

### 32: Burnt Guard Station:

6. The Living Chamber: Skelton (MM pg 272 (50 xp))

8. Kitchen and Pantry: Ghoul (MM pg 148 (200 xp)),  
Zombie (MM pg 316 (50 xp))

9. The Game Room: Skelton (MM pg 272 (50 xp)), Ghoul  
(MM pg 148 (200 xp))

14. The major rat den: Rat (MM pg 335 (10 xp))

16. Rat (MM pg 335 (10 xp))

17. Rat (MM pg 335 (10 xp))

18. Rat (MM pg 335 (10 xp))

### 35: Druid's Home:

**Almax:** (See Special Creatures)

**Amos:** (See Special Creatures)

**Felwin:** (See Special Creatures)

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## Special Creatures

### NPCs

#### Andrella

*Medium human, lawful neutral*

**Armor Class** 14 (mage armor)

**Hit Points** 11 (2d8+2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	16 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11

**Languages** Any four languages

**Challenge** 2 (450 XP)

**Spellcasting.** Andrella is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): light, mend, shocking grasp  
1<sup>st</sup> level (3 slots): detect magic, disguise self, mage armor, shield, sleep

#### Actions

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

#### Aspirant Druid

*Medium Humanoid (any race), any alignment*

**Armor Class** 13 (hide armor)

**Hit Points** 13 (2d8+4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	12 (+1)	14 (+2)	11 (+0)

**Saving Throws** Int +3, Wis +4

**Skills** Medicine +4, Nature +3, Perception +3

**Senses** passive Perception 13

**Languages** Druidic plus any two languages

**Challenge** 1/2 (50 XP)

**Spellcasting.** The Aspirant Druid is a 2th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following Druid spells prepared:

Cantrips (at will): Druid craft, produce flame, shillelagh  
1<sup>st</sup> level (4 slots): animal friendship, cure wounds, detect magic, goodberry

#### Actions

**quarterstaff:** Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage or 6 (1d8 +2) bludgeoning damage with shillelagh and two handed.

#### Almax

*Medium Human, Neutral*

**Armor Class** 17 (leather, shield)

**Hit Points** 52 (7d8 +14)

**Speed** 30 ft.

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

**Saving Throws** Int +5, Wis +6

**Skills** Animal handling +6, Arcana +5, Nature +3, Survival +3

**Senses** passive Perception 13

**Languages** Druidic, Common, Sylvan, Draconic, Elvish

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

**Spellcasting.** Almax is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following Druid spells prepared:

Cantrips (at will): Druid craft, produce flame, shillelagh  
1<sup>st</sup> level (4 slots): animal friendship, cure wounds, entangle, thunderwave  
2<sup>nd</sup> level (3 slots): flame blade, lesser restoration, moonbeam  
3<sup>rd</sup> level (3 slots): call lightning, dispel magic  
4<sup>th</sup> level (1 slots): ice storm

#### Actions

**Quarterstaff +1:** Melee Weapon Attack: +7 to hit (+7 to hit with shillelagh), reach 5 ft., one target. Hit: 7 (1d6 +4) bludgeoning damage or 8 (1d8 +4) bludgeoning damage with shillelagh and two handed.

#### Special abilities

**Combat Wild Shape:** Can Wild Shape as bonus action instead of action, while transformed expend a spell slot and gain 1d8 HP per slot level

**Wild Shape:** You can transform into a beast you have seen with CR 2 and no flying speed

**Primal Strike:** Your beast form attacks count as magical

**Researcher:** If you don't know a piece of info you often know where to find it

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## Amos

Medium Human, Neutral

**Armor Class** 16 (leather, shield)

**Hit Points** 21 (3d8 +3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	18 (+4)	17 (+3)

**Saving Throws** Int +4, Wis +6

**Skills** Animal handling +6, Insight +6, Nature +4, Perception +6, Stealth +5, Survival +6

**Senses** Darkvision 60 ft., passive Perception 16

**Languages** Druidic, Common, Sylvan, Draconic, Elvish

**Challenge** 1 (200 XP)

**Spellcasting.** Amos is a 3th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following Druid spells prepared:

Cantrips (at will): Druid craft, produce flame, shillelagh

1<sup>st</sup> level (4 slots): animal friendship, cure wounds, detect magic, faerie fire, speak with animals

2<sup>nd</sup> level (2 slots): heat metal, locate animals or plants, mirror image, misty step

### Actions

**Quarterstaff:** Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6 +0) bludgeoning damage or 8 (1d8 +4) bludgeoning damage with shillelagh and two handed.

### Special abilities

**Wild Shape:** You can transform into a beast you have seen with CR 1/4 and no flying or swimming speed (lasts 1 hour, use twice/rest)

**Druidic:** You can speak Druidic and use it to leave hidden message and automatically spot messages left by others

**Fey Ancestry:** Advantage on charmed saves and immune to sleep magic

**Natural Recovery:** During short rest, recover 2 spell slots less than 6th level

**Rustic Hospitality:** Find a place to rest, hide, or recuperate among commoners

## Fairwind

Medium Human, Lawful Good

**Armor Class** 12 (ring of protection)

**Hit Points** 24 (3d8+3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	12 (+1)	16 (+3)	17 (+3)

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

**Skills** Arcana +3, History +3, Medicine +3, Religion +3

**Senses** passive Perception 13

**Languages** Common, Elvish, Dwarvish, Sylvan

**Challenge** 1 (200 XP)

**Spellcasting.** Yalta is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): light, spare the dying, Thaumaturgy

1<sup>st</sup> level (4 slots): bless, cure wounds, detect magic, guiding bolt, sanctuary

2<sup>nd</sup> level (2 slots): continual flame, hold person, lesser restoration, spiritual weapon

### Actions

**Wand of magic missiles:** 7 charges (3d4+3)

### Special abilities

**Channel Divinity:** Channel divine power using Turn Undead or one of your domain Channel Divinity options

**Channel Divinity:** Preserve Life. Distribute 15 HPs healing among any creatures within 30 ft., each can be restored to at most 1/2 their HP max or Turn Undead. Undead within 30 feet must make a DC 12 Wisdom save or be turned for 1 min. or until damaged

**Disciple of Life:** 1st level or greater healing spells increase healing by 2 + spell's level HPs

## Felix

Medium Human, Chaotic Neutral

**Armor Class** 19 (Chain mail +1, Shield)

**Hit Points** 36 (4d10+8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	13 (+1)	12 (+1)	9 (-1)

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

**Skills** Athletics +6, Insight +3, Perception +3, Persuasion +1

**Senses** passive Perception 13

**Languages** Common, Dwarvish

**Challenge** 2 (450 XP)

### Actions

**Longsword +1:** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 +5) slashing damage.

**Crossbow light:** Ranged Weapon Attack: +2 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 +1) piercing damage.

### Special abilities

**Critical Hits:** 19-20

**Action Surge:** Take an extra action (use once/rest)

**Second Wind:** Regain 1d10 + 4 HPs (use once/rest)

**Protection Fighting Style:** When a creature you can see attacks a target other than you that is within 5 feet of you,



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you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield

**Mercenary Life:** Can recall or find info about mercenary groups and can find mercenary work

## Felwin

*Medium Wood Elf, Chaotic Neutral*

**Armor Class** 17 (mage armor, cloak of protection)

**Hit Points** 14 (2d6+4)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	14 (+2)	13 (+1)	16 (+3)

**Saving Throws** Int +5, Wis +4

**Skills** Arcana +4, History +4, Insight +3, Perception +3, Persuasion +5

**Immunities:** magical-sleep

**Senses** Darkvision 60 ft. passive Perception 13

**Languages** Elvish, Common, Sylvan

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

**Spellcasting.** Felwin is a 2nd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): chill touch, mage hand, prestidigitation  
1<sup>st</sup> level (3 slots): charm person, mage armor, magic missile, sleep

### Actions

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

### Special abilities

**Trance:** Trance 4 hrs. instead of sleep 8

**Arcane Recovery:** When you finish a short rest, regain spell slots totaling no more than 1, and each must be 5th level or lower. (Use once/day)

**Divination Savant:** Time and money to copy an divination spell is halved

**Fey Ancestry:** Advantage on charmed saves and immune to sleep magic

**Mask of the Wild:** Hide when lightly obscured by natural phenomena

**Portent:** Roll 2 d20s after long rest, can replace rolls you or a creature you can see make with these (use once/long rest)

**Position of Privilege:** You are welcome in high society and common folk try to accommodate you

## Krellus

*Medium Half-orc, Chaotic Evil*

**Armor Class** 20 (Chainmail +1, Shield +1)

**Hit Points** 57 (4d10+3d8 +14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	12 (+1)	14 (+2)	8 (-1)
19 (+4)					

**Saving Throws** Str +7, Con +5

**Skills** Athletics +7, Deception +2, intimidation +2, Perception +5, Stealth +4

**Tools:** Playing Cards, Thieves' Tools

**Senses** passive Perception 15

**Languages** Common, Orc

**Challenge** 4 (1.100 XP)

**Spellcasting.** Krellus is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): light, mending, thaumaturgy  
1<sup>st</sup> level (4 slots): bane, charm person, cure wounds, detect magic, disguise self, protection from evil and good  
2<sup>nd</sup> level (2 slots): Hold person, mirror image, pass without trace

### Actions

**Flail +1:** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (1d8 +7) bludgeoning damage.

### Special abilities

**Action Surge:** Take an extra action (use once/rest)

**Second Wind:** Regain 1d10 + 2 HPs (use once/rest)

**Dueling Fighting Style:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

**Blessing of the Trickster:** Give another creature advantage on stealth checks

**Channel Divinity:** Channel divine power using Turn Undead or one of your domain Channel Divinity options. (use once/rest)

**Invoke Duplicity:** Create illusion of yourself for 1 min. or concentration. Move it 30 ft. as a bonus action, cast spells as if in illusion's space, gain advantage on attacks on a creature both you and the illusion are within 5 ft.

**Turn Undead:** Undead within 30 feet must make a DC 13 Wisdom save or be turned for 1 min. or until damaged

**Criminal Contact:** You have a contact into a network of criminals

**Relentless Endurance:** Drop to 1 hp instead of being reduced to 0.

**Savage Attacks:** On critical hit, add additional damage dice roll

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## Krelar

Medium Human, Neutral Good

**Armor Class** 18 (Chainmail, Shield)

**Hit Points** 20 (2d10+1d8 +6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	12 (+1)	17 (+3)	11 (+0)

**Saving Throws** Str +5, Con +3

**Skills** Athletics +5, Insight +5, Intimidation +2, Perception +5

**Senses** passive Perception 15

**Languages** Common

**Challenge** 1 (200 XP)

**Spellcasting.** Krelar is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): light, spare the dying, thaumaturgy  
1<sup>st</sup> level (2 slots): bless, detect magic, cure wounds, fog cloud, guiding bolt, thunderwave

### Actions

**Flail:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 9 (1d8 +5) bludgeoning damage.

**Crossbow, light:** Ranged Weapon Attack: + 4 to hit, range 80 ft. /320 ft., one target. Hit: 6 (1d8 +2) piercing damage.

### Special abilities

**Action Surge:** Take an extra action (use once/rest)

**Second Wind:** Regain 1d10 + 2 HPs (use once/rest)

**Wrath of the Storm:** When a creature within 5 ft. hits you, you deal 2d8 lightning or thunder damage to them (half that on successful DC 13 Dexterity save). (use 3 times/long rest)

**Dueling Fighting Style:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

**Military Rank:** Where recognized, your previous rank provides influence among military

## Gelpas

Medium Human, Neutral Good

**Armor Class** 18 (Chainmail +1, defensive style)

**Hit Points** 30 (5d10 )

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	10 (+0)	12 (+1)	13 (+1)	11 (+0)

**Saving Throws** Str +5, Con +3

**Skills** History +3, Insight +3, Perception +3, Persuasion +2

**Tools:** Dragonchess

**Senses** passive Perception 13

**Languages** Common

**Challenge** 2 (450 XP)

### Actions

**Longsword +1:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 +3) slashing damage.

### Special abilities

**Action Surge:** Take an extra action (use once/rest)

**Second Wind:** Regain 1d10 + 5 HPs (use once/rest)

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

**Defensive Fighting Style:** While you are wearing armor, you gain a +1 bonus to AC.

**Combat Superiority:** When you choose this archetype at 3<sup>rd</sup> level, you learn maneuvers that are fueled by special dice called superiority dice.

### Maneuvers:

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

**Pushing Attack:** Save DC (12) When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

**Trip Attack:** Save DC (12) When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

**Superiority Dice:** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

## Gorharg

Medium Half-orc, Lawful Evil

**Armor Class** 14 (Leather +1)

**Hit Points** 28 (5d8 +5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	17 (+3)	10 (+0)	11 (+0)

**Saving Throws** Dex +5, Int +6

**Skills** Acrobatics +5, Deception +3, intimidation +3, Investigation +6. Persuasion +3, Sleight of hand +8, Stealth +8

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**Tools:** Playing Cards, Thieves' Tools

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

**Languages** Common, Orc

**Challenge** 2 (450 XP)

## Actions

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

**Dagger +1:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 +3) piercing damage.

## Special abilities

**Cunning Action:** Dash, Disengage or Hide

**Uncanny Dodge:** Halve the damage from an attacker you can see that hits you

**Assassinate:** Advantage on attack against creatures that haven't taken a turn yet. Hits against surprised creatures are critical

