

RED HAND OF DOOM

CONVERSION GUIDE

Introduction: In 2006, WOTC published the module named “Red Hand of Doom”. It was written by James Jacobs and Richard Baker. For a complete history of this publication [click here](#) for the wikipedia page. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure for 4+ characters at 5th level(ascending to level 10)

BY DANIEL C. PRYOR

DEDICATED TO MY LOVING WIFE AND BEST FRIEND ALISSA, THANKS FOR YOU SUPPORT.



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RED HAND OF DOOM

Introduction

To use this conversion guide you will need a copy of “Red Hand of Doom”, originally available in hard-copy and now for sale in Digital format at www.dmsguild.com.

This document gives GMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure, a list of random encounters, and a summary of factions provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual.

Page listings may refer to abbreviations: DMG (Dungeon Master Guide), MM (Monster Manual), PHB (Players Handbook), Rise of Tiamat (ROT), Tomb of Annihilation (TOA), VGM (Volo's guide to Monsters), and Xanathar's Guide to Everything (XGE). All other page numbers refer to the original adventure module “Red Hand of Doom”. **Key text is in bold for easy reading.** Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

To find more projects and works done by Daniel C. Pryor: DmsGuild Link: <http://www.dmsguild.com/browse.php?keywords=&author=Daniel+Pryor&artist=&pfrom=&pto=>

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll 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'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

The Wyrmsmoke mountains had been the home for dozens of different goblinoid tribes over the centuries. Humanoids and goblinoids lived in relative peace with each other despite the occasional raid. However, when a young half-dragon hobgoblin warrior named Azarr Kul discovered a long-deserted ancient temple devoted to Tiamat things changed. Now after 20 years of study, conquering all the other goblinoid tribes, and building an intelligence infrastructure, Azarr is ready to conquer the human lands, starting with Elsir Vale. With his powerful new ally, a blue dragon named Tyrgarun, he hopes to carve out a region that stretches from the Sunset Sea to the Golden Plains.

It is up to the PCs to disrupt these plains as much as possible. Since there are far too many warriors for the PCs to deal with they will undertake missions to influence the outcome of the war such as:

- Spying on troop movements.
- Defeating roving bands of marauders.

- Convincing the elves to attack the Red Hand horde.
- Disrupt an alliance with a powerful lich and the Red Hand.
- Killing important Red Hand leaders and monsters.
- Infiltrate the enemy stronghold and defeat the warpriests and their leaders.

The adventure is divided into five parts. Events will steer heroes to certain locations and things they do will trigger specific events. (Refer to pg. 6 for descriptions of the adventure progression and character hooks.)

Converting to the Realms

Notes for converting to the Forgotten Realms can be found on pg. 8 in the original adventure book. That being said there is also an amazing post on the GiantIP.com website that details exactly how to fit it into the realms, as well as links to download wonderfully detailed DM and Players maps: www.giantip.com/forums/showsinglepost.php?p=9513802&postcount=3

Random Encounters:

Random encounter tables are found at the start of each chapter with a reference guide at the back of this document.

GM Notes

At certain spots in the conversion guide special yellow highlighted sections will appear. These are special notes that are critical changes from the original adventure to 5E that are made in order to capture the “feel” of older 3E texts.

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

- **Please read pages 1-8 thoroughly** in the original adventure module. Pay close attention to the “Awarding Treasure” section on pg 8. Also read “Awarding Magic Items” (XGE 135) if you have that tome.
- **Movement & Time** (PHB 181-185)
- **Cover rules** (PHB 195).
- **Mounted Combat** (PHB 198)
- **Getting Lost** (DMG 111)
- **Treasure Loot Tables** (DMG 136-137)
- **Social Interaction** (DMG 244-245)
- **Objects & Damage** (DMG 246-247)
- **Combat: Flanking Rules** (DMG 251)
- **Combat: Climb onto a Bigger Creature** (DMG 271)
- **Characters can cast two spells** in the same turn as long as they are casting one as a cantrip.
- **Casters that are using spells which require concentration can not keep up more than one spell at a time that requires it.** Also, any damage received by the caster from any source will require a saving throw to not break concentration. DMs should remember that there are many situations, not just taking damage, that will

require a concentration saving throw. For example: if a caster is getting grappled by multiple characters or even if the situation is incredibly stressful such as being stuck in a burning house, walking across a dangerously unstable bridge while dodging arrows, or the sight of a blue dragon landing in front of them.

- **Remember that there is no “surprise” round in 5E,** instead each target group or character acquires a “surprised” condition. Initiative is rolled for normally and combat plays out normally, but a surprised condition is necessary for things like *Assassinate* skills to happen, so after a character ends their initiative turn they are no longer surprised.

Visuals

Suggested visuals to use:

- Map pack by Daniel C. Pryor at DM’s Guild website: www.dmsguild.com for all the battlemaps you will need.
- Visit this link for free, downloadable regional and city maps: <https://fallschaden.blogspot.de/p/red-hand-of-doom.html>

Part 1: The Witchwood

Random Encounters in The Witchwood

The Witchwood is not a safe place to wander around. The chance of an encounter depends upon the PC’s activity.

- On Foot Travel: 75% per 12 hours.
- Mounted Travel: 50% per 12 hours.
- Camping/Cautious Travel: 25% per 12 hours.
- Hiding: Have all PCs/NPCs roll a 1d20 and subtract Dexterity (Stealth) bonuses from the total. The result with the highest total will be the % chance for an encounter for the next 12 hours.

DM Suggestion: A great idea for adventurers that “get lost” in the Witchwood would be to stumble upon a hag coven of three green hags. For further details on the greenhags tree lair in the forest, see “Hags: Dark Sisterhood” section starting on page 52 of *Volo’s Guide to Monsters*.

1d100: Encounter:	
01 - 03	1 Gray Render (See Special Creatures section)
04 - 05	1d3+1 Centipede Swarms (MM338)
06 - 08	2d3 Dryads (MM 212)
09 - 14	1d3+1 Vine Blights (MM 32) or 1d3+1 Assassin Vines (TOA 213)
15 - 20	1 Digester (See Special Creatures Section)
21 - 28	1d3 Ettercaps (MM 131) plus 1d3 Giant Spiders (MM 328)
29 - 34	1d4+1 Giant Wasps (MM 329)
35 - 40	1 Girallon (VGM 152)
41 - 50	1d4+1 Goblin Worg Riders (See Special Creatures section)
51 - 55	1d2 Manticores (MM 213)
56 - 63	1d2 Owlbears (MM 249)
64 - 69	1 Shambling mound (MM 270)
70 - 75	1 Barghest (VGM 123)
76 - 80	1d2 Trolls (MM 291)
81 - 92	1d6+8 Stirges (MM 284)
93 - 97	1 Giant Boar (MM 323)
98 - 100	1 Rhinoceros (MM336)

Marauder Attack (pg 14)

Terrain: The forest squares on the battlemap are filled with light undergrowth (difficult terrain) and provide half cover as well as the low walls of the farmyard. The escarpment will require an Strength (Athletics) skill check of DC 15 (DC 20+ if being attacked) to climb and is considered difficult terrain unless characters are mounted. If mounted characters will need an Animal Handling check of DC 10 (DC 15+ if being attacked) to climb the escarpment successfully but will still be considered difficult terrain for judging movement speeds.

Don’t forget to use the Animal Handling skill for characters that are mounted during combat.

Combat & Tactics: (see pg. 15)

First Wave: 6 Hobgoblin Regulars (aka Hobgoblins MM 186), 2 Hell Hounds (MM 182), Zarr (Doom Hand Cleric – Rank & File Horde section), Uth-lar (Hobgoblin Bladebearer – Rank & File Horde section).

Second Wave: 6 Hobgoblin Regulars (adjust number according to difficulty desired).

Treasure: Coins in a pouch are easily found by doing a routine search. Roll once for every PC on the Individual Treasure: Challenge 0-4 table (DMG 136) to determine the amount found. A holy symbol of Tiamat is here too which can be identified on a successful DC 15 Intelligence (Religion) check.

Marauder Attack Developments: There’s a good chance that the PCs might capture at least one of them alive. Any attempts by the PCs/NPCs to Intimidate or use Persuasion will be at a disadvantage.

Drellin's Ferry (pg 16)

Key Sites:

5. Morlin's Smithy, For Sale: +1 battle axe, +1 longsword, +1 shield, +1 chainmail, and 50 +1 arrows.

6. Shrine of Pelor, Scrolls for sale that contain the following spells: *cure moderate*, *serious wounds*, *dispel magic*, *lesser restoration*, and *resist energy*. Brother Derny (NPC) can be paid to create cleric scrolls with spells level 3 or lower but the PCs might not have time to wait for him to do so.

7. House of Seritieren the Wise, For Sale: scrolls of *dispel magic*, *fireball*, *invisibility*, and *fly*; *bracers of defense*; *ring of protection* +1. Seritieren can be paid to create scrolls (arcane spells of 3rd level or lower). Seritieren can craft minor magical items but the PCs might not have time to wait for him to do so.

11. Jarett's Sundries, For Sale: adventuring gear (150 PHB), trade goods (PHB 157), tools (PHB 154), and clothing.

12. Delora's Livery Stable: mounts and related items 1 warhorse (400gp), 1 draft horse (50 gp), and 1 donkey (8gp).

18. Sterrel's Provisioning: For sale: riding horses (75 gp each), tack & harness (PHB 157, no drawn vehicles available except for 1 wagon 35gp), and rowboats (50 gp each).

19. The Old Ones (Druids): For Sale: *potions of barkskin*, *cure wounds*, *lesser restoration*, and *protection from poison*. Avarthel can brew potions of druid spells of 3rd level or lower but the PCs might not have time to wait for him to do so.

Important People in Town:

Avarthel: (Druid MM 346)

Delora Zann: (Spy MM 349)

Brother Derny: (Priest MM 348)

Iormel: (Noble 348 MM)

Jarett Nurth: (Combine Priest/Spy MM 348 & 349)

Kellin Shoadowbanks: (Thug MM 350)

Morlin Coalhewer: (Priest MM 348)

Norro Wiston: (Noble 348 MM)

Sertieren the Wise: (Enchanter VGM 213)

Captain Soranna Anitah: (Knight MM 347)

Riding Into Town (pg 19)

NPCs: Sergeant Hersk (treat as Guard MM 347 with max hp: 18), 3 Human Militia (treat as Guard MM347)

The Town Speaker (pg 20)

If the PCs bargained Wiston into offering minor magical assistance, the speaker arranges for Seritieren, Brother Derny, and Avarthel to provide up to 1,000gp worth of potions and scrolls for the PCs.

The Witchwood (pg 21)

B. The Witch Trail - The trail has no bridges or access ways but sometimes the PCs can find a fallen log. The logs will require a Handle Animal DC 10 skill check, if on horseback or a Dexterity (Acrobatics) DC 5 if on foot, to cross.

C. Jorr's Cabin - When a character gets within 60 feet, allow them a DC 15 Wisdom (passive Perception) or a DC 10 Perception check (if scouting ahead) to notice the hunting hounds under the porch. If a fight breaks out treat the 3 hounds as a Mastiff (MM332) and see Jorr Natherson stat block in the Allies & Helpful PCs section

D. Blackwater Causeway - The causeway is 10ft wide, uneven and slick and must make a DC 10 Dexterity (Acrobatics) check or characters can't move forward. To move from the watery bog to the shallow of the causeway requires a full move action and must make a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check or the character falls prone.

The PCs have a chance to see the six-headed hydra (DC 15 Perception check). Unless they're invisible the hydra notices the PCs/NPCs right away and will not be surprised.

Six-Headed Hydra (MM 190 suggest having only one head per PC and adjust HP as needed).

Note (Treasure): The +1 mithral breastplate should be customized to some armor thing the PCs need.

E. Vraath Keep - The road to the keep is an overgrown track. A character that checks (DC 10 Survival) can tell that numerous medium humanoids and wolves have been using this track recently. If the PCs approach an hour after dusk, a successful Perception check of DC 10 or Passive Perception check of DC 15 allows them see a thin plume of smoke rising from the campfire in area 8.

What do the PCs/NPCs know about this place?

Characters with bardic knowledge or training in History (Intelligence) might know a little bit about the keep. For characters that are native to Elsir Vale, the keep's story is commonplace (DC 10 History). It's much more obscure to those who aren't from around here (DC 20 History). If Jorr is here with the PCs as a guide, he can fill them in on the keep's story, if the PCs think to ask him about it.

Vraath Keep Details: DC 10 Strength (Athletics) check to scale the ruined walls. The masonry notches allow for a medium-sized guard to shoot missiles at target while gaining three-quarters cover (+5 AC bonus). The doors inside the keep are strong wooden doors which can handle up to 20 HP of damage (AC 15). They will take a DC 23 Strength (Athletics) to break them down and a DC 25 lock pick check to open it (although most doors here are not barred or locked).

E1. Ruined Gatehouse - DC 14 Survival check to locate a number of tracks leading into and out of the ruined keep (large wolves, goblins, hobgoblins, and at least one creature of generally large humanoid shape. A critical success (natural 20) or a Survival check that totals 20 or more allows the character to know that the large humanoid tracks are from a minotaur.

E2. Gardener's Shack (Hazard) - Any character who checks out the structure before entering can attempt either a DC 15 Intelligence (Investigation) check or a DC 15 Perception check to realize that this area is in danger of collapsing.