**Criminal Contact:** You have a contact into a network of criminals

**Relentless Endurance:** Drop to 1 hp instead of being reduced to 0

**Savage Attacks:** On critical hit, add additional damage dice roll

**Sneak Attack:** 3d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

**Thieves' Cant:** Convey secret messages hidden in normal conversation

## Grellus

*Medium Human, Chaotic Good*

**Armor Class** 21(Chainmail +1, Shield +1, defensive style)

**Hit Points** 63 (7d10 +6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	13 (+1)	13 (+1)	12 (+1)

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

**Skills** History +4, Insight +4, Perception +4, Persuasion +4

**Tools:** Dragonchess

**Senses** passive Perception 15

**Languages** Common, Elvish

**Challenge** 4 (1,200 XP)

## Actions

**Flame tongue longsword:** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 +4) slashing damage.

**Ring of Shocking Grasp:** Melee Weapon Attack: +7 to hit, reach 5 ft. one target. Hit: 13 (3d8) lightning damage.

## Special abilities

**Action Surge:** Take an extra action (use once/rest)

**Second Wind:** Regain 1d10 + 7 HPs (use once/rest)

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

**Defensive Fighting Style:** While you are wearing armor, you gain a +1 bonus to AC.

**Improved Critical:** Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

**Remarkable Athlete:** Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

## Locinda

*Medium Half-orc, Chaotic Neutral*

**Armor Class** 15 (Leather, shield)

**Hit Points** 30 (2d10 + 2d8 +5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	17 (+3)	10 (+0)	11 (+0)

**Saving Throws** Str +5, Con +3

**Skills** Acrobatics +4, Athletics +5, Intimidation +1, Perception +3, Stealth +6, Survival +1

**Tools:** Navigator's tools, Water Vehicles, Thieves' Tools

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

**Languages** Common, Orc

**Challenge** 1 (200 XP)

## Actions

**Rapier +1:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d8 +5) piercing damage.

## Special abilities

**Cunning Action:** Dash, Disengage or Hide (use once/turn)

**Second Wind:** Regain 1d10 + 2 HPs (use once/rest)

**Action Surge:** Take an extra action (use once/rest)

**Dueling Fighting Style:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

**Relentless Endurance:** Drop to 1 hp instead of being reduced to 0

**Savage Attacks:** On critical hit, add additional damage dice roll

**Ship's Passage:** You are able to secure free passage on a sailing ship

**Sneak Attack:** 1d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

**Thieves' Cant:** Convey secret messages hidden in normal conversation



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## Novice Wizard

*Medium Humanoid (any race), any alignment*

**Armor Class** 14 (mage armor)

**Hit Points** 27 (5d8+5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	16 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** Any four languages

**Challenge** 2 (450 XP)

**Spellcasting.** The novice wizard is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): firebolt (2d10), light, mage hand, prestidigitation

1<sup>st</sup> level (4 slots): detect magic, identify, mage armor, magic missile, sleep

2<sup>nd</sup> level (3 slots): invisibility, suggestion

3<sup>rd</sup> level (2 slots): fireball

### Actions

**dagger:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

## Martin

*Medium Human, Neutral Good*

**Armor Class** 17 (Breastplate, shield)

**Hit Points** 24 (2d10 +8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	13 (+1)	14 (+2)	11 (+0)

**Saving Throws** Str +5, Dex +3

**Skills** Athletics +5, Nature +3, Perception +4, Stealth +3, Survival +4

**Tools:** Dulcimer

**Senses** passive Perception 14

**Languages** Common, Orc, Goblin

**Challenge** 1 (200 XP)

### Actions

**Long sword +1:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d8 +6) slashing damage.

### Special abilities

**Dueling Fighting Style:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

**Favored Enemy:** You have advantage on survival checks to track orc and bugbear creatures and on INT checks to recall info about them

**Natural Explorer:** Your favored terrain type is forest.

Related to the terrain type: 2X proficiency bonus for INT and WIS checks for which you are proficient, difficult terrain doesn't slow your group, always alert for danger, can move stealthily alone at normal pace, 2x food when foraging, while tracking learn exact number, size, and when they passed through

**Wanderer:** Your memory of maps, geography, settlements, and terrain is excellent. You can find fresh food and water for you and 5 other people

## Pelitar

*Medium Human, Lawful Neutral*

**Armor Class** 18 (mage armor, bracers of defense, cloak of protection)

**Hit Points** 65 (9d6+27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	20 (+5)	13 (+1)	13 (+1)

**Saving Throws** Str +2, Dex +3, Con +4, Int +10, Wis +6, Cha +2

**Skills** Arcana +9, History +9, Insight +5, Investigation, +9

**Senses** Darkvision 60ft., passive Perception 11

**Languages** Common, Elvish, Abyssal, Infernal

**Challenge** 3 (700 XP)

**Spellcasting.** Pelitar is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): Chill touch (2d8), Dancing lights, friends, prestidigitation

1<sup>st</sup> level (4 slots): charm person, mage armor, sleep

2<sup>nd</sup> level (3 slots): detect thoughts, shatter, web

3<sup>rd</sup> level (3 slots): dispel magic, Lightning bolt, remove curse

4<sup>th</sup> level (3 slots): polymorph, wall of fire

5<sup>th</sup> level (1 slot): cone of cold, conjure elemental, teleportation circle

### Actions

**Dagger +1 humanoid bane:** Melee or ranged Weapon Attack: +7 (+8) to hit, reach 5 ft., range 20/60 one target. Hit: 5 (1d4 + 3) (1d4 + 1d6 +4) piercing damage.

**Wand of lightning bolts:** This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its

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charges to cast the lightning bolt spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

## Special abilities

**Cloak of protection:** +1 to AC and +1 on all saving throws. This bonus has already been applied to saves.

**Bracers of defense:** While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

**Boots of levitation:** While you wear these boots, you can use an action to cast the levitate spell on yourself at will.

**Arcane Recovery:** When you finish a short rest, regain spell slots totaling no more than 4, and each must be 5th level or lower. (use once/day, see PHB 115)

**Conjuration Savant:** Time and money to copy an conjuration spell is halved (see PHB 116)

**Minor Conjuration:** Conjure an inanimate object 3 ft per side or less and 15 lbs or less, it radiates dim light to 5 ft. (lasts 1 hour, see PHB 116)

**Researcher:** If you don't know a piece of info you often know where to find it (see PHB 139)

## Qualton

*Medium Human, Neutral Good/Evil*

**Armor Class** 19 (Chainmail +1, Shield)

**Hit Points** 39 (6d8 +6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	13 (+1)	18 (+4)	10 (+0)

**Saving Throws** Wis +7, Cha +3

**Skills** History +4, Insight +7, Nature +4, Persuasion +3, Religion +4

**Senses** passive Perception 13

**Languages** Common, Elvish, Gnoll, Orc

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

**Spellcasting.** Qualton is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): light, poison spray (2d12), sacred flame (2d8), spare the dying, thaumaturgy

1<sup>st</sup> level (4 slots): animal friendship, bane, detect evil and good, inflict wounds, speak with animals

2<sup>nd</sup> level (3 slots): augury, barkskin, blindness/deafness, hold person, silence, spike growth

3<sup>rd</sup> level (3 slots): glyph of warding, plant growth, protection from energy, spirit guardians, wind wall

## Actions

**Mace of Disruption:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d6 +2) bludgeoning damage.

**Crossbow, light:** Ranged Weapon Attack: +4 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d8 +1) piercing damage.

## Special abilities

**Channel Divinity:** Charm Animals and Plants. Charm beasts and plant creatures unless they succeed on a DC 15 Wisdom save (range 30 feet) or Turn Undead. Undead within 30 feet must make a DC 15 Wisdom save or be turned for 1 min. or until damaged (use twice/rest)

**Destroy Undead:** Destroy CR 1/2 or less creatures who fail turn save

**Dampen Elements:** To a creature that takes fire, cold, acid, lightning, or thunder damage, grant resistance to that damage (range 30 feet)

**Shelter the Faithful:** You and your companions can expect free healing at an establishment of your faith

## Relkin

*Medium Human, Chaotic Good*

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

**Hit Points** 21 (3d10 +3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	13 (+1)	12 (+1)	13 (+1)	11 (+0)

**Saving Throws** Str +4, Con +3

**Skills** History +3, Insight +3, Perception +3, Persuasion +2

**Tools:** Card games

**Senses** passive Perception 13

**Languages** Common

**Challenge** 1 (200 XP)

## Actions

**Longsword +1:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d8 +5) slashing damage.

**Crossbow, light:** Ranged Weapon Attack: +2 to hit, range 80 ft./320 ft., one target. Hit: 4 (1d8) piercing damage.

## Special abilities

**Action Surge:** Take an extra action (use once/rest)

**Second Wind:** Regain 1d10 + 5 HPs (use once/rest)

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

**Dueling Fighting Style:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

**Improved Critical:** Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

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## Restenford Town Guard

Medium Humanoid (any race), any alignment

**Armor Class** 16 (Ring mail, Shield)

**Hit Points** 11 (2d8+2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1/8 (25 XP)

### Actions

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

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

## Tolvar

Medium Human, Chaotic Neutral

**Armor Class** 16 (mage armor, ring of protection)

**Hit Points** 14 (3d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	16 (+3)	14 (+2)	11 (+0)

**Saving Throws** Str +2, Dex +3, Con +1, Int +6, Wis +5, Cha +0

**Skills** Arcana +5, History +5, Insight +4, Religion +5

**Senses** passive Perception 12

**Languages** Common, Abyssal, Elvish, Undercommon

**Challenge** 3 (700 XP)

**Spellcasting.** Tolvar is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): Acid splash, light, prestidigitation

1<sup>st</sup> level (4 slots): detect magic, find familiar, identify, mage armor, magic missile, sleep

2<sup>nd</sup> level (2 slots): Arcane lock, Flaming sphere, knock, mirror image

### Actions

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

### Special abilities

**Arcane Recovery:** When you finish a short rest, regain spell slots totaling no more than 2, and each must be 5th level or lower

**Conjuration Savant:** Time and money to copy a conjuration spell is halved

**Minor Conjunction:** Conjure an inanimate object 3 ft per side or less and 15 lbs or less, it radiates dim light to 5 ft. (lasts 1 hour)

**Researcher:** If you don't know a piece of info you often know where to find it

## Telvar

Medium Human, Neutral Evil

**Armor Class** 16 (mage armor, cloak of protection)

**Hit Points** 44 (6d8+18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	16 (+3)	16 (+3)	14 (+2)	11 (+0)

**Saving Throws** Str +0, Dex +3, Con +4, Int +7, Wis +6, Cha +1

**Skills** Arcana +6, Insight +5, Investigation, +6, Persuasion +3

**Tool proficiency:** Alchemist Supplies

**Senses** passive Perception 12

**Languages** Common, Goblin, Infernal

**Challenge** 3 (700 XP)

**Spellcasting.** Telvar is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): light, mage hand, prestidigitation, shocking grasp (2d8)

1<sup>st</sup> level (4 slots): detect magic, mage armor, magic missile, protection from evil and good, sleep

2<sup>nd</sup> level (3 slots): darkness, invisibility

3<sup>rd</sup> level (3 slots): fireball, protection from energy

### Actions

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

**wand of fear:** 7 charges (save DC 15)

### Special abilities

**Cloak of protection:** +1 to AC and +1 on all saving throws. This bonus has already been applied to saves.

## Volcifar

Medium Human, Lawful Evil

**Armor Class** 15 (Leather, shield)

**Hit Points** 30 (2d10 + 2d8 +5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	15 (+2)	17 (+3)	11 (+0)

**Saving Throws** Dex +6, Int +5

**Skills** Acrobatics +5, Deception +4, Perception +5, Persuasion +2, Sleight of hand +5, Stealth +7

**Tools:** Playing cards, Disguise Kit, poisoner's kit, Thieves' Tools



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**Senses** passive Perception 15

**Languages** Common, Orc

**Challenge** 1 (200 XP)

## Actions

**Rapier:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 +3) piercing damage.

**Dagger of Venom:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 +4) piercing damage.

**Sling of Seeking:** Ranged Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 +2) bludgeoning damage, Advantage on attacks.

## Special abilities

**Cunning Action:** Dash, Disengage or Hide (use once/turn)

**Assassinate:** Advantage on attack against creatures that haven't taken a turn yet. Hits against surprised creatures are critical

**Criminal Contact:** You have a contact into a network of criminals

**Sneak Attack:** 2d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

**conversationThieves' Cant:** Convey secret messages hidden in normal conversation

## Welcar "Old Man"

*Medium Human, Chaotic Neutral*

**Armor Class** 16 (Studded leather +1, Defensive fighting)

**Hit Points** 40 (4d10+12)

**Speed** 30 ft.

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

**Saving Throws** Str +5, Con +5

**Skills** Animal handling +4, Athletics +5, Intimidation +3, Perception +4

**Senses** passive Perception 14

**Languages** Common, Dwarvish

**Challenge** 2 (450 XP)

## Actions

**Longsword +1:** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 +5) slashing damage.

**Net of Entrapment:** Area ranged attack, 10' square, DC 15 dexterity save or be restrained, range 60ft.

## Special abilities

**Critical Hits:** 19-20

**Action Surge:** Take an extra action (use once/rest)

**Second Wind:** Regain 1d10 + 4 HPs (use once/rest)

**Defense Fighting Style:** While you are wearing armor, you gain a +1 bonus to AC

**Free Action:** While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can

neither reduce your speed nor cause you to be paralyzed or restrained

**Military Rank:** Where recognized, your previous rank provides influence among military

## Yalta

*Medium Human, Lawful Good*

**Armor Class** 19 (Chain mail, Shield +1)

**Hit Points** 24 (3d8+3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	14 (+2)	14 (+2)	17 (+3)

**Saving Throws** Wis +4, Cha +5

**Skills** Arcana +4, History +4, Medicine +4, Religion +4

**Senses** passive Perception 12

**Languages** Common, Elvish, Dwarvish, Sylvan

**Challenge** 1 (200 XP)

**Spellcasting.** Yalta is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): light, spare the dying, Thaumaturgy  
1<sup>st</sup> level (4 slots): bless, cure wounds, detect magic, guiding bolt, sanctuary