At the end of each round when at least one creature stands within the shack, the shack must succeed on a roll of 10 or more on a d20 or will collapse 1 round later. When the trap is triggered, the unstable ceiling and walls collapse. Any creature in the shack must succeed on a DC 15 Dexterity (Acrobatics) saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. The floor of the area fills with rubble and become difficult terrain. The sound also alerts any enemies in the area.

E3. Courtyard – A character who searches the area for tracks has the same chance of learning information as in area 1.

E6. Worg Stables – 2 Goblin Worg Riders (See Rank and File Horde) and their worg mounts are here.

E7. Spike-Littered Nest – 1 Manticore is here (MM 213).
Treasure: Use Challenge 5-10 treasure table in DMG 136.

E8. Barracks – 4 Hobgoblin Veterans (See Rank and File Horde section) and 1 Minotaur (MM 223) are here.

Tactics: Give PCs a chance to gain an element of surprise here if they are stealthy. Remember that there are no “surprise” rounds but enemies caught unaware will suffer the condition of being “surprised”. Unprepared enemies will rush and grab a weapon within just one round and be ready, however adjust AC for any sleeping targets who have no armor (AC 13 with only a shield).

Treasure: Karkilan's treasure is a bag of coins under his bed (Individual Treasure Challenge Table 0-4 DMG 136).

E10. Wyrmlord Koth's Quarters – Secret door can be found that leads down to an underground vault. This trap door can be discovered by a successful DC 20 Perception check.

Tactics: (see page 29).

E12. Vraath Vault - PCs must use Thieves Tools + bonuses to try and pick the locks (DC 25) or bash the bars with an Strength (Athletics) check DC 25 (60 HP, AC 18).

Treasure: There are too many items in this vault to accurately convert over to 5th edition. Therefore, with the except of a the *staff of life* (aka *staff of healing*), the DM should use the Treasure Hoard CR 5-10 table in the DMG on pg. 137.

Wyrmlord Koth Developments

Page 30 details information regarding the handling of Koth if captured alive and what he knows, etc. For the PCs to properly decipher Koth's notes (written in Infernal and coded), they must make a successful Intelligence check of DC 20 and be able to read/write Infernal. This will take an additional 1d3+1 hours to do if the check is successful.

G. Decrepit Effigy – A successful DC 11 Intelligence (Nature) check identifies the effigy as a territory marker for giants. If the check succeeds by 6 or more that character recognizes it as the work of forest giants.

H. Old Warklegnaw - A successful DC 5 Perception check (modified for distance) allows the PC to catch his mutterings. If the PCs offer him a gift of useful magic item (other than a *cure wounds* potion), they gain +10 bonus on a DC 15 Charisma (Persuasion) check to befriend him. Reward XP accordingly (CR 7).

I. Skull Gorge Bridge – As the PCs approach, anyone making a successful DC 10 Perception check can see that the forest clears out ahead before they step into the open. The PCs can remain hidden in the undergrowth. Roll for Dexterity (Stealth) checks against the enemies:

Enemy:	Perception:	Stealth:
Dragon	+7	+4
Hell Hounds	+5	-
Hobgoblins	+1	-

Remember that the enemies here all have darkvision some can even smell the PCs from a distance.

Enemies: Ozzyrrandion (treat as Young Green Dragon pg 94 MM), two Hell Hounds (MM 182), one Hobgoblin Sergeant (treat as Hobgoblin Captain MM 186), and eight Hobgoblin Veterans (See Rank & File Horde section).

Tactics: run all tactics on pg 33 as-is with the following changes in mind: Hobgoblin Sentries each have three *potions of greater healing*. Each hobgoblin in the campsite also has three *potions of greater healing*. The dragon has a *potion of enlarge* (PHB 237) which he keeps in a small hole in the roof of the northwest guard tower, found with a DC 15 Perception check while searching the roof. If reduced to half or less his hit points the dragon flies back to the top of the tower drinking his two remaining potions (*invisibility*, then a *potion of superior healing*.) before flying back to attack.

Taking out the Bridge: Unless the PCs attack either the “weak spot” of a pair of the guard towers at either end, they'll need to do 270 HP (AC 17, resilience of 18) worth of damage to two separate 5' cube blocks on the bridge. This will be next to impossible, especially in combat.

Option 1, Weak Spot: 5' block located where the southeast guard tower joins with the bridge. To locate it requires a successful DC 20 Perception check or a DC 15 Intelligence check. Stats: AC 17, 40 HP, resilience of 18 (DMG 247).

Option 2, Guard Towers: 5' section. HP 180, AC 17, resilience 18. During a collapse all characters get a free DC 5 Passive Perception check to sense that a collapse is about to occur (characters engaged in combat or other activities get a -5 penalty on the check).

Using Magic Against the Bridge – The 3rd edition spells *transmute rock to mud* and *soften earth and stone* are the 5th edition equivalent of *move earth*. The spell itself won't affect the structure, however by undermining the rock/dirt area underneath either set of guard towers will cause it to fall. Keep in mind though that it will take 20 minutes to complete and requires concentration so doing this in combat could prove to be very difficult. The other spell suggestions in the section on page 33 will pretty much work as described. One last note: 5e versions of the spells *fireball* and *lightning bolt* can do significant damage when used at higher levels.

Treasure: (DMG 137, Challenge 5-10 Table). Ignore the note about the six pearls embedded in the dragon's scales.

J. Cinder Hill – Characters who attempt climbing here need a successful DC 25 Strength (Athletics) check. Any character getting caught in the water needs a successful DC 20 Strength (Athletics) check to swim ashore or will be otherwise swept away by the current.

Return to Drellin's Ferry

Goblin Raid

First Wave: Three Goblin Worg Riders (see Horde Rank & File section), three Worgs (MM 341), Hell Hound (MM 182).

Second Wave: Kulkor Zhul War Adept (see Horde Rank & File section), five Hobgoblins (MM 186)

Tactics: When the second wave arrives the War Adept leads off with either a *lightning bolt* or *fireball* spell, followed by *ice storm* on the group, or a *Melf's acid arrow* targeted at any spellcaster.

Chimera Attack

Creature: One Chimera (MM 39)

Rumors of War

Creature: Teyani Sura "Lion of Brindol" (see section Allies & Helpful PCs)

Desperate council

The PCs can gain bonuses on a DC 20 Charisma (Persuasion) roll based upon their previous discoveries and actions:

- *Koth's map and notes:* If the PCs show these documents they gain a +2 bonus.
- *Jorr's support:* If Jorr was with the PCs at Cinder Hill, his eyewitness account is worth a +4 bonus when trying to talk the council out of fighting.
- *Town heroes:* If the PCs fought off the goblin raid or chimera attack (pages 37-38) they get a +2 bonus (+4 if they did both).

XP Award: Award XP as per page 39.

Taking Control of the Situation – A desperate or impatient party might use magic to control Wiston (+5 bonus to save against spells) to force him to support the PCs position. The other council members will defer to him, but if Wiston acts strangely in front of other townsfolk, Brother Derny or Seritieren the Wise will be called to examine him for magic that was used to control him. At that point the PCs will be run out of town and their reputation in the region ruined. If Jorr or Teyani is with the PCs when they do this they will leave in disgust at the groups actions.

Massacre at Drellin's Ferry

The Elsir river only requires an Strength (Athletics) DC 10 check.

First Wave

3 Manticores (MM 213)

3 Hobgoblin Bladebearers (Rank & File Horde section)

Second Wave

2 Hieracosphinxes (see Special Creatures section)

2 Wyverns (MM 303)

2 Kulkor Zhul War Adepts (Rank & File Horde section)

Third Wave

Abrithiax, Young Red Dragon (MM 98)

3 Manticores (MM 213)

3 Doom Fist Monks (Hobgoblin Iron Shadow VGM 162)

2 Kulkor Zhul War Adepts (Rank & File Horde section)

Assault Barges (x20)

3 Blood Ghost Berserkers (Rank & File Horde section)

2 Kulkor Zhul War Adepts (Rank & File Horde section)

2 Doom Hand Clerics (Rank & File Horde section)

4 Hell Hounds (MM 182)

4 Hobgoblin Bladebearers (Rank & File Horde section)

8 Hobgoblin Veterans (Rank & File Horde section)

12 Hobgoblins (MM 186)

(This concludes notes for Chapter 1)

Part 2: Ruins of Rhest

The Elsir War

Easy Skirmish

- 1 **Hobgoblin Bladebearer** (Rank & File Horde section)
- 8 **Hobgoblins** (MM 186)
- 1 **Hell Hound** (MM 182)

Tactics: Half of the Hobgoblins stand ready and fire arrows from their longbows, the others charge the party, led by the bladebearer and the hell hound. The hobgoblins lose morale completely if they lose more than 4 hobgoblins or the hell hound and the bladebearer are slain.

Dirty Rotten Looters

- 1 **Crimson Tiger Thug per PC** (Thug MM 350)
- 1 **Thug Leader** (Bandit Captain MM 344)

Tactics: The thugs morale is broken if two or more are captured and/or slain.

Terrain: The four squares the thugs start in are covered in broken glass and act like caltrops for the sake of damage.

Treasure: If the PCs loot the tavern (30 minutes) then roll on Treasure Table CR 5-10 (DMG 136). Remind the PCs that this is an unlawful action and that there might be consequences later on with the guards (MM 348).

Mercenary Gold

- 2 **Ettins** (MM 132)
- 5 **Goblins** (MM 166)

Treasure: The three chests are all DC 30 locks however the keys are in the the leather satchel, along with the letter addressed to Captain Helmbreaker.

The Not-so-Sick Spy

Miha Serani: (see Special Minions section). Remember that Miha will not go into hybrid form unless backed into a corner or feels that she is in danger for her life. If the PCs engage her in battle she will definitely go into hybrid form. However battle for her is a last resort, instead she will always try to flee from danger and confrontations if possible.

If the PCs can win a successful opposed Insight/Deception check against Miha, the party will start to become suspicious of her motives. At that point if the PCs can make a successful DC 15 Charisma (Persuasion) check then the clerics they are with will also become suspicious.

Barghest Reavers

- 3 **Barghests** (VGM 123), 6 **Hobgoblins** (MM 186).

Combat: If no sentry spots the hobgoblins before they get within 60 feet of the farmhouse, (DC 15 Perception check) the PCs are Surprised. See PHB 146 about donning armor in a hurry.

Marked for Death

- 2 **Greater Barghests** (treat as Barghest VGM 123)
- 4 **Blackspawn Raiders** (see Rank & File section)
- 1 **Ogre** (MM 237)
- 5 **Hobgoblins** (MM 186)

DC 20 Perception check to see that the “prisoners” are already dead. Any character looking at the scene can roll for an opposed Deception/Perception check (-1 for the hobgoblins) to see that the scene is staged. The greater barghests don't have the *invisibility sphere* ability from 3rd edition but can use their *minor illusion* spells instead or simply do a Dexterity (Stealth) check to hide. The blackspawn raiders use cover to stay out of sight, gaining +5 AC bonuses.

Combat: The hobgoblins and ogre wait for the PCs to come to them. After the PCs have been spotted the barghests and blackspawn raiders burst out of hiding and strike, preferably at the back of the party, trying to outflank the group.

Tactics: In the original adventure the barghests buff up the blackspawn raiders and themselves with a *mass bull's strength* which gives them a +4 strength bonus. Feel free to either ignore this bonus or have each enemy drink a *potion of hill giant strength* (DM 187).

Captured!

- 1 **Lupe, Goblin Worg Rider** (Rank & File section)
- 1 **Worg** (MM 341)
- 2 **Hobgoblin Sergeants** (MM 186 Hobgoblin Captain)
- 4 **Hobgoblins** (MM 186)

Use the following table to track exhaustion:

Day 1:	Not exhausted but hungry & thirsty.
Day 2:	Level 1: Disadvantage on ability checks
Day 3:	Level 2: Speed halved
Day 4:	Level 2: Speed halved
Day 5:	Level 3: Disadvantage on attack/saving throws.
Day 6:	Level 3: Disadvantage on attack/saving throws.
Day 7+:	Level 4: Hit point maximum halved.

Escape: A manacled PC can escape (PHB 152) DC 20 Dexterity or Strength check. Characters can tear the bolt holding the shackles on the wagon with a DC 15 Strength (Athletics) check, although a worg rider then gets a Perception check at DC 20 to hear it. The best day for this to happen according to the original adventure is day 3 but remember that at this point the PCs are suffering from level 2 exhaustion and move at a rate of 5ft while still in the shackles. The PCs can find their various gear with a DC 10 Perception check. The monsters get Perception checks to sense a problem with the PCs and gain bonuses depending upon how stealthy the party is.

Tactics: See PHB 148 regarding Improvised Weapons.

Into The Horde

Tactics: In order for an assassination attempt to work, the PCs need to get to him first. You can have the party make a series of successful Dexterity (Stealth) or even Deception checks as needed to be able to sneak by the rank and file.

As the PCs approach the area that Kharn is sleeping at they also notice the two females he is with (Pash-Kari and Ruven). For optional rules about waking enemies that are asleep, refer to page 77 in XGE. If the PCs reach Kharn they'll only get two turns until reinforcements arrive (24 Blood Ghost berserkers). Before that Kharn will try to run away by magical means if necessary. After the 24 berserkers, more troops arrive 1d6 rounds later: 8 manticores and Abithriax the red dragon.

The Blackfens

Random encounters in the Blackfens.

Chance depends on PCs activity.

- *Normal Travel:* 60% per 12 hours.
- *Camping or Cautious Travel:* 30% per 12 hours.
- *Hiding:* 15% per 12 hours.

1d100%	Encounter
01 - 05	1d2 Greenspawn Razorfiends
06 - 15	Tiri Kitor patrol* (treat as Scout MM 349)
16 - 22	1d3+1 (or 1 per PC) Chuul (MM 40)
23 - 26	1 Hydra (MM 190)
27 - 34	1d4 Manticores (MM 213)
35 - 42	2 Giant Crocodiles (MM 324)
43 - 48	1d6+6 Giant Wasps (MM 329)
49 - 56	1d3+3 Harpies (MM 181)
57 - 62	1d4 Will-o-wisp (MM 301)
63 - 67	1d3+1 Gibbering Mouter (MM 157)
68 - 72	1d2+1 Ochre Jelly (MM 243)
73 - 82	1d8+12 Stirges (MM 284)
83 - 90	1d3+1 Ghouls (MM 148) + 1 Ghast (MM 148)
91 - 100	1d3+6 Lizardfolk (MM 204)

*A Tiri Kitor patrol consists of four Scouts (MM 349) each mounted on a Giant Owl (MM 327).

The Tiri Kitor

Make an initial Charisma (Persuasion) check for the party and note it (pick one PC and have the rest of the party "assist" them). It's up to the DM whether or not to resolve diplomatic relations with the elves be influence solely by dice rolls, sheer role-playing, or a combination of both. It's advisable to let the PCs speak, award a bonus or penalty based on that, and have them roll a Charisma (Persuasion) check for a DC of 15.

Getting There

Up the Rhestwash: PCs can encounter random monsters going this way (see Blackfens Random Encounter table).

East to the Rhest Trail: This option is the safer way to go. Ignore checking for random monsters if the PCs follow the road system. If the PCs use this way they will have to deal with the roadblock put in the place by the Red Hand.

Cross Country: This will cause the PCs to get lost and run into many random monster encounters, should they choose this option, and the DM should make this trek incredibly difficult.

Exploring the Marsh:

Refer to the map of the Blackfens to identify the locations of the three encounters that await the PCs as they travel through this area: (A)Road Blockade, (B)Starsong Hill, and (C)The Ruins of Rhest.

A. Road Blockade

You can use this encounter twice, once for the blockade on the Old North Road and once for the blockade on the Rhest Trail.

Combat: PCs/NPCs gain advantage on Dexterity (Stealth) check as the monsters aren't paying attention to their jobs:

- 6 (W) Hobgoblin Warriors** (MM 186)
- 2 (S) Hobgoblin Sergeants** (MM 186)
- 2 (O) Ogres** (MM 237)

All the defenders suffer from low morale. If any of them take half or more of their hp in damage they give up and/or run away (treat them as Frightened). Chances are good that one or two hobgoblin warriors will fall off a tower in their haste to flee, dropping 20 feet to the ground (DC 10 Dexterity check to see if they can stay on the ladder). Falling causes is 2d6 bludgeoning damage.

Spawn of Tiamat

The razorfiend attacks as soon as the PCs are within 50 feet. If the PCs fail a Wisdom (Perception) roll of DC 20 then they are Surprised.

Tactics: It uses the Cunning Action ability to quickly close ranks on the PCs, using an acid breath weapon.

Treasure: Instead of the 720 gp, roll on the Individual Treasure Table CR5-10 (DMG 136). The +2 rapier should be scaled down to a +1 weapon of another type that party needs. Keep the *headband of intelligence*, *pearl of power*, and *ring of protection* the same. A DM could also simply take this opportunity to give out a magic item for each PC that is suitable.

If the PCs cut open the razorfiend and make a successful DC 10 Perception check they'll find a ring belonging to the elf owlrider named Lanikar (worth 125 gp). The giant owl has a band of jade around one leg worth 25 gp labeled "Liokio."

Killiar's Hunters

Killiar Arrowswift (see Tiri Kitor section)

4 Tiri Kitor Hunters (Scout MM 349)

5 Giant Owls (MM 327)

Interaction: Killiar suspects the PCs/NPCs might be bandits or mercenaries at first glance as they don't get many adventurers in this region. Killiar starts out as an *indifferent* NPC. Give the party a bonus of +3 on a Charisma (Persuasion) check if they killed the razorfiend. If the party is demanding and/or asks a barrage of questions aimed at Killiar then give them a -5 penalty to the check. If the PCs give them the jade band from the dead owl or Lanikar's ring (or both) then give the PCs another +2 bonus (total of +5 if they killed the razorfiend too). As long as the PCs don't make Killiar *hostile* he invites them back to his camp.

B. Starsong Hill

Meeting the Tiri Kitor

When talking to Sellyria and Trellara, treat them both as having an *indifferent* attitude with the PCs. The person speaking on the group's behalf should make one roll (for reaction) from both NPCs. Both elves respond to Charisma (Persuasion) rather than Deception or Intimidation. As long as the PCs don't change the elves attitudes to *hostile*, they will answer the groups' questions.

C. The Ruins of Rhest

Characters will need to make a DC 8 Strength (Athletics) check to swim here but anyone getting a critical failure (1 or 2) gets entangled in root or debris and must succeed on a DC 15 Strength or Dexterity roll before they can move freely again.

Observing Rhest

10 minutes and a DC 15 Perception check: they see lizardfolk lurking about the various hut as well as spotting the glint of steel from the hobgoblin sentries.

1 hour and a DC 15 Perception check: PCs hear a distant, chattering roar come from the ruins that sounds like the roar of the greenspawn razorfiend the PCs fought.

2 hours +: (see pg. 58)

Key areas & encounters:

1. Lizardfolk Huts

It is highly recommended to use 2 Lizardfolk per PC/NPC/Ally for each hut, thus adjusting the difficulty, however the DM is free to use the standard 6 according to the original adventure.

6 Lizardfolk (MM 204) or 2 per PC/NPC/Ally

Treasure: Roll on Individual Treasure Table CR 0-4 per PC/NPC/Ally.

2. Bell Tower

Treasure: Chest lock is at a DC 20 difficulty.

3. Town Hall

3A. Roof - 4 Ogres (MM 237).

3B. Boardwalk - 2 Ogres (MM 237)

3C. Razorfiend Hatchery - The shut gate can be opened on a DC 10 Strength (Athletics) check or can be slipped through a gap between posts with a DC 10 Dexterity (Acrobatics) check. The razorfiend makes Perceptions checks at a disadvantage while under the water. If the razorfiend notices them it leaps into combat catching the PCs by surprise. (See Rank & File Horde section for stats on the Greenspawn razorfiend). Any battle noise in here causes the enemies in the surrounding area to investigate further.

3D. Ettin Outpost - 1 Ettin (MM 132).

3E. Interrogation Room - Nurklenak, Kulkor Zhul Mindbender (Rank & File Horde section)

3F. Saarvith's HQ - In the Rank & File Horde section his stats are listed. Keep in mind that he is listed as a Hunter and not a Beast Master. In the original adventure he is represented as Beast Master type but the Hunter variant makes more sense for this adventure.

3G. Regiarix's Lair - Young Black Dragon (MM 88).

Treasure: Replace all the treasure listed (except for the Ghostlord's phylactery) and replace it with a roll on the Treasure Hoard CR5-10 Table (DMG 137). If you want to stick to the original treasure list then downscale the armor and weapons from +2 to a +1. If you want to award a *horn of fog* then give it the ability to cast *fog cloud* once per long rest.

Concluding Part 2

The Ghostlord's Phylactery

The phylactery can be identified with a spell or a successful DC 20 Intelligence (Arcana) check.

The Elf Alliance

Memorable Performances:

DC Successful	Alliance Points Awarded
10	1
15	2
20	3
25	4

(This concludes notes on Part 2)

Part 3: The Ghostlord

Random Encounters in the Thornwaste:

Chance depends on PCs activity.

- *Normal Travel*: 60% per 12 hours.
- *Camping or Cautious Travel*: 30% per 12 hours.
- *Hiding*: 15% per 12 hours.

1d100%	Encounter:
01 - 04	Varanthian (The Dragons section)
05 - 10	4 Basilisks: nest (MM 24)
11 - 15	1d3+1 Bulettes (MM 34)
16 - 19	1 (per 3 PCs) Chimera (MM39)
20 - 29	2d3 Yellow Musk Zombie (TOA 237)
30 - 34	1d4 Ghost Brute Lions (Special Creature section)
35 - 38	1 Ghost Dire Lion (Special Creature section)
39 - 46	1d2 Hieracosphinxes (Special Creatures section)
47 - 52	1 (per 3 PCs) Spawn of Kyuss (VGM 192)
53 - 57	1d4+3 Ghouls (MM 148)
58 - 72	1d6+6 Lions (MM 331)
73 - 78	1d3+3 Wights (MM 300)
79 - 86	1d3+1 Ankhegs (MM 21)
87 - 94	1d3+1 Vine Blights (MM 32) or 1d3+1 Assassin Vines (TOA 213)
95 - 100	2 (per 1 PC) Giant Spiders (MM 328)

Research/Who is the Ghostlord?

To access the libraries in Brindol requires 10gp and a DC 10 Charisma (Persuasion) check or 20 gp without a check. A DC 10 Intelligence (History) check when asking a local will get the PCs campfire stories about him (page 67). The same information can be found with a DC 12 Intelligence (Investigation) check by any character. However the full story requires a DC 20 Intelligence (History) check to get the true details.

What is the Ghostlord?

A character who studies the Ghostlord's phylactery and makes a DC 18 Intelligence (Religion) check reveals it's the work of a druid. If a character makes the roll by over 5 (DC 23) they narrow it down to knowing it was made by an ex-druid caste called "blighters".

Where is the Ghostlord?

A successful DC 15 Intelligence (Nature) check indicates that a character remembers seeing a map that placed the lair somewhere near the eastern end of the Thornwaste. A DC 20 Investigation check (and a day's time spent) in Brindol turns up an obscure map that shows the lair's location. Also, Lady Kaal might have acquired such a map at some point through her contacts.

The Thornwaste

Once an hour characters must make either a DC 10 Dexterity or Wisdom (Survival) check to avoid taking a point of damage as though they had stepped on a caltrop. Also, those with a Land Stride ability are not affected by the thorns.

The Ghostlord's Lair

The outside walls only require a DC 10 Strength (Athletics) check to climb. Secret doors are very hard to find (DC 20 Perception check).

2. Varanthian's Lair

Varanthian (Special Creatures section).

3. The Lion's Path

- 1 Ghost Dire Lion** (Special Creatures section)
- 2 Ghost Brute Lions** (Special Creatures section)

4. Welcoming Chamber

If the PCs make it this far without alerting the hobgoblins, have Ulwai and her crew make DC 18 Perception checks to hear the characters.

6. Guardroom

3 Doom Fist Monks (Rank & File Horde section)

Tactics: If the PCs encounter these monks after they have had time to prepare they all use a *potion of hill giant strength* and *potions of heroism* to get ready. The monks fight with an exotic weapon called a Dragonchain which is detailed in the New Items section in this conversion guide. Other than this they fight just as detailed on page 72 in the original adventure.

7. The Lion's Maw

DC 10 Strength (Athletics) check to climb the sides here.

8. Dissection Chamber

The 70 foot deep shaft can be climbed with a DC 16 Strength (Athletics) check. Characters who fall take 7d6 points of bludgeoning damage and land on the large grey ooze below (treat as Gelatinous Cube).

9. Ooze Pit

1 Large Grey Ooze (Gelatinous Cube MM 242)

Treasure: *dusty rose prism ioun stone* can be found when a search is done in the room (DC 10 Perception check).

10. Guest Quarters

The large statue of Tiamat takes only a DC 10 Intelligence (Religion) check to recognize.

Wyrmlord Ulwai Stormcaller (Leaders of the Horde section)

3 Doom Fist Monks (Rank & File Horde section)

2 Doom Hand Clerics (Rank & File Horde section)

Tactics: This section is too extensive to provide a complete combat tactic to 5th edition, instead a straight conversion is provided here.

If they have time to prepare they do as follows:

Monks: Each drink a *potion of hill giant strength* and a *potion of heroism* before engaging in battle.

Clerics: PCs get a DC Perception check of 5 to hear the cleric casting a spell (DC +1 per 10 feet away).

Wyrmlord Stormcaller: Her tactics will change drastically from the original adventure, unlike the clerics and monks. She will always try to buff up her allies with *bardic inspiration*, otherwise her main action is attacking.

12. Guest Quarters

Treasure: The unfinished opera is worth only 100gp.

13. The Pool of rebirth

6 Lesser Bonedrinkers (Ghostlord & Minions section)

1 Dire Lion (Ghostlord & Minions section)

Any living creature that touches the liquid in the pool will require a successful DC 15 Constitution saving throw or they become paralyzed. At that point the affected character does not get another saving throw until they are no longer touching the liquid and have been out of contact with it for 1 minute. It is very likely that any living creature that becomes paralyzed will either get a hand/limb stuck in the pool or even just fall in face-first. As per the notes on page 76 of the original module, characters will not drown in it, but will need help getting out. This will require PCs to remove the affected character without touching the liquid themselves (DC 15 Dexterity check) or they will be in danger of becoming paralyzed too.

Tactics: see page 77.