2<sup>nd</sup> level (2 slots): continual flame, hold person, lesser restoration, spiritual weapon

## Actions

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

## Special abilities

**Channel Divinity:** Channel divine power using Turn Undead or one of your domain Channel Divinity options

**Channel Divinity:** Preserve Life. Distribute 15 HPs healing among any creatures within 30 ft., each can be restored to at most 1/2 their HP max or Turn Undead. Undead within 30 feet must make a DC 12 Wisdom save or be turned for 1 min. or until damaged

**Disciple of Life:** 1st level or greater healing spells increase healing by 2 + spell's level HPs

**Researcher:** If you don't know a piece of info you often know where to find it

## Zahrdahl

*Medium Human, Neutral Evil*

**Armor Class** 15 (bracers of defense)

**Hit Points** 23 (3d6 +9)

**Speed** 30 ft.

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

# L1: THE SECRET OF BONE HILL

**Saving Throws** Int +4, Wis +3

**Skills** Arcana +4, Deception +4, Investigation +4, Stealth +5

**Senses** passive Perception 11

**Languages** Common, Abyssal

**Challenge** 1 (200 XP)

**Spellcasting.** Zahr Dahl is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): chill touch, mending, minor illusion, prestidigitation

1<sup>st</sup> level (4 slots): color spray, fog cloud, silent image

2<sup>nd</sup> level (3 slots): invisibility, suggestion

## Actions

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

## Special abilities

**Arcane Recovery:** When you finish a short rest, regain spell slots totaling no more than 2, and each must be 5th level or lower. (use once/day)

**Criminal Contact:** You have a contact into a network of criminals

**Illusion Savant:** Time and money to copy an illusion spell is halved

**Improved Minor Illusion:** Can create a sound and an image with the same casting of minor illusion

## New Monsters

### Animal Skeleton

Animal skeletons are animated small mammals such as hares, squirrels, opossums, rats, foxes, etc. As with normal skeletons, these undead will attack until destroyed or turned.

*Tiny undead, Neutral Evil*

**Armor Class** 12

**Hit Points** 17 (3d8 +6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** Poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** -

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

## Actions

**bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d3 + 2) piercing damage.

### Bugbear Shaman

*Medium humanoid (goblinoid), Chaotic Evil*

**Armor Class** 18 (splintmail +1)

**Hit Points** 44 (8d8 +8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	8 (-1)	15 (+2)	11 (+0)

**Skills** Stealth (+7), Survival (+5)

**Senses** darkvision 60ft., passive Perception 12

**Languages** common, goblin

**Challenge** 2 (700 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Spellcasting.** Bugbear Shaman is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): mending, sacred flame, thaumaturgy

1<sup>st</sup> level (4 slots): command, cure wounds

2<sup>nd</sup> level (2 slots) augury, silence

## Actions

**Morningstar** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) piercing damage.

### Ghoulstirge

This tiny creature looks like a cross between a large bat and a giant mosquito. Its wings are leathery and gray and its skin is drawn tight across its bones.

*Tiny undead, unaligned*

**Armor Class** 14 (natural)

**Hit Points** 14 (3d4 +9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

**Damage Immunities** Poison

**Damage Resistance** cold, fire, lightning

**Condition Immunities** charmed, exhaustion, poisoned

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

**Languages** can understand common, but can't speak

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

## Actions

**Blood Drain:** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the ghoulstirge attaches to the target. While attached, the ghoulstirge doesn't attack. Instead, at the start of each of the ghoulstirge's turns, the target loses 5 (1 d4 + 3) hit points due

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to blood loss. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The Ghoulstirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the ghoulstirge.

## Skelter

The Skelter is the animated remains of a once very evil low-level wizard.

*Medium undead, Neutral Evil*

**Armor Class** 12

**Hit Points** 17 (3d8 +6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	13 (+1)	11 (+0)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** Poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Spellcasting.** Skelter is a 2nd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): chill touch, minor illusion, prestidigitation  
1<sup>st</sup> level (3 slots): shield, sleep

### Actions

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

## Stone Guardian

A stone guardian is a special type of golem-like figure, made of mud and given a heart of stone.

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 68 (8d10 +24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

**Damage Immunities** Poison, psychic, piercing, and slashing from nonmagical weapons

**Damage Resistance** cold, fire, lightning

**Condition Immunities** charmed, exhaustion, frightened,

paralyzed, petrified, poisoned

**Senses** see invisibility, darkvision 60ft, passive Perception 10

**Languages** understands the language of its creator but can't speak

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

### Actions

**Multiattack.** The golem makes two slam attacks.

**Slam.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

### Special abilities

**See Invisibility:** A stone guardian can see invisible creatures and objects as per the See Invisibility spell.

**Body of Mud:** Stone guardians are created from mud and turned to stone. A stone guardian will automatically fail any saving throw from any spell which effects mud, stone or dirt

## Zombire

The zombire is not slow like a zombie but might pretend to be so in order to deceive observers.

*Medium undead, Neutral Evil*

**Armor Class** 10

**Hit Points** 30 (4d8 +12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	14 (+2)	11 (+0)	5 (-3)

**Saving Throws** Wis +2

**Damage Immunities** Poison

**Condition Immunities** poisoned

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

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Spellcasting.** Zombire is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): chill touch, minor illusion, prestidigitation  
1<sup>st</sup> level (3 slots): magic missile, protection from good and evil  
2<sup>nd</sup> level (2 slots): ray of enfeeblement

### Actions

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

### Special abilities

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 +the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombire drops to 1 hit point instead.