15. The Lion's Heart

Treasure: The Lion's Heart is an immobile artifact created by the Ghostlord. Once per day it can be activated by touch. If a creature with an Intelligence of 8 or less is put into the Pool of rebirth and fails a DC 18 Constitution save then the Lion's Heart immediately slays that creature and transforms it into a Ghost (or a Ghost Brute if the creature is an animal, monstrosity, etc.)

Any divine or arcane spellcaster can easily discern the function of this device and how to use it in conjunction with the pool if they make a successful DC 10 Intelligence (Arcana/Religion) check. However, remind players that using the Lion's Heart artifact is an act of evil. Any necromantic spells used in conjunction with this device will get a double boost in power and range. For example: an *animate dead* spell will have twice the casting range, command range, affect a larger creature, last longer, and animates two targets.

The PCs can try to damage or destroy this artifact but they are not powerful enough and can't do any lasting damage to it without the proper tools and knowledge, which at this point they lack. Allow the PCs to attack it if they wish in order to get the Ghostlord's attention, but let them know that trying to destroy it is futile.

16. Chamber of the Betrayed

The Ghostlord (The Ghostlord & Minions section).

See page 79, "Confronting the Ghostlord" for more information on running this part of the adventure.

17. Shrine of Blight

Dire Ghost Lion (Ghostlord & Minion section)

A successful DC 15 Intelligence (Nature/Religion) check is enough to recognize that the tree is unnatural. With minimal damage (10 HP) the tree will fall into ashes, but will always regenerate 8 hours later, even if a *disintegration* spell hits it. It is protected by a Dire Ghost Lion that is hiding in the tree. The lion will pounce on the first creature that gets within 40 ft of the tree surprising the party unless a PC makes a successful DC 20 passive Perception check. The lion will not leave the confines of this room.

18. Treasury

Treasure: a scroll of *dimensional anchor* can be replaced with one that has a *hallow* spell on it instead. All other treasure listed has a 5th edition counterpart. An alternative method for treasure is to roll on the Treasure Hoard Table CR 5-10 on page 137 of the DMG.

Concluding Part 3

See page 79 for details on wrapping up chapter 3.

(This concludes notes on Part 3)

Part 4: Enemy at the Gates

Brindol Key Sites:

4. **Shank's Shivs:** Weapon shop. PCs can find just about any non-magical weapon in existence here at standard prices (PHP 149)
5. **Brindol Market:** Travel through here is at half movement because of all the foot traffic, etc. Just about any kind of food, clothing, and miscellaneous items can be found here. No weapons or magic items are sold here.
6. **The Thirsty Zombie:** Torgin keeps a supply of a dozen +1 bolts for his heavy crossbow in case things get rough. He uses these to knock out or subdue, not to kill or damage.
7. **Red Magic and Sundries:** Alandri stocks all magic items that are Common and Uncommon. It's up to DM discretion to sell Rare items or not. **Alandri, Gynosphinx** (MM 282)
9. **The Craven Raven:** PCs who wish to get in must be dressed in a set of fine clothes and have no adventuring gear such as weapons on them (even daggers).

Audience With the Lords:

Phase One: Introductions

Have each PC make a DC 15 Charisma (Persuasion) check. Note how many of them succeeded.

Phase Two: Battle Plans

The PCs need to pick a plan of action either fighting the enemy on the field or use the city walls. They must convince 3 out of the 4 council members by making a successful Charisma (Persuasion) check using the table below. If the PCs come across as competent without sounding arrogant or self-centered then give the player **advantage** when rolling in phase one. Remember that only one check can be used to influence them for the entirety of phase two:

Council Member:	DC Wall	DC Field
Lord Jarmaath	20	0
Lady Kaal	15	25
Captain Ulverth	0	25
Tredora	20	20
Sellyria Starsinger	0	25

If the PCs are unable to convince the council or at a stalemate, they decide to meet the horde in the open field.

Phase Three:

The PCs have to help the council decide where to put the clerics: in the Cathedral or spread out in the city or field. Consult the following table below:

Council Member:	DC Cathedral	DC City
Lord Jarmaath	0	20
Lady Kaal	20	0
Captain Ulverth	15	0
Tredora	15	0
Sellyria Starsinger	20	20

Phase Four:

Allow the PCs to help in aiding who the fourth link goes to. If a representative from the group can make a successful DC 20 Charisma (Persuasion) check then the council goes with the PCs suggestion, otherwise the link goes to Lady Kaal.

The Battle of Brindol:

Battlefield Resources

Reinforcements: The PCs are allowed to call upon 4 Lions of Brindol (Brindol Allies section).

Magic Items: Many of Brindol's shops have contributed potions, wands, and scrolls to the cause. The PCs can get common to rare items up to a value of 5,000 gp for the group. It's up to DM discretion as to how many rare magic items are available.

Spells: All the available clerics are either at the cathedral or assigned to infantry groups, none are available to the PCs.

Save The Walls

Mission: Engage the second group of giants attacking the city walls.

4 Hill Giants (MM 155)

If a giant is reduced to 50% or less hit points, it attacks by hurling rocks at what's causing it pain or engages in a melee battle if the target(s) are within range. If the giant is at 25% or less of its max hit points it will run away. The last of the four giants will run away if all other giants are dead or have left and its hit points are at 50% or less (instead of 25%).

Treasure: Roll on Treasure Hoard Table CR 0-4 (DMG 137) for determining loot.

Danger Outside The Walls: To increase the danger of this encounter read page 89 for details.

Abithriax's Rampage

Abithriax, Red Dragon (The Dragons section, note changes)

Tactics: As soon as the PCs manage to score a significant hit, he gives the PCs his full attention in the battle.

Brindol in Flames: The PCs need to help to put out the flames, putting out five separate fires within as many minutes. A DC 16 Survival check can help putting out a fire; each such check takes 1 minute. Any spell with a cold effect such as *Ray of Frost* or *Ice Storm* can extinguish a fire in 1 round. If Ulwai Stormcaller is alive then the PCs will have to put out twice as many fires.

Streets of Blood

Mission: Slow the horde's advance on the Dawn Way.

Setup: The PCs have allies to help them in the battle:

1-5 Lions of Brindol (see Brindol Allies section).

10 Brindol Town Guards (Guard MM 347).

If the PCs have secured an alliance with the Elves:

6 Wild Elf Rangers (Scout MM 349)

The 4 foot high, 10 foot wide, barricade takes 20 feet of movement to climb over it with a successful Strength (Athletics) check of DC 14. Alternately characters can take a running jump over it which requires a DC 10 Strength (Athletics) check to jump it and a DC 10 Dexterity (Acrobatics) to land properly without falling prone. It takes a DC 19 Strength check to be able to break apart a section of it, turning the barricade into difficult terrain. Each 5 foot square section of the barricade has an AC of 16 with 18 hit points. It takes 1d4 rounds to rebuild it back up (-1 round per 2 characters helping).

Small or smaller characters receive +5 AC and Dexterity saving throw bonus for $\frac{3}{4}$ cover from the barricade, while medium-sized characters get a +2 to both. Large creatures get no bonuses.

Failure of the mission occurs if all PCs and allies are defeated or at least 20 enemies manage to move off the map past the barricade and into the marketplace.

There are up to five waves of enemies that arrive with 1d4+2 rounds in between each one:

First Wave

Tactics: The hobgoblins take cover behind the barricade (if they win initiative) and start shooting arrows. If the PCs beat them to the barricade they will try to seek cover elsewhere. The manticores fly overhead to the rooftops and fire ranged attacks. They will try to position themselves behind the PCs, trying to pin them in between two groups of ranged attacks.

Enemy Retreat: If either of the manticores drops below 25% of their hit points they fly away from the battle. The sergeants will fight to the death and will not let the hobgoblin regulars break rank. However, if the manticores and sergeants are dead or have fled then every last hobgoblin regular will retreat and come back in the second wave of enemies.

2 Manticores (MM 213)

2 Hobgoblin Sergeants (Hobgoblin Captain MM 186)

6 Hobgoblins (MM 186)

Second Wave

Tactics: The 8 blood ghost berserkers come charging up to the barricade in a rage state, making it very easy for them to get over the barricade and start attacking the PCs and their allies. If there are any leftover hobgoblin regulars from the last battle they try to find cover behind the barricade and fire arrows at the PCs but are cautious for the rest of the combat. As they charge in this should give the group at least one free ranged attack at them.

8 Blood Ghost Berserkers (Rank and File Horde section)

Third Wave

Tactics: The 5 goblins mounted on thunderlizards charge into five different sections of 10 foot lengths along the barricade, attempting to turn the sections into difficult terrain. This will more than likely happen on the first round after which they can cross through the barricade easily.

5 Goblin Worg Riders (Rank & File Horde section)

5 Bluespaw Thunderlizard (Rank & File Horde section)

Fourth Wave

If the PCs destroyed the eggs in the razorfiend hatchery at Rhest they will not face this wave of enemies.

3 Greenspaw Razorfiends (Rank 7 File Horde section)

2 Kulkor Zhul Mindbenders (Rank 7 File Horde section)

Fifth Wave

If the PCs managed to get the Ghostlord to pull his support this wave does not occur.

Tactics: The Doom Hand warpriest hang out of sight and control the undead. They do not enter this particular fight.

The ghost brute lions roar, trying to incite fear, while the ghost dire lion and lesser bonedrinkers attack anyone left behind in the area.

4 Ghost Brute Lions (Ghostlord's Minions section)

2 Ghost Dire Lions (Ghostlord's Minions section)

5 Lesser Bonedrinkers (Ghostlord's Minions section)

Sniper Attack

Mission: The PCs must take out the sniper Skather.

Because of him being hidden, the PCs will have to make a successful DC 25 Perception check to see where his arrow attacks are coming from.

Tactics: Before the PCs can go up to the second floor of the coffin maker's shop two war adepts wait for them in an invisible state, shocking them with *lightning bolt* spells by surprise unless spotted by a DC 30 Perception check. After the war adepts initially cast *lightning bolt* have them follow up with a *magic missile* if at range, a *fog cloud* to provide for cover, or go big with an *ice storm* spell (if the PCs are in a cluster.) One of them uses a scroll to summon a single hell hound in the second round.

Skather has a +5 AC and Dexterity bonus due to $\frac{3}{4}$ cover. If he spots anyone entering the building he immediately drops his ranged weapon and swaps it out for his sword which he can coat with purple worm poison (DMG 258). He then hides near the door, hoping to get a surprise attack on the first PC to step into the room. Skather has already spread out caltrops all over the second floor stairs (PHB 151).

If the PCs engage in a combat with the two war adepts he spends each turn preparing:

1st round: drinks a *potion of invisibility*

2nd round: drinks a *potion of protection from evil/good*

During combat if Skather's hit points drop to 20-30% of maximum he will quickly withdraw and use a *potion of gaseous form* to escape, retreating to the Fane of Tiamat.

Final Battle

Mission: The PCs must defend the Cathedral of Pelor against the forces of General Kharn.

Wyrmlord Kharn (Horde Leaders section)

2 Hill Giants (MM 155)

4 Ogres (MM 237)

any surviving Wyrmlords and/or The Ghostlord.

At DM's discretion it might be wise to have all or most of the combatants listed here at only 50% to 75% of their maximum hit points, having exhausted all scrolls, potions, and a good portion of any spell slots available to scale down the challenge.

Tactics: Wyrmlord Kharn's primary goal here to to kill the PCs. His giants will defend him and make it so that the group can't flank him or gain an advantage. The giants will not break rank even if one of them dies. All enemies here are battle hardened and see this as a last-stand fight-to-the-death scenario. This includes any remaining Wyrmlords.

Victory Points

(See page 95 for calculation of the victory points, etc.)

(This concludes notes on Part 4)

Part Five: Fane of Tiamat

Before the PCs go on their journey, Lord Jarmaath can donate up to 2 *potions of greater healing* and 1 *potion of superior healing* to each PC. It is suggested not to hand out any other magic items than that as the wizard Immerstal can *teleport* the PCs wherever they want to go. Handing out any *potions of invisibility* would be alright if the PCs have not killed all the other young dragons in the adventure.

Random Encounters in Wyrmsmoke Mountains:

Chance depends on PCs activity.

- *Normal Travel*: 20% per 12 hours.
- *Camping or Cautious Travel*: 10% per 12 hours.
- *Hiding*: 5% per 12 hours.

D100%	Encounter
01 - 05	2d4 Blackspawn Raiders (Rank & File section)
06 - 15	2d4 Blood Ghost Berserkers (Rank & File)
16 - 20	5 Ogres
21 - 35	Red Hand war patrol*
36 - 40	2 Achaierai (Special Creature section)
41 - 45	1 Young Dragon (pick one from Dragon section)
46 - 50	1 Behir (MM 25)
51 - 60	1d4+1 Ettins (MM 132)
61 - 65	2d3+1 Manticores (MM 213)
66 - 70	2d3 Trolls (MM 291)
71 - 75	1d3+1 Wyverns (MM 303)
76 - 80	2d3+1 Bearded Devils (MM 70)
81 - 85	1d3 Bulettes (MM 34)
86 - 90	1 Bulette that attracts a Chimera (MM 39)
91 - 95	2d4 Griffons (MM 174) , only if on horseback.
96 - 100	4d3 Hell Hounds (MM 182)

*Red Hand war patrol consists of 8 Hobgoblin Veterans (Rank & File section), led by a Hobgoblin Sergeant (treat as Hobgoblin Captain MM 186) and a Doom Hand cleric (Rank & File section).