# L1: The Secret of Bone Hill

## Random Encounters

### The Dead Forest

#### Roll 1d6

- 1-3 2d6 Skeletons (MM pg 272 (50 xp) )
- 4-5 2d4 Animal skeletons (See Special Creatures)
- 6 2d4 Ghoulstirges (See Special Creatures)

### Bone Hill (above 2500 ft at night)

#### Roll 1d6

- 1 1 Giant Wasp (MM pg 329 (100 xp) )
- 2 1 Giant scorpion (MM pg 327 (700 xp) )
- 3 1d3 Giant centipedes (MM pg 323 (50 xp) )
- 4 1d3 poisonous snakes (MM pg 333 (25 xp) )
- 5-6 1d4 Ghoulstirges (See Special Creatures)

### Bone Hill (The dungeon level)

#### Roll 1d10

- 1-2 Scuffling: DC 14 Wisdom (perception) to notice the noise from 1d4 rats
- 3-4 Whistling
- 5-7 Moaning/Screaming: Minor illusion spell DC 13
- 8- Squeaking: Rats or 1 giant rat (MM pg 327 (25 xp) )
- 9
- 10 Loud Whistle and wind. DC 17 Dexterity save to prevent torches from going out. On a failed save exposed fires will be extinguished

## Magic Items

### Dweomer Forest

**Faldelac:** Bracers of Defense, Ring of free action, Ring of spell turning, Amulet of inescapable location (See Special Items), staff of striking.

**Auburn:** Leather armor +1, Shield +2, Mace +2

**Quail:** Chain shirt +1

**Telmar:** Quarterstaff +1

**Krellus:** Chain mail +1, Shield +1, Flail +1, Girdle of Ogre Power (treat as Gauntlets of Ogre Power, but is a belt)

**Gorharg:** Leather armor +1, short sword +1, dagger +1

**Krellus' Room:** Short word +1, Scroll of dimension door, Potion of gaseous form.

### Guardian Peak, Lark Hill, High Top, Low point, Reddy Forest

**Tolvar:** Bracers of Defense, Ring of Protection

**Locinda:** Rapier +1

**Martin:** Longsword +1

**Volcifar:** Ring of Protection, Sling of Seeking (See Special Items), Dagger of Venom, Ring of Spell Storing (See Special Items)

### Pebble Hill, Tri-top, Kelman

### Woods, Spring Glade

**Gnoll Leader:** Brooch of Shielding

**Huts:**, potion of healing

**Ogre's cave:** Shield +1, Battle axe +1, 2 x Potion of Healing, Wand of Magic Missile.

### Wolf Pack Lair

**Body #1:** Ring of Invisibility (Special: only works for one hour, Resets after a long rest).

**Body #2:** Potion of climbing, and Scale mail armor +1

### Key to Bone Hill and The Dead Forest:

**Ghoulstirges:** miscellaneous potion, scroll with 1-4 1<sup>st</sup> level and 1 2<sup>nd</sup> level cleric spells.

**Telvar:** Cloak of Protection, Wand of Fear

**Bugbear Shamans:** 2 x Splint mail +1

**Zombie:** potion of Resistance (Fire).

### The Castle:

**A. The Tower:** Ring of Feather Falling.

**E. Guard Tower:** Horn of Valhalla (Chaotic Evil warriors summoned only, Warriors will attack any non Chaotic Evil individuals including the one summoning the warriors).

**G. Collapsed Wall:** Boots of Elvenkind.

**O. Shaman's Quarters:** Ring of Feather Falling.

**P. Shaman's Quarters:** Scroll: Spiritual weapon, Bless, Zone of truth, Tongues.

**V. Magician's Bedroom:** Scroll: Spiritual weapon, Bless, Zone of truth, Tongues.

### W. Workshop:

#### Potions

**Greater healing, Greater healing** and drinker will be *Reduced* for 30 minutes allows the imbiber to cast Dominate Monster, but can on dominate Hill giants Imbiber will be polymorphed (per the polymorph spell) in to the next living thing he or she mentions for the next 24 hours, once polymorphed the imbiber will be in this form for 2d6 days. DC 12 wisdom save to determine if gear melds into the new form, **Growth, Sweet water** (see Special Items) **Gaseous form mixed with invisibility.** Invisibility last for 2 minutes, gaseous form last for 80 minutes DC 14 wisdom save to resist drinking the whole potion, Movement is increased to 60ft and age is reduced by 5 years. Must make two DC 18 constitution saves or take 2d10 damage from the opposing effects of speeding up and growing younger.

### Basement of The Castle:

**AA. The Ghoullair:** 3 darts +1, shield +1, Potion of clairvoyance.

**AH. The Temple:** Holy chalice: creates holy water once per day if Create Water is cast on the chalice.

### The Dungeon Level

**BC: Grey Ooze Cave:** Blue Dragon staff (See special items)

**BD: The Statue Room:** Brass helmet with large

ruby (1500gp)(See Special Items)

**BE: The Mirror Room:** Mirror of opposition (See Special Items)

**BF: The Winch Room:** Crystal ball of Hypnosis, Shield +1

**BG: The Spectators' Room:** Libram of gainful conjuration (See Special Items), Longsword +1 (Detects magic, once per short or long rest, Purpose to defeat Chaos. Intelligence 12, Wisdom 10, Charisma 15. Communicates via empathy), Scroll with commune, and 2 cure wounds spells.

**BI, BJ, BK: The Wraith Lair:** Battleaxe +1, Shield +2, Ring of elemental command (Air)

### Town of Restenford The Garrison/Castle:

**Grellus:** Chainmail +1, Shield +1, Longsword: Flame tongue, Ring of shocking grasp (See special items)

**Fairwind:** Ring of protection, wand of magic missiles

**Gelpas:** Chainmail +1, Longsword +1

**Relkin:** Longsword +1

**Brilman:** chainmail +1

**Carlton:** Longbow +1

**Weber:** 2 arrows +1

**Villie:** Leather armor +1, Spell book: sleep

### Upper Level

**2. The Barn:** Treat the harness as a medallion of sleep resistance (See Special Items)

**8c: Pelitar's Tower:** Crystal ball of mind reading, Dust of sneezing and choking,

**16: Relkin's Room:** Leather armor of missile deflection (See Special Items)

**22a: Fairwind's Bedroom:** scroll with lesser restoration

### Lower Level

**5: The Secret Corridor:** Ring of Protection from stone guardians (See special items)

**8: The Treasure Room:** Ring of Djinni Summoning (the ring has a 25% cumulative chance of the Djinni being set from the ring. The percentage chance resets at the beginning of each week)

**13: The Obelisk Room:** Enchanted Deck of Many Things (See special items)

### Restenford

**2: Fletcher:** Longbow +1, 7 arrows +1

**10: Smith:** Ring of protection, Beaker of many potions (See Special Items), currently with 18 potions remaining.

**14: Falco's Tavern: Falco:** Ring of protection, Short sword +1

**Qualton:** (Coins 1d100gp) Gems (150gp), Chain mail +1, Mace of Disruption

**20: The Tavern of the West Wind:**

**Zelmar:** Wand of Magic Missile

**Haki:** Spell book: Sleep, Find familiar

**21: Pelitar's Home:**

**Pelitar:** Bracer's of Defense, Cloak of Protection, Dagger +1 (Humanoid Bane, See Special Items), Wand of Lightning Bolts, Boots of Levitation

**Fliban:** Ring of protection,

**Gristla:** Scroll of fireball,

**22: Felix's Home:** Chainmail +1, Longsword +1  
**26: Guard's Home:** Studded Leather +1, Ring of free action, Longsword +1, Net of entrapment (See Special Items), Collar of alertness  
**30: Bait Shop:** Bracer's of defense, Spell book: Color spray, Fog cloud, illusory script, Silent image, Invisibility, See invisibility, Suggestion  
**31: Priest's Home:** Shield +1, Staff of striking, Mace +1  
**32: Burnt Guard Station:** Medallion of sleep resistance (See Special Items), Boots of elvenkind, Potion of greater healing, Ring of feather fall, Brooch of shielding  
**35: Druid's Home:** Club +1, Ring of spell turning, Cloak of protection

## Traps

### Key to Dweomer Forest:

#### Church of the Big Gamble

**Temple storeroom:** Glyph of warding (DC 14)

#### Key to Bald Hill:

##### Cave of the Thieves

Poison needle trap (DMG pg 123)

### Key to Bone Hill and The Dead Forest:

#### The Castle:

##### A. The Tower:

DC 14 Dexterity (acrobatics) roll to avoid breaking the floor, DC 14 dexterity save to avoid falling through floor. Falling through any given floor will cause 2d6 damage and requires the character to make a second dexterity save for the next floor to fall through.

Per each falling character there is a 70% chance for 1d4 additional falling to stones to strike any falling characters for 1d6 damage per stone. DC 14 strength (athletics) to jump up from one staircase to another.

**P. Shaman's Quarters:** Glyph of warding DC is 13

##### The Basement:

**AH. The Temple:** The illusion of the fire giant is a major image with a spell DC of 14. If the major image is believed, it will throw the hammer with a +9 to hit doing 2d8+6 bludgeoning damage. The statue has an AC of 12 and 100 hit point. It is vulnerable to bludgeoning damage. Award 1200 xp for defeating the statue, either by seeing through the illusion or destroying the statue

##### The Dungeon Level

**BA: Tunnel:** DC 25 strength to break the from the ladder side. DC 14 Dexterity (acrobatics) check to avoid being knocked off the ladder.

**BD: The Statue Room:** DC 20 Strength check to lift the portcullis. The statue attacks with a +12 to hit doing 2d8+6 slashing damage. The statue has an AC of 12 and 100 hit points. Award 1200 xp for destroying the statue, or by restoring the

statue back to its original home.

## Town of Restenford The Garrison/Castle: Upper Level

### 8: Pelitar's Tower:

**8b: The firetrap** is a DC 17 Dexterity save Glyph of warding doing 7d8 fire damage  
**8c: Trapdoor** is Arcane locked with a DC 30 to open it. If the trap door is opened for more than 1 round it will trigger a trap. The first person to enter will be safe, anyone entering afterward the round will set off a collapsing roof trap (DMG pg 122). To spot the secret compartment with the spell book requires a DC 22 Intelligence (Investigation) check. The crystal ball is protected by a poisonous gas cloud filling a 10ft radius around the crystal ball. DC 15 constitution save to avoid taking 10d10 poison damage. If the save is made each person will take half this much. DC 15 Intelligence (investigation) check to notice the trap. DC 20 Dexterity (Thieves tools) to remove it.

### Lower Level

#### 4: The East Corridor:

The secret door, DC 20 Wisdom (perception) to spot the door. The door has an AC 19 with 30 hit points. DC 15 Wisdom(perception) to post the trip mechanism, DC 20 Dexterity (thieves tools) to remove it and a DC 15 Dexterity save to avoid being caught on the closing door or take 6d10 damage, or half this much on a successful save. If taking more than 20 points of damage must roll on the Lingering damage table (DMG pg 272)

## The Town

**10: Smith:** A DC 20 Intelligence (investigation) to spot the traps on the locked chest. A separate DC 20 Intelligence (investigation) check to determine the order to unlock the traps. A DC 20 Dexterity (Thieves tools) to disable each trap. If the traps are not disabled, or disabled in the wrong order 3 poison needle traps (DMG pg 123) are active, saving separately for each poisoned needle.

**16, 17: Abbey of Phaulkon:** Glyph of warding: explosive glyph of warding on the door with a save DC of 16 doing 5d8 thunder damage in a 20' radius.

**20: The Tavern of the West Wind:** Torpor poison (DMG pg 258)

**21: Pelitar's Home:** Glyph of warding: Explosive runes DC 17 for 8d8 cold damage

**25: Warehouse:** Glyph of warding: Explosive runes DC 17 for 8d8 fire damage

### 32: Burnt Guard Station:

Anyone using the belt buckle without knowing the trick to opening it must make a DC 17 Dexterity saving throw or be affected by Carrion Crawler Mucus (MM pg 258)

## Monsters

### Key to Dweomer Forest: Church of the Big Gamble

**Faldelac:** Treat as War Priest (VGtM pg 218 (5000 xp))

**Auburn:** Treat as War Priest (VGtM pg 218 (5000 xp))

**Posted:** Treat as Priest (MM pg 348 (450 xp))

**Quail:** Treat as Priest (MM pg 348 (450 xp))

**Telmar:** Treat as Priest (MM pg 348 (450 xp))

### Key to Bald Hill:

#### Cave of the Thieves

**Krellus:** (See Special Creatures)

**Gorharg:** (See Special Creatures)

**Orcs:** (MM pg 246 (100 xp))

### Key to Guardian Peak, Lark Hill, High Top, Low Point, Reddy Forest:

**Tolvar:** (See Special Creatures)

**Locinda:** (See Special Creatures)

**Martin:** (See Special Creatures)

**Volcifar:** (See Special Creatures)

### Key to Pebble Hills, Tri-Top, Kelman Woods, Spring Glade:

#### Gnoll Lair

**Gnoll Leader:** Ogre (MM pg 237 (450 xp))

**Male Gnolls:** (MM pg 163 (100 xp))

**Female Gnolls:** Treat as Male Gnoll but with 9 hit points (MM pg 163 (100 xp))

**Wolf:** (MM pg 341 (50 xp))

**Worg:** (MM pg 341 (100 xp))

**Dire Wolf:** (MM pg 321 (200 xp))

### Key to Bone Hill and The Dead Forest:

**Skeleton (Normal):** (MM pg 272 (50 xp))

**Skeleton (Animal):** Treat as Skeletons with 4 hit points and doing 1d4+2 piercing damage with claw attacks (MM pg 272 (50 xp))