Fane of Tiamat Features

A DC 20 Perception check will reveal any secret doors in the Fane. Climbing the walls here will require a successful DC 15 Strength (Athletics) check.

Fane Feature	AC	Open Lock DC	Hit Points
Masonry Walls	17	-	160
Iron Door	19	20	60
Secret Door	18	25	60

1. The Mark of Tiamat

If the PCs don't state they are being stealthy, remember that Tyrgarun has a passive Perception skill of +19. It is highly unlikely that he won't sense the group coming.

Tyrgarun (The Dragons section).

Tactics: see page 99.

Tiamat Door Trap: DC 25 passive Wisdom (Perception) check to spot, or DC 20 Wisdom (Perception) if actively searching. DC 25 Intelligence (Investigation) to determine how to disarm, followed by a DC 20 Dexterity check using thieves tools to disable it. When triggered (touching the handle) any creatures within a 20 foot radius of the doors take 3d10 acid, 3d10 cold, 3d10 electricity, and 3d10 fire damage on a failed DC 19 Dexterity (Acrobatics) saving throw, or half as much on a successful one.

2. Dragon's Lair

Treasure: The DM will need to tone down the amount of treasure here. It is suggested that the DM should roll once on CR 0-4 and CR 5-10 Horde Treasure tables (DMG 137). This is a good opportunity for the DM to replace the random magic item rolls with equipment they think best suits the party.

3. Foyer

2 Blue Abishais (Rank & File Horde section)

2 Wyvern Zombies (Special Creatures section)

Tactics: (see page 102)

4. Guard Barracks

6 Blackspawn Raiders (Rank & File Section)

Tactics: They start combat by drinking *potion of protection from good/evil*, then rush into melee. If they feel equally matched they will use *oil of sharpness* on the weapons or fall back to drink a *potion of greater healing*,

Treasure: It is suggested to roll on Treasure Hoard Table CR 0-4 (DMG 137) instead of the treasure listed.

6. Torture Chamber

1 Bone Devil (MM 71)

Tactics: He starts off combat by using a special scroll which will summon 1d4 lemurs per PC/NPC in the group. All other actions are up to DM discretion.

8. Priest Cells

2 Doom Hand Warpriests (Rank & File Horde section)

5 Doom Hand Clerics (Rank & File Horde section)

Tactics: (see page 104).

9. Laryssa's Kitchen

A creature that falls into the fire pit takes 2d6 fire damage. If dispelled or someone dumps water on them, the flames come back after 1d4 rounds.

Laryssa, Night Hag (MM 178)

2 Bearded Devils (MM 70)

Tactics: If the alarm hasn't been raised and the PCs use a Deception roll against her (Insight +6), they can escape the room with some food without fighting her or the devils. Otherwise tactics are the same as listed on page 104.

Treasure: Any non-fiendish creature that drinks her tea will be Poisoned (DC save 15 Constitution, take 1d6 points of poison damage per hour until magically healed or 2 successful saves in a row).

A DC 20 Wisdom (Perception) check the PCs find a leather bag at the bottom of a barrel. It is suggested to roll on Treasure Individual Table CR 5-10 (DMG 137) instead of the treasure listed or DM can substitute for any common or uncommon magic items.

10. Council Chamber

Any character who makes a DC 10 Intelligence (History) check recognizes the terrain on the bas-reliefs as Elsir Vale.

11. Great Temple of Tiamat

The candles in the room are empowered with a *continual flame* spell. The altar has a *hallow (unhallowed)* spell which prevents anything from magically turning invisible.

5 Wyverns (MM 303)

12. Cavern of the Guardian Spawn

The 5 feet tiers require a DC 10 Strength (Athletics) check to climb up. Anyone falling into the pit will take 20d6 points of bludgeoning damage. The wall of the pit can be climbed with a successful DC 15 Strength (Athletics) check.

3 Greenspawn Razorfiends (Rank & File Horde section)

Tactics: These Greenspawn do not have *Cunning Action* or *Mobility* abilities, instead they will always have *advantage* when trying to disarm the PCs.

These particular spawn also have the ability 3/day to use their fists to act as a *shatter* spell (DC 13 Constitution saving throw) which does 3d8 thunder damage to a creature or critical damage (6d8) to an object or inorganic creature.

They will try to use their *disarm* and *shatter* abilities to destroy or negate the adventurer's powerful weapons.

Obviously any magic items being hit with the *shatter* ability will easily be unharmed. If the spawn see that an item is obviously magical it will simply try to disarm a PC instead and maybe *shatter* their nonmagical armor.

They will pursue fleeing characters that run towards the north, but not those who retreat to the south.

13. Outer Sanctum

Any cleric who is not a follower of Tiamat that attempts to experiment with the altar by augmenting their spells must make a DC 20 Wisdom save or be killed by massive blasts of fire, ice, acid, and lightning. Success on the saving throw means the cleric is considered Stunned for 3d4 rounds.

Azarr Kul has cast a *hallow* spell that has the affect of a *bless* spell to any follower of Tiamat.

2 Doom Hand Warpriests (Rank & File Horde section)

5 Doom Hand Clerics (Rank & File Horde section)

4 Wraiths (MM 302)

Tactics: The 7 clerics here are giving all their attention to the altar and have Disadvantage when it comes to Perception checks (and the PCs get advantage to Dexterity (Stealth) rolls) because of it. The priests use similar tactics to those in room 8 (page 104) but don't bother with *invisibility* spells.

14. High Wyrmlord's Chambers

2 Erinyes (MM 73)

Tactics: It's up to DM's discretion to use the Variant: Devil Summoning (MM 68) rules here. A DM might want to give the erinyes the ability to cast *command* or *charm person* 3/day, otherwise tactics are the same as shown on page 108.

15. Summoning Room

The summoning circle has an AC of 19 and can take 18 (4d8) points of damage before it is destroyed. The circle can not be operated by a non-follower of Tiamat.

16. Treasury

1 Barbed Devil (MM 70)

TRAP: WALL OF TIAMAT'S WRAITH - DC 25 Wisdom (Perception) check if actively searching. DC 20 Intelligence (Arcana) check to determine how to disarm (on a successful roll the character will know that some sort of phrase or command has to be spoken) **or:** DC 20 Dexterity check (with thieves tools) to disable device. Triggered by stepping in the 5 x 15 foot area on the landing; characters take 12d10 damage from a vortex of acid, cold, fire, and electricity on a failed DC 20 Dexterity saving throw, or half as much on a successful one. If the character does not go back down the steps they will get another such blast next round. When the trap is activated an invisible wall comes up which has the same effect as a *wind wall* spell which last for 1 minute and then resets.

TRAP: DRAGONCHESTS - DC 25 Wisdom (Perception) check to spot trap, DC 20 Dexterity check with thieves tools to disable. Each of the chests can be deactivated if a symbol of Tiamat is touched to the chests' lid. Failure to do so results in a burst of energy that fills a 5 foot radius with 6d10 points of acid (black or green), cold (white), fire (red), or lightning damage (blue) on a failed DC 20 Dexterity check or half if successful.

Treasure: The Dragon chests are also locked as well as trapped. DC 25 Dexterity check with thieves tools to pick the locks for each one. Alternatively the locks can also be damaged to get them to open (AC 19 and require 20 hit points of damage from a spell or magic weapon.)

There are no direct conversions for many of the magic items that were listed in the original module. It is suggested that the DM should award a *rare* magic item to each PC as makes sense for their class and abilities. If not, then simply make a random roll on Treasure Hoard CR 11-16 (DMG 138) **or** Treasure Hoard CR 5-10 (DMG 137).

17. Inner Sanctum

The *hallow/unhallow* spell cast on the central platform by Azarr Kul has a *silence* effect to all non-followers of Tiamat which fills the entire room. The spell functions at caster level 11th. The noise of everything causes those trying to use their hearing to make Perception checks will be at a disadvantage.

4 Blue Abishai (Rank & File Horde section)

Azarr Kul (The Wyrmlord section)

Tactics: Because of the intense concentration of the five enemies and the noise level, the PCs are guaranteed to catch the enemies by surprise unless they give themselves away intentionally. This gives the party time to prepare for at least a round. Give the PCs advantage on Dexterity (Stealth) checks and the enemies Disadvantage on Perception checks against the group.

The tactics for Azaar are pretty much the same as described on page 110 with a few changes such as the *antilife shell* is no longer a spell he casts but on a scroll, etc. Below is a table outlining the original tactics for Azaar:

Action:	Items or Spells used:
Attacking	<i>flamestrike, harm, inflict wounds</i>
Buff	<i>aid, divine favor*, enhance ability, freedom of movement</i>
Control	<i>bane*, confusion*, dispel magic, hold person*, silence*</i>
Defensive	<i>scroll of antilife shell, death ward, mass healing word, protection from energy*, protection from evil and good*, resistance*, sanctuary, shield of faith*</i>
Escape	<i>scroll of word of recall, mislead*</i>

*requires concentration to cast and sustain.

Tiamat's Wrath

As the portal collapses all the followers of Tiamat are slain and all the PCs in the upper tier in the inner sanctum must make a DC 15 Constitution save or be deafened for 1d6 rounds. A round after the collapse the dragons heads pulse and send out 7d10 points of acid damage, cold damage, fire damage, and lightning damage each (total of 21d10). PCs can save for half damage on a successful DC 15 Dexterity (Acrobatics) check.

Aspect of Tiamat (The Dragons section)

As the aspect manifest give the PCs a free round to prepare. On each round the aspect's tactics are to simply use a breath weapon for each head it has (one each round on a rotating basis), while the other head bites and her tail stings.

Conclusion

This is another chance for the DM to reward the players with magic items, however, by now most should be well equipped. It's up to DM discretion how much loot to hand out here (keep each magic item under 9,000 gp) **or** again, roll randomly on the Treasure Hoard CR 5-10 table (DMG 137).

Special Creatures

Achaierai

Large fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 52 (7d10+14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	11 (0)	14 (+2)	16 (+3)

Skills Athletics +8, Insight +6, Perception +5

Senses darkvision 60ft., passive Perception 12

Languages understands Infernal and Common but does not speak.

Challenge 6 (2,300 XP)

4-Legged Retreat. The achaierai can take the Dash action as a bonus action each round.

Magic Resistance. The achaierai has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The achaierai makes three attacks: one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. Hit: 18 (4d6+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. Hit: 11 (2d6+4) slashing damage. On a hit the target is grappled and restrained if its size is medium or smaller. A grappled target may, as an action, attempt to free itself by winning a Strength contest against the achaierai on each of its turns. The achaierai will always attack a grappled creature with its beak, having advantage on the attack roll. Only one creature may be grappled as the achaierai needs its other three legs to move.

Reactions

Black Cloud (3/day). It releases a toxic black cloud when it feels threatened. Any creature within 10 feet immediately takes 14 (4d6) necrotic damage and become *Poisoned*. They must also succeed on a DC 15 Constitution saving throw or become *Confused*. The saving throw can be made at the end of each of the character's turns. If a creature succeeds on the initial saving throw or if the effect ends for it, it becomes immune to the effects of the confusion, but not to the poison damage.

Digester

Medium monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 68 (8d10+24)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	4 (-3)	12 (+1)	10 (0)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 11

Languages –

Challenge 7 (2,900 XP)

Actions

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) slashing damage.

Acid Spray (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, reach 15 ft. cone, each creature in the area must make a DC 13 Dexterity saving throw, taking 32 (8d8) acid damage on a failed save, or half as much on a successful one.

Gray Render

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 105 (14d10 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	20 (+5)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +8, Survival +5

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 8 (3,900 XP)

Charger. If the render moves at least 10 feet straight toward a target and then hits it with its claws on the same turn, the target takes an extra 4 (1d6) slashing damage. For each 10 feet of length added to the charge (max of 30 feet) add an additional 4 (1d6) slashing damage to the attack (max 3d6).

Grappler. If the target has already been hit by a claw attack this round, the target is grappled (escape DC 15). Until this grapple ends, the render can't use its claws on another target.

Keen Sight and Smell. The render has advantage on Wisdom (Perception) checks that rely on sight or smell.

Savage Attack. Once per turn the DM rerolls the render's damage dice and takes the highest result.

Actions

Multiattack. The render makes two claw attacks. It can choose to grapple a target that it has successfully hit with its claws.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., *Hit:* 19 (4d8 + 5) slashing damage.

Rend. The gray render tears a creature it has grappled, dealing 43 (8d10 + 5) slashing damage. The target must succeed on a DC 15 Constitution saving throw (disadvantage on a critical hit) or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target receives healing magic. The target dies if this effect reduces its hit point maximum to 0.

Hieracosphinx

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 67 (9d10 +18)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	15 (+2)	8 (-1)	16 (+3)	11 (0)

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive perception 13

Languages Common, Sphinx

Challenge 7 (2,900 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target hit: 12 (2d6 +5) slashing damage.

Screech (3/Day). The sphinx emits a magical screech. Each creature within 250 feet of the sphinx and able to hear it must make a saving throw. Each creature that fails a DC 14 Wisdom saving throw is deafened and frightened for 1 minute (10 rounds). A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The sphinx can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Wyvern Zombie

Large undead dragon, unaligned

Armor Class 8

Hit Points 95 (10d10 + 40)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

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

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 13 (2d8 + 4) slashing damage,

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6+4) piercing damage.

Leaders of the Horde:

High Wyrmlord Azaar Kul

Medium Humanoid (half-dragon/goblinoid), Lawful Evil

Armor Class 23 (+1 black dragoncraft platemail, +1 red dragoncraft shield, cloak of protection, ring of protection)

HP 83 hp (11d8 + 33)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	16 (+3)	12 (+1)	20 (+5)	17 (+3)

Saving Throws Wisdom +10, Charisma +9

Skills Animal Handling +5, Arcana +1, Athletics +5, Deception +8, History +1, Insight +5, Intimidation +4, Investigation +1, Medicine +5, Nature +1, Performance +4, Perception +5, Persuasion +8, Religion +5, Stealth +4, Survival +5

Damage Immunities thunder, lightning (racial, class)

Damage Resistances acid, cold, fire (armor, shield, ring)

Senses darkvision 60ft, passive Perception 15

Languages Common, Draconic, Goblin

Challenge 11 (7,200XP)

Cloak of Shadows.(Recharge: 6). Azaar can turn *invisible* until the end of his next turn.

Draconic Ancestry. Blue dragon. (PHB 102)

Lightning Strike. Each turn Azaar does an extra 1d8 lightning damage with his weapon attacks.

Martial Advantage. Once per turn, he can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of him that isn't incapacitated.

Warpriest of Tiamat. (Recharge: 3-6). When Azaar uses the Attack action, he can make one weapon attack as a bonus action.

Spellcasting. Azaar Kul casts magic as a level 11 cleric. His spellcasting ability is Wisdom (Spell save DC 19, +9 to hit with spell attacks). He knows the following cleric spells:

cantrips: *mending*, *resistance*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st (4 slots) *bane**, *bless*, *command*, *charm person*, *disguise self*, *inflict wounds*, *guiding bolt*, *sanctuary**, *protection from evil and good**, *sanctuary*, *shield of faith**

2nd (3 slots) *aid**, *enhance ability**, *lesser restoration*, *hold person**, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

3rd (3 slots) *animate dead*, *create food and water*, *blink*, *crusader's mantle*, *dispel magic**, *mass healing word**, *protection from energy**, *revivify*, *spirit guardians*

4th (3 slots) *banishment*, *confusion**, *death ward**, *dimension door*, *freedom of movement**, *stoneskin*

5th (2 slots) *contagion*, *dominate person*, *flame strike**, *hallow*, *hold monster*, *mass cure wounds*, *mislead**, *planar binding*

6th (1 slot) *create undead*, *harm**, *planar ally*, *wind walk*, *word of recall*

*note: these spells are ones that will mostly likely be used by him on a day-to-day basis.

Actions

Multiattack He can make 2 attacks when he uses the Attack action.

Lightning Breath (Recharge after a short or long rest) 5 by 30 ft line, DC18 Dexterity saving throw or take 14 (4d6) lightning damage on a failed save or half as much damage on a successful save.

Blue Dragonfang Longsword +1 Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 11/12 (1d8+6/1d10+6 *versatile*) slashing damage and *Hit:* 6/7 (1d8+1/1d10+1 *versatile*) lightning damage (see New Items section for details.)

Reaction

Guided Strike. (Recharge: 5-6). Azaar grants a +10 bonus to an attack roll made by himself or another creature within 30 feet of him. He can make this choice after the roll is made but before it hits or misses.

Possessions: +1 Blue Dragonfang Longsword, +1 Red Dragoncraft Shield, +1 Black Dragoncraft platemail, cloak of protection, ring of protection, ring of cold resistance, Heward's handy haversack, bejeweled Tiamat headdress worth 1,000 gp, potion of fly, potion of superior healing, scroll of word of recall, scroll of greater restoration, scroll of superior healing, and a scroll of antilife shell.

Wyrmlord Hravek Kharn

Medium Humanoid (half-dragon/goblinoid), Lawful Evil

Armor Class 21 (+1 red dragoncraft platemail, cloak of protection, ring of protection)

HP 67 hp (10d8 + 22)

Speed 30 ft

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

Saving Throws Wisdom +6, Charisma +7

Skills Arcana +1, Athletics +4, Deception +7, Insight +2, Intimidation +3, Perception +2, Persuasion +7, Religion +5, Stealth +4, Survival +2

Damage Resistances acid, fire, lightning (armor, racial, ring)

Senses darkvision 60ft, passive Perception 10

Languages Common, Draconic, Goblin, Infernal

Challenge 10 (5,900XP)

Cloak of Shadows.(*Recharge: short or long rest*). Kharn can turn *invisible* until the end of his next turn.

Draconic Ancestry. Black dragon. (PHB 102)

Martial Advantage. Once per turn, he can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of him that isn't incapacitated.

Warpriest of Tiamat. (Recharge: 5-6). When Kharn uses the Attack action, he can make one weapon attack as a bonus action.

Spellcasting. Kharn casts magic as a level 10 cleric. His spellcasting ability is Charisma (Spell save DC 15, +6 to hit with spell attacks). He knows the following cleric spells:

cantrips: *mending, resistance, sacred flame, spare the dying, thaumaturgy*

1st (4 slots) *bane**, *bless*, *command*, *charm person*, *disguise self*, *inflict wounds**, *guiding bolt*, *sanctuary*, *protection from evil and good**, *sanctuary*, *shield of faith**

2nd (3 slots) *aid**, *enhance ability**, *lesser restoration*, *hold person*, *magic weapon*, *prayer of healing*, *silence**, *spiritual weapon*

3rd (3 slots) *animate dead**, *create food and water*, *blink*, *crusader's mantle*, *dispel magic**, *mass healing word*, *protection from energy**, *revivify*, *spirit guardians*

4th (3 slots) *banishment*, *confusion**, *death ward**, *dimension door*, *freedom of movement**, *stoneskin*

5th (2 slots) *contagion*, *dominate person*, *flame strike**, *hallow*, *hold monster*, *mass cure wounds**, *mislead*, *planar binding*

*note: these spells are ones that will mostly likely be used by him on a day-to-day basis.

Actions

Multiattack He can make 2 attacks when he uses the Attack action. He can use only 1 breath weapon per round in conjunction with a sword or crossbow attack. He cannot use the crossbow and sword in the same round.

Acid Breath (Recharge after a long rest) 5 by 30 ft line, DC14 Dexterity saving throw or take 10 (3d6) acid damage on a failed save or half as much damage on a successful save.

Cold Breath (Recharge after a long rest) 15 ft cone, DC14 Dexterity saving throw or take 10 (3d6) acid damage on a failed save or half as much damage on a successful save.

Light Crossbow Ranged Weapon Attack: +4 to hit, reach 80/320 ft., one target. Hit: 5 (1d8) piercing damage.

Greatsword of Wounding Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage (see DMG 207 for details).

Reaction

Guided Strike. (Recharge: 5-6). Azaar grants a +10 bonus to an attack roll made by himself or another creature within 30 feet of him. He can make this choice after the roll is made but before it hits or misses.

Possessions: *Greatsword of Wounding*, +1 Red Dragoncraft platemail, cloak of protection, ring of protection, ring of lightning resistance, Heward's handy haversack, potion of fly, 2 potions of greater healing, 1 potion of superior healing.

Wyrmlord Ulwai Stormcaller

Medium Humanoid (goblinoid), Neutral Evil

Armor Class 18 (natural armor +1 ring of protection)

HP 58 hp (9d8 + 18)

Speed 30 ft

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

Saving Throws Constitution +6, Dexterity +8, Charisma +6

Skills Deception +10, Perception +5, Performance +7, Insight +10

Damage Resistances thunder, lightning

Senses darkvision 60ft, passive perception 11

Languages Common, Draconic, Goblin, Primordial

Challenge 8 (3,900XP)

Arcane Advantage. Once per turn, Ulwai can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of Ulwai that is not incapacitated.

Army Arcana. When Ulwai casts a spell that causes damage or that forces other creatures to make a saving throw, she can choose herself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Bardic Inspiration. College of Valor Bard (PHB 55)

Countercharm. Ulwai and any allies within 30 feet gain advantage on saving throws against being frightened or charmed.

Draconic Ancestry: Blue dragon. (PHB 102)

Elemental Charge. Ulwai can (as a free action) use a charge from any magic item (such as her *Staff of Stormclouds*) to send a charge of converted energy into a melee weapon, thus adding an additional 6 (1d8+3) lightning damage to it. If she is using her **Storm's Fury** ability as a reaction the damage will stack accordingly for a total of 12 (2d8+6) damage.

Song of Rest. 1d8 (PHB 54)

Spellcaster As 9th level devastator (bard/sorcerer). Spell save DC 15, Spell Attack bonus +7

Cantrips: *message*, *shocking grasp*, *true strike*, *vicious mockery*

1st level (4 slots) *faerie fire*, *sleep*, *Tasha's hideous laughter*

2nd level (3 slots) *dragon's breath* (XGE 154), *heat metal*, *shatter*

3rd level (3 slots) *dispel magic*, *stinking cloud*, *lightning bolt*

4th level (2 slots) *greater invisibility*, *elemental bane* (XGE 155)

Tempestuous Magic. When Ulwai casts a spell she can use a bonus action to launch 10 feet up in the air without provoking opportunity attacks.

Actions

Multiattack Ulwai can make 2 whip attacks when she uses the Attack action.

Shortbow +1. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. **Arrows of Shock +1** used with this weapon (qty: 20) adds an additional 5 (1d8+1) thunder damage.

Staff of Stormclouds +1 Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) bludgeoning and *Hit:* 7 (1d8+2) lightning damage (see New Items section for details.)

Whip +1 Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Reaction

Storm's Fury. When Ulwai is hit by a melee attack she can use her reaction to deal 7 (1d8 +3) lightning damage to the attacker.

Wyrmlord Saarvith (Ranger/Hunter)

Medium humanoid, lawful evil

Armor Class 18 (+1 mithral chainshirt)

Hit Points 60 (8d10+16)

Speed 30 ft.

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

Saving Throws Str +3, Dex +7 (*Cloak of Protection* +1 to saves)

Skills Acrobatics +4, Animal handling +5, Insight +2, Intimidation +2, Medicine +2, Sleight of Hand +4, Perception +5, Stealth +7, Survival +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Goblin, Infernal, Sylvan.

Challenge 5 (1,800 XP)

Escape the Horde Saarvith can use the Disengage or Hide action as a bonus action on his turn and opportunity attacks are made at a disadvantage.

Favored Enemies humans, elves, fey.

Natural Explorer Saarvith gets advantage on attacks against foes who haven't acted yet in the first round of combat, as well as advantage on Initiative checks and the ability to ignore difficult terrain.

Fighting Style Archery adds +2 to all ranged weapon attacks rolls

Colossus Slayer once per turn Saarvith may deal an additional 1d8 damage to a creature already below its hit point maximum

Spellcasting Saarvith is a 7th level spellcaster. His spellcasting ability is Wisdom (Spell save DC 14, +5 to hit with spell attacks). Saarvith knows the following ranger spells:

1st level (4 slots): *hunter's mark*, *longstrider*

2nd level (3 slots): *pass without trace*, *protection from poison*, *silence*

Actions

Multiattack Saarvith makes two longbow attacks, or two greatsword attacks.

Greatsword +1. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Longbow +1. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 5) piercing damage. **Arrows +1** used with this weapon (qty: 10)

Wyrmlord Koth (use Hobgoblin Devastator 161 VGM)

The Dragons

Aspect of Tiamat (treat as Tiamat ROT 92)

Abithriax (treat as Young Red Dragon MM 98)

The only changes are that he has a magically endowed amulet that acts as a *ring of cold resistance*.

Ozyrrandion (treat as Young Green Dragon MM 94)

Regiarix (treat as Young Black Dragon MM 88)

Tyrgarun (treat as Young Blue Dragon MM 91)

Varanthian (half-fiend behir)

Huge monstrosity, neutral evil

Armor Class 17 (*natural armor*)

Hit Points 113 (9d12 + 54)

Speed 50 ft., climb 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	17 (+3)	23 (+6)	11 (0)	14 (+2)	14 (+2)

Skills Deception +, Intimidation +, Perception +6, Stealth +7

Damage Immunities lightning, poison

Damage resistances acid, cold, fire

Magic resistance. Varanthian has advantage on saving throws against spells and other magical effects.

Senses darkvision 90 ft., passive Perception 12

Languages Common, Draconic, Infernal

Challenge 11 (7,200 XP)

Innate Spellcasting. Varanthian's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

3/day: *poison spray*

1/day: *bestow curse, darkness, detect evil and good, silence*

Actions

Multiattack. Varanthian makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is Grappled (escape DC 16) if Varanthian isn't already constricting a creature, and the target is Restrained until this grapple ends.

Lightning Breath (Recharge 5–6). Varanthian exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. Varanthian makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is Blinded and Restrained, it has total cover against attacks and other effects outside Varanthian, and it takes 21 (6d6) acid damage at the start of each of Varanthian's turns. A behir can have only one creature swallowed at a time.

If Varanthian takes 30 damage or more on a single turn from the swallowed creature, Varanthian must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls Prone in a space within 10 feet of Varanthian. If it dies, a swallowed creature is no longer Restrained by it and can escape from the corpse by using 15 feet of movement, exiting Prone.

Special Minions:

Miha Serani (aranea spy)

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 40 (7d10 +14)

Speed 30 ft., 15 ft. climb (humanoid form), 30 ft., climb 30 ft. (hybrid or spider form).