**Giant Scorpion:** (MM pg 327 (700 xp))

**Giant Centipede:** (MM pg 323 (50 xp))

**Poisonous Viper:** Poisonous Snake (MM pg 334 (25 xp))

**Zombie:** (MM pg 316 (50 xp))

**Ghoulstirges:** (See Special Creatures)

### The Castle:

**Telvar:** (See Special Creatures)

**Bugbear Shamans:** (See Special Creatures)

**Adult Male Bugbears:** (MM pg 33 (200 xp))

**Adult Female Bugbears:** Treat as male

Bugbears with 14 hit points (MM pg 33 (200 xp))

**Young Bugbears:** Treat as Goblins (MM pg 166 (50 xp))

**Zombie:** (See Special Creatures)

**Skelter:** (See Special Creatures)

**H. The Catapult: Hill Giant Skeleton:** Use Minotaur Skeleton without Charge or Gore actions (MM pg 273 (450 xp))

### Basement of The Castle:

**AA. The Ghoul Lair:** Ghoul (MM pg 148 (200

xp)), Ghast (MM pg 148 (450 xp))

**AF, AG. The Wraith Lair:** Wraith (MM pg 302 (1800 xp))

## The Dungeon Level

**BC. Cavern:** Grey Ooze (MM pg 243 (100 xp))

**BD. The Statue Room:** Stone Guardian (See Special Creatures)

**BF. The Winch Room:** Gelatinous Cube (MM pg 242 (450 xp))

**BG. The Spectator's Room:** Spectator (MM pg 30 (700 xp))

**BI, BJ, BK. The Wraith Lair:** Wraith (MM pg 302 (1800 xp))

**BL, BM, BN, BO. The Lair of Undead:** Skeleton (MM pg 272 (50 xp)), Zombie (MM pg 316 (50 xp)), Zombire (See Special Creatures), Skelter (See Special Creatures)

## Town of Restenford

**The Garrison/Castle:**

**Grellus:** (See Special Creatures)

**Fairwind:** (See Special Creatures)

**Andrella:** (See Special Creatures)

**Gelpas:** (See Special Creatures)

**Relkin:** (See Special Creatures)

**Ashfor:** Treat as Restenford Town Guard (See Special Creatures)

**Marcus:** Treat as Restenford Town Guard (See Special Creatures)

**Brilman:** Treat as Restenford Town Guard with AC 17 (See Special Creatures)

**Mark:** Treat as Restenford Town Guard (See Special Creatures)

**Amos:** Treat as Restenford Town Guard (See Special Creatures)

**Carlton:** Treat as Restenford Town Guard with magic Longbow + 4 to hit, 6 (1d8 +2) piercing damage (See Special Creatures)

**Weber:** Treat as Restenford Town Guard with 2 magic arrows +1 (See Special Creatures)

**Fraunk:** Treat as Restenford Town Guard (See Special Creatures)

**Villie:** (See Special Creatures)

**Servants:** Commoner (MM pg 343 (10 xp))

## Upper Level

**2. The Barn:** Riding Horse (MM pg 335 (50 xp)), Warhorse (MM pg 339 (100 xp))

**8a. Pelitar's Tower:** Skeleton (MM pg 272 (50 xp))

## Lower Level

**6. The Guardian's Room: Stone Guardian** (See Special Creatures)

**8. The Treasure Room: Djinni** (MM pg 144 (7,200 xp))

**9. The Corridor Sentry: Stone Guardian** (See Special Creatures)

**11. The Stone Guardian: Stone Guardian** (See Special Creatures)

## Restenford

**2. Fletcher:**

**Pelo** Treat as Restenford Town Guard with magic Longbow + 4 to hit, 6 (1d8 +2) piercing damage (See Special Creatures)

**3. Store:**

**Pheldman** treat as Novice Wizard (See Special Creatures)

**Yelda,** treat as Apprentice Wizard (VGtM pg 209 (50 xp))

**6-7. Distillery and Shop:**

**Felcar** and **Reswald** Treat as Aspirant Druid (See Special Creatures)

**8. Armorer:**

**Alton** Treat as Berserker (MM pg 344 (450 xp))

**9. Cobbler:**

**Tello** Treat as Acolyte (MM pg 342 (50 xp))

**10. Smith:**

**Smythe** Treat as Spy with AC 13 (MM pg 349 (200 xp))

**12. Bowyer:**

**Perk** Treat as Restenford Town Guard (See Special Creatures)

**14. Falco's Tavern:**

**Falco** Treat as Restenford Town Guard (See Special Creatures)

**Gap** Commoner (MM pg 343 (10 xp))

**16, 17. Abbey of Phaulkon:**

**Almon:** Treat as Priest (MM pg 348 (450 xp))

**Hoirag:** Treat as Priest (MM pg 348 (450 xp))

**Selmo:** Treat as Acolyte (MM pg 342 (50 xp))

**Krelar:** (See Special Creatures)

**Acolytes** Treat as Acolyte (MM pg 342 (50 xp))

**Qualton:** (See Special Creatures)

**18. Guardpost:**

**Colemack** Treat as Restenford Town Guard with AC17 and with shortsword +4 to hit and 1d6 +2 piercing damage (See Special Creatures)

**Prellis** Treat as Restenford Town Guard with AC 17 (See Special Creatures)

**Halco** Treat as Restenford Town Guard (See Special Creatures)

**19. Inn of the Dying Minotaur:**

**Geilcuff** Treat as Commoner (MM pg 343 (10 xp))

**20. The Tavern of the West Wind:**

**Zelmar:** Treat as Novice Wizard (See Special Creatures)

**Haki:** Treat as Apprentice Wizard (VGtM pg 209 (50 xp))

**21. Pelitar's Home:**

**Pelitar:** (See Special Creatures)

**Abracus:** Treat as Novice Wizard (See Special Creatures)

**Fliban:** Treat as Novice Wizard (See Special Creatures)

**Gristla:** Treat as Novice Wizard (See Special Creatures)

**22. Felix's Home:**

**Felix:** (See Special Creatures)

**26. Guard's Home:**

**Welcar:** (See Special Creatures), War dogs Treat as Mastiff (MM pg 332 (25 xp))

**30. Bait Shop:**

**Zahrdahl:** (See Special Creatures)

**31. Priest's Home:**

**Yalta:** (See Special Creatures)

**32. Burnt Guard Station:**

6. The Living Chamber: Skelton (MM pg 272 (50 xp))

8. Kitchen and Pantry: Ghoul (MM pg 148 (200 xp)), Zombie (MM pg 316 (50 xp))

9. The Game Room: Skelton (MM pg 272 (50 xp)), Ghoul (MM pg 148 (200 xp))

14. The major rat den: Rat (MM pg 335 (10 xp))

16. Rat (MM pg 335 (10 xp))

17. Rat (MM pg 335 (10 xp))

18. Rat (MM pg 335 (10 xp))

**35. Druid's Home:**

**Almax:** (See Special Creatures)

**Amos:** (See Special Creatures)

**Felwin:** (See Special Creatures)