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	14 (+2)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Dex +3, Con +2, Int +4, Cha +5

Skills Arcana +9, Deception +10, Insight +8, Intimidate +10, Investigation +9, Perception +4, Persuasion +10, Stealth +8, Survival +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Deep Speech, Dwarven, Elven, Gnome, Halfling, Sylvan

Challenge 8 (3,900 XP)

Celerity. The aranea gains advantage on any initiative or dexterity saving throws.

Escape Artist. The aranea gains advantage on any rolls that require a roll to escape (grapple, etc.)

Innate Spellcasting Can cast spells as a 3rd level wizard. Aranea use Intelligence as their casting ability (DC 13, +5) and require no material components for spells.

Cantrips (at will): *dancing lights, message, poison cloud, shocking grasp.*

1st level (4 slots): *charm person, mage armor, magic missile, sleep*

2nd level (2 slots): *invisibility, mirror image*

Spider Climb the aranea can climb any surface, including upside down or on ceilings, without needing to make an ability. This can be done in spider or hybrid form.

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

Web Walker. The aranea ignores movement restrictions caused by webbing.

Actions

Multiattack. The aranea makes two melee attacks. It prefers to attack with a bite and dagger in hybrid form.

HYBRID / SPIDER FORM:

Poisonous Bite. (hybrid or spider form only) *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must make a successful DC 11 Constitution saving throw or become Paralyzed and Poisoned. At the end of each of its turns, the paralyzed creature must roll a d20. On a critical failure (1) the character no longer makes any further checks and stays paralyzed until the remainder of the hour. On a critical success (20) the character comes out of the paralyzation, however is still considered Poisoned for the remainder of the hour until it is neutralized.

Web (Recharge 5-6): Ranged Weapon Attack: +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is Restrained by webbing. As an action, the Restrained creature can make a DC 12 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. (AC 10, 5 hit points, is vulnerable to fire damage and immune to bludgeoning damage.)

HUMANOID OR HYBRID FORM:

Dagger of Venom +1. (DMG 161)

Melee Weapon Attack: +5 to hit, range 5ft., one creature. *Hit:* 3 (1d4+1) slashing damage plus poison (see below).

Range Weapon Attack: +9 to hit, range 20/60 ft., one creature. *Hit:* 3 (1d4+1) piercing damage plus poison (see below).

Blade Poison: DC 15 Constitution saving throw or take 2d10 poison damage and be poisoned for 1 minute (10 turns). This effect can't be used until the next dawn.

Skather (monk)

Medium humanoid (black dragonborn), chaotic evil

Armor Class: 18 (Unarmored Defense)

Hit Points: 73 (10d8 + 20)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	10 (0)	16 (+3)	11(0)

Saving Throws: Strength +7, Dexterity +9

Skills: Acrobatics +9, Athletics +3, Deception +5, Insight +3, Intimidation +1, Perception +7, Sleight of Hand +5, Stealth +9, Survival +3

Damage Immunities: disease, paralysis, poison (class, ring)

Damage Resistances: acid (racial)

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Common, Draconic

Challenge: 7 (2,900 XP)

Monk Abilities:

Evasion. When subjected to a Dexterity/save for half damage roll Skather takes no damage if successful, half if he fails.

Flurry of Blows (Recharge 4-6). As a bonus action he makes two unarmed attacks.

Open Hand. When Skather hits with one of his attacks from Flurry of Blows, he can impose one of the following effects:

- DC 15 Dexterity save or be knocked prone.
- DC 15 Strength save or be pushed 15 feet away.
- Creature can't use reactions until end of next turn.

Sharpshooter. Skather can attack at long range doesn't impose disadvantage. Ranged weapon attacks ignore cover except for total cover. Skather can choose to take a -5 penalty to an attack roll to gain +10 damage if it hits.

Slow Fall. Falling damage is reduced by 50 hit points.

Step of the Wind (Recharge 4-6). Skather takes the Disengage or Dash as a bonus action on his turn.

Stillness of Mind. Using an action he can end an effect that is affecting his mind such as being charmed, frightened, etc.

Stunning Strike. Skather causes one creature he hits to fall prone unless a DC 15 Dexterity check is made.

Actions

Multiattack: Skather makes two attacks.

Acid Breath (Recharge 6): Skather exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Purple Worm Poison (2 doses): DC 19 Constitution check save for half damage or take 42 (12d6) poison damage. This poison can be applied to any piercing weapon.

Shortbow +1. Ranged Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 5) piercing damage. Can be used in conjunction with poison or *arrows of slaying* (DMG 152).

Shortsword +1. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 5) piercing damage.

Ki-Empowered Unarmed Strikes. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 4) magic/bludgeoning damage.

Possessions 12 arrows, 10 silver arrows, 10 *arrows +1*, *potion of invisibility*, *potion of greater healing*, *potion of protection from good and evil*, 2 bag of caltrops, *quiver of Ehlonia*, *ring of free action*.

Reactions

Deflect Missiles (Recharge 3-6). Skather can use his reaction to deflect or catch the missile when hit by a ranged attack. Damage from the attack is reduced by 21 (1d10+15). If damage is reduced to 0, he can then hurl it back at the origin point with an attack bonus of +9 to hit. The missile being sent back is considered to be a magical monk weapon attack.

Rank & File Horde:

Blackspawn Raider

Medium humanoid (dragonborn), chaotic evil

Armor Class 15 (natural armor)

Hit Points 43 (6d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+2)	10 (0)	10 (0)	8 (-2)

Skills Perception +5, Stealth +5, Survival +10

Damage Resistances: acid or magic

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

Languages Common, Draconic

Challenge 5 (1,800 XP)

Actions

Multiattack. The blackspawn raider makes two melee attacks. It prefers to attack with two bladed weapons.

Falchion. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Acid Breath (Recharge 5-6): The blackspawn raider exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Possessions: *potion of protection from good/evil, potion of greater healing, oil of sharpness.*

Blood Ghost Berserker

Medium humanoid, chaotic evil

Armor Class: 16 (Hide Armor, Shield)

Hit Points: 35 (5d10 + 10)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	8 (-1)	11 (0)	9 (-1)

Skills: Stealth +6, Survival +3

Senses: Darkvision 60 ft., passive Perception 10

Languages: Common, Goblin

Challenge: 3 (700 XP)

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

Rage. 3/day +2 damage.

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.

Reckless. At the start of its turn, the blood ghost berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack: The blood ghost berserker makes two attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 02/60 ft., one target. Hit: 5 (1d6 + 3) piercing damage in melee or 5 (1d6 + 3) piercing damage at range.

Blue Abishai

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)

Hit Points 53 (7d8+21)

Speed 30 ft., fly 50 ft.

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

Damage Vulnerabilities Abishais take 3d6 damage from a flask of holy water.

Damage Resistances acid, cold and to all nonmagical weapons

Damage Immunities: fire, poison

Condition Immunities: poisoned

Senses: darkvision 120ft., passive Perception 11

Languages: Infernal, Common, telepathy 120ft.

Challenge: 7 (2,900 XP)

Innate Spellcasting. The abishai's innate spellcasting ability is Charisma (spell save DC 14). The abishai can innately cast the following spells, requiring no material components:

At will, *cause fear*, *disguise self*, *minor illusion*, *suggestion*
3/day each: *animate dead*, *charm person*, *command*,
hold person, *dominate monster*

Devil's Sight. Magical darkness doesn't impede the abishi's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Regeneration. The devil regains 7 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack: The devil makes two claw attacks, one bite attack, and one sting attack

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 3 (1d4+1) slashing damage. .

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 4 (1d6+1) piercing damage. .

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) piercing damage, and the creature must succeed on a DC 12 Constitution saving throw or lose 3 (2d6) hit points lightning damage.

Bluespawn Thunderlizard

Large monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 60 (6d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (0)	20 (+5)	6 (-2)	12 (+1)	10 (0)

Damage Resistances lightning

Senses passive perception 11, darkvision 60 ft., blindsight 10 ft.

Languages: Understands Common but does not speak.

Challenge 3 (450 XP)

Actions

Charge. If the bluespawn thunderlizard moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 14 (2d8 +5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is an object or structure (wall, etc) then the thunderlizard gains advantage on the attack and damage rolls.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Lightning Arc (Recharge 5-6). The bluespawn stormlizard arcs lightning in a 30-foot line that is 5 feet wide. Each creature in that cone must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

REACTION

Electricity Link. A bluespawn stormlizard can cause a line of electricity to fire from its horn to that of another bluespawn stormlizard within 100 feet. Creatures in the line must succeed on a DC 12 Dexterity saving throw or take 2d10 (11) points of lightning damage.

Doom Fist Monk (Hobgoblin Iron Shadow VGM 162)

Doom Hand Cleric

Medium hobgoblin, lawful evil

Armor Class 16 (Chain Mail)

Hit Points 36 (6d8 + 12)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11 Darkvision 60 ft.

Languages Common, Goblin

Challenge 2 (450 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Dark Devotion. The doom hand cleric has advantage on saving throws against being charmed or frightened.

Spellcasting. The doom hand cleric is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The doom hand has the following cleric spells prepared:

Cantrips (at will): resistance, spare the dying, thaumaturgy
1st level (4 slots): *bane/bless, inflict wounds, guiding bolt, shield of faith*
2nd level (3 slots): *hold person, invisibility, spiritual weapon*

Actions

Multiattack. The doom hand makes two melee attacks.

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

Doom Hand Warpriest (modified from War Priest VGM 218, with Hobgoblin racial & follower of Tiamat)

Medium humanoid (hobgoblin), lawful evil

Armor Class: 20 (Plate, Shield)

Hit Points: 50 (8d8 + 16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills: Insight + 5, Intimidation + 6, Medicine +8, Persuasion +6, Religion +8

Senses: Darkvision 60 ft., Passive Perception 13

Languages: Common, Goblin

Challenge 8 (3,900 XP)

Martial Advantage. Once per turn, the warpriest can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the warpriest that isn't incapacitated.

Spellcasting. The warpriest is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The warpriest has the following cleric spells prepared:

Cantrips (at will): sacred flame, spare the dying, thaumaturgy
1st level (4 slots): *burning hands, command, cure wounds, faerie fire*
2nd level (3 slots): *flame blade, lesser restoration, spiritual weapon*
3rd level (3 slots): *dispel magic, fear, mass healing word*
4th level (2 slots): *banishment, guardian of faith*

Actions

Multiattack. The warpriest makes two melee attacks.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) bludgeoning damage.

Reactions

Guided Strike. The warpriest grants a +10 bonus to an attack roll made by themselves or another creature within 30 ft. of it. The warpriest can make this choice after the roll is made but before it hits or misses.

Goblin Worg Rider

Small humanoid, lawful evil

Armor Class 15 (Studded Leather Armor + dex bonus)

Hit Points 16 (3d8+3)

Speed 30 ft (on foot), 50 ft (mounted on worg)

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

Skills Perception +5, Handle Animal +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 1 (200 XP)

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

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The worg rider makes two melee attacks or two ranged attacks.

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Greenspawm Razorfiend

Large Monstrosity (Draconic), Fiend (Demon), Lawful Evil

Armor Class: 16 (natural armor)

Hit Points: 96 (12d10 + 24)

Speed: 50 ft, swim 50ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+2)	12 (+1)	15 (+3)	13 (+1)

Senses: darkvision 60ft, passive perception 13

Skills: Athletics +8, Intimidate +4, Perception +5. Stealth +3

Damage Immunities: poison

Damage Resistances: Cold, Fire; Lightning, Bludgeoning, Piercing, And Slashing From Non-magical Weapons

Condition Immunities: poisoned, paralyzed

Languages Common, Draconic, Infernal.

Challenge 7 (3,900 XP)

Amphibious. A greenspawm razorfiend can breathe air and water.

Cunning Action. The greenspawm razorfiend can take a bonus action on each turn in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Mobility. A greenspawm razorfiend does not provoke attacks of opportunity when it moves away from a creature that it has attacked this turn.

Actions

Multiattack. A greenspawm razorfiend makes three attacks: two with its wingblades and one with its bite.

Wingblade *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 9 (1d12+5) slashing damage

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

Poison Breath (Recharge 5-6) 20ft cone, DC14 Constitution saving throw or take 24 (7d6) poison damage on a failed save or half as much damage on a successful save.

Hobgoblin Bladebearer

Medium humanoid, lawful evil

Armor Class 18 (Chain Mail, Shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 10, Darkvision 60 ft.

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin bladebearer can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin bladebearer makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Hobgoblin Regular - (treat as Hobgoblin MM 186)

Hobgoblin Sergeant - (treat as Hobgoblin Captain MM 186)

Hobgoblin Veteran - (based on Veteran MM 350)

Medium humanoid, lawful evil

Armor Class 18 (Chain Mail, Shield)

Hit Points 16 (3d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	10 (0)	10 (0)	9 (-1)

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Martial Advantage. Once per turn, the hobgoblin veteran can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin veteran makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

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

Kulkor Zhul Mindbender (treat as Bard VGM 211 with the following alterations):

Languages Common, Goblin

Cantrips: *Bladeward, Friends, Vicious Mockery*

1st (4 slots): *Bane, Charm, Cure Wounds, Dissonant Whispers, Faerie Fire, Sanctuary*

2nd (3 slots): *Hold Person, Suggestion, Zone of Truth*

3rd (3 slots): *Hypnotic Pattern, Dispel Magic*

4th (2 slots): *Compulsion, Confusion*

Kulkor Zhul War Adept (treat as Hobgoblin Devastator 161 VGM)

The Ghostlord & Minions

Dire Lion

Large Beast, unaligned

Armor Class 14 (natural armor)

Hit Points 60 (7d12 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Skills Perception +4, Stealth +8

Senses passive Perception 12

Languages -

Challenge 3 (700 XP)

Keen Smell. The dire lion has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Pounce. If the dire lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 30 feet.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 5) piercing damage.

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

Ghost Brute Lion

Large undead, neutral evil

Armor Class 12

Hit Points 55 (10d8 + 10)

Speed 0 ft., fly 40 ft.

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

Damage Resistances - acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities - cold, necrotic, poison

Condition Immunities - charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Skills Perception +3, Stealth +10

Senses darkvision 60 ft., Ethereal Sight 60 ft., passive Perception 11

Languages understands Common but doesn't speak it.

Challenge 5 (1,800 XP)

Ethereal Sight. The ghost brute lion can see 60 ft. into the Ethereal Plane when it is on The Material Plane, and vice versa.

Incorporeal Movement. The ghost brute lion can move through other creatures and Objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Rejuvenation. A destroyed ghost brute lion returns to its old haunt 24 hours after being disorporated. The only definitive way to destroy a ghost brute lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

Actions

Multiattack. The ghost brute can make 1 roar and 1 touch attack or 2 touch attacks per turn.

Bloodcurdling Roar. The ghost brute lion can howl as a standard action. All living creatures within a 30-foot radius must make a successful DC 13 Wisdom save or become frightened. Each turn the creature may make another Wisdom save to throw off the effect. A creature that successfully saves against the bloodcurdling howl cannot be affected by the same ghost brute's howl for 24 hours.

Corrupting Touch. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+3) necrotic damage per claw.

Ghost Dire Lion

Large undead, neutral evil

Armor Class 12

Hit Points 55 (10d8 + 10)

Speed 0 ft., fly 40 ft.

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

Damage Resistances - acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities - cold, necrotic, poison

Condition Immunities - charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Skills Perception +3, Stealth +10

Senses darkvision 60 ft., Ethereal Sight 60 ft., passive Perception 11

Languages understands Common but doesn't speak it.

Challenge 5 (1,800 XP)

Ethereal Sight. The ghost brute lion can see 60 ft. into the Ethereal Plane when it is on The Material Plane, and vice versa.

Incorporeal Movement. The ghost brute lion can move through other creatures and Objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Rejuvenation. A destroyed ghost brute lion returns to its old haunt 24 hours after being disporporated. The only definitive way to destroy a ghost brute lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

Actions

Bloodcurdling Roar. The ghost brute lion can howl as a standard action. All living creatures within a 30-foot radius must make a successful DC 13 Wisdom save or become frightened. Each turn the creature may make another Wisdom save to throw off the effect. A creature that successfully saves against the bloodcurdling howl cannot be affected by the same ghost brute's howl for 24 hours.

Corrupting Gaze. *Ranged Attack:* reach 30 ft. cone, DC 15 Constitution or take 2d10 points of necrotic damage.

Life Drain. *Melee Attack:* +8 to hit, reach 5 ft., one target. Hit: (4d8 +4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by the damage taken. This reduction lasts until the target finishes a long rest. Target dies if reduced to 0 hit points.

Grey Ooze (treat as Gelatinous Cube MM 242)

Lesser Bonedrinker

Medium Undead (goblinoid), Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 58 (7d10 + 14)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	10 (0)	8 (-1)	12 (+1)	15 (+2)

Damage Resistances cold, fire and thunder

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Skills Stealth +10

Senses darkvision 60ft, passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

Pounce. If the bonedrinker moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the bonedrinker can make either a tentacle or claw attack against it as a bonus action.

Unholy Toughness A lesser bonedrinker gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Actions

Multiattack A lesser bonedrinker makes two attacks each round with tentacle or claws.

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

Tentacle *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target *hit:* 11 (2d8+2) necrotic damage, plus the target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by the damage taken (target is considered Grappled). This reduction lasts until the target finishes a long rest. Target dies if reduced to 0 hit points.

The Ghostlord (Lich MM 202 with exceptions:)

The Ghostlord has the following druid abilities which he can use only once per new dawn:

Plant Kill. The Ghostlord can kill all plants with an Intelligence of 2 or less in a 100 foot radius. If a plant is under the control of another they can make a DC 15 Constitution check to keep it alive. Affected plant wilt and die within 24 hours and nothing can grow again in the area until a *hallow* spell is cast on it.

Speak with Undead Animal. As per spell *Speak with Dead* but only works on the corpse of a dead animal.

Undead Wild Shape. (twice per day). Same as a druid's Wild Shape ability detailed in PHP 66 but in skeletal form.

Allies & Helpful NPCs

Drellin's Ferry

Captain Soranna Anitah (treat as Knight MM 347)

Jorr Natherson (treat as Scout MM 349)

Old Warklegdaw

Huge giant (forest), chaotic neutral.

Armor Class 15 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	13 (+1)	18 (+4)	15 (+2)

Saving Throws Str +10 , Dex +5 , Int +6 , Wis +9

Skills Perception +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Land's Stride. Moving through nonmagical difficult terrain costs the forest giant no extra movement. They can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, they have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.)

Hide in Plain Sight. The forest giant can magically camouflage themselves to hide by pressing up against a solid surface, such as a tree or wall, that is at least as tall and wide as they are. The giant gains a +10 bonus to Dexterity (Stealth) checks as long as they remain there without moving or taking actions.

Innate Spellcasting. The giant's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *barkskin*, *Freedom of movement*, *plant growth*, *spider climb*

3/day each: *call lightning*, *pass without trace*, *speak with plants*

Actions

Multiattack. The giant makes two greatclub attacks .

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft. , one target. Hit: 18 (3d8 + 5) bludgeoning damage .

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/ 24 0 ft. , one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Tiri Kitor

Killiar Arrowsift (wood elf ranger)

Medium humanoid, chaotic good

Armor Class 17

Hit Points 36

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	20 (+5)	14 (+2)	10 (0)	14 (+2)	10 (0)

Saving Throws Strength +2, Dexterity +7

Skills Animal Handling +4, insight +4, Medicine +2, Nature +2, Perception +4, Sleight of Hand +5, Stealth +7, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elf

Challenge 4 (1,100 XP)

Archery Specialist. Gain a +2 attack bonus when using a bow.

Favored Enemies Draconic, Goblinoids, and Lizardfolk.

Favored Terrain. Swamplands.

Fey Ancestry. Advantage on saving throws against being charmed and immune to *sleep*.

Horde Killer. Once on each of his turns when he make a weapon attack, Killiar can make another attack with the same weapon against a creature that is within 5 feet of the original target within range of the weapon.

Mask of the Wild. Killiar can attempt to hide even when only lightly obscured by foliage, heavy rain, etc.

Spellcasting. DC 12 based on Wisdom.

1st Level (3 slots): *animal friendship*, *beast bond*, *speak with animals*.

Actions

Handaxe.

Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage. / *Ranged Weapon Attack:* +7 to hit, reach 20/60, one target. Hit: 3(1d6) piercing damage.

+1 Longbow. *Ranged Weapon Attack:* +10 to hit, reach 150 ft./600 ft., one target. Hit: 8 (1d8 + 6) piercing damage.

Sellyria Starsinger (treat as druid MM 346)

Trellara Nightshadow (treat as bard VGM 211)

Tiri Kitor Hunter (treat as Scout MM 349)

Brindol Encounters

Crimson Tiger Thug (treat as Thug MM 350)

Human Town Guard (treat as Guard MM 347)

Human Militia (treat as Commoner MM 345)

Immerstal The Red (treat as Archmage MM 342)

Captain Lars Ulverth (treat as Knight MM 347)

Lion of Brindol (City Defender)

Medium humanoid, lawful neutral

Armor Class 19

Hit Points 36 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	14 (+2)	15 (+2)	11 (0)	13 (+1)	12 (+1)

Saving Throws: Constitution +4, Strength + 6

Skills Acrobatics +2, Animal Handling +3, Athletics +6, Insight +1, Intimidation +1, Perception +3, Stealth +2, Survival + 1

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Actions

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 2) slashing damage, or 6 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 4) piercing damage.

Tredora Goldenbrow (treat as priest MM 348)

New Magic Items:

Dragonchain

This 6 foot long length of weighted chain has a heavy striking head at one end cast in the shape of a dragon's skull and a chain loop at the other. A skilled wielder of this exotic weapon can launch the chain out to a 10ft reach, striking a target before it can close into melee with the wielder.

Constrict. If the wielder succeeds on a grapple check while wielding the weapon, they can loop the weapon around the target. Constriction damage (2d8 + strength modifier) happens every round until the target can break free. In addition, if the wielder is properly trained, it will provide advantage to maintain the grapple (constriction) each round.

Dragonscourge

This whip-like scourge has five tails, representing the five-headed nature of Tiamat. At the end of each barbed tail is a small metal cap resembling a dragon's skull, each a different color of metal (black, blue, green, red, and white). The dragonscourge has a reach of 5 ft., and deals 2d4 damage slashing damage but only in the hands of someone trained to use this exotic weapon. For those untrained it only does have damage (1d4) like that of a normal whip.

Dragoncraft Armor/Shield (Template)

This kind of armor works exactly as *Armor of Resistance* detailed in page 152 of the DMG with the exception that the outer layer of protection is created from the hide of a dragon. The color of the dragon's hide will determine the resistance type:

Dragon Type:	Damage Resistance:
Black / Copper	Acid
White / Silver	Cold
Red / Brass / Gold	Fire
Blue / Bronze	Lightning
Dracolich / Shadow	Necrotic
Green	Poison

Dragonfang Weapon (Template)

Dragonfang weapons are created from the claws and/or teeth of a dragon. The weapon gains an extra die of damage, as well as the +1 bonus damage. The type of damage it creates is magical and nature and depends upon the type of dragon it was taken from (see Dragoncraft Armor table above). Only piercing and slashing weapons can be crafted. Common weapon choices for these are: dagger, shortsword, longsword, and greatsword.

Staff of Stormclouds

Staff, rare (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage roll made with it. (Treat the +1 point of damage as lightning). It also has the following additional properties. The staff has 4 charges and it recovers all 4 charges per each day at dawn.

- *Fog cloud* (1 charge)
- *Call lightning* (2 charges)
- *Control weather* (4 charges)

Red Hand of Doom Reference Sheet

Random Encounters:

Witchwood

1d100:	Encounter:
01 - 03	1 Gray Render (See Special Creatures section)
04 - 05	1d3+1 Centipede Swarms (MM338)
06 - 08	2d3 Dryads (MM 212)
09 - 14	1d3+1 Vine Blights (MM 32) or 1d3+1 Assassin Vines (TOA 213)
15 - 20	1 Digester (See Special Creatures Section)
21 - 28	1d3 Ettercaps (MM 131) plus 1d3 Giant Spiders (MM 328)
29 - 34	1d4+1 Giant Wasps (MM 329)
35 - 40	1 Girallon (VGM 152)
41 - 50	1d4+1 Goblin Worg Riders (See Special Creatures section)
51 - 55	1d2 Manticores (MM 213)
56 - 63	1d2 Owlbears (MM 249)
64 - 69	1 Shambling mound (MM 270)
70 - 75	1 Barghest (VGM 123)
76 - 80	1d2 Trolls (MM 291)
81 - 92	1d6+8 Stirges (MM 284)
93 - 97	1 Giant Boar (MM 323)
98 - 100	1 Rhinoceros (MM336)

The Blackfens

1d100%	Encounter
01 - 05	1d2 Greenspawn Razorfiends
06 - 15	Tiri Kitor patrol* (treat as Scout MM 349)
16 - 22	1d3+1 (or 1 per PC) Chuul (MM 40)
23 - 26	1 Hydra (MM 190)
27 - 34	1d4 Manticores (MM 213)
35 - 42	2 Giant Crocodiles (MM 324)
43 - 48	1d6+6 Giant Wasps (MM 329)
49 - 56	1d3+3 Harpies (MM 181)
57 - 62	1d4 Will-o-wisp (MM 301)
63 - 67	1d3+1 Gibbering Moulder (MM 157)
68 - 72	1d2+1 Ochre Jelly (MM 243)
73 - 82	1d8+12 Stirges (MM 284)
83 - 90	1d3+1 Ghouls (MM 148) + 1 Ghast (MM 148)
91 - 100	1d3+6 Lizardfolk (MM 204)

*A Tiri Kitor patrol consists of four Scouts (MM 349), each mounted on a Giant Owl (MM 327).

Ghostlord's Domain

1d100%	Encounter:
01 - 04	Varanthian (The Dragons section)
05 - 10	4 Basilisks: nest (MM 24)
11 - 15	1d3+1 Bulettes (MM 34)
16 - 19	1 (per 3 PCs) Chimera (MM39)
20 - 29	2d3 Yellow Musk Zombie (TOA 237)
30 - 34	1d4 Ghost Brute Lions (Special Creature section)

35 - 38	1 Ghost Dire Lion (Special Creature section)
39 - 46	1d2 Hieracosphinxes (Special Creatures section)
47 - 52	1 (per 3 PCs) Spawn of Kyuss (VGM 192)
53 - 57	1d4+3 Ghouls (MM 148)
58 - 72	1d6+6 Lions (MM 331)
73 - 78	1d3+3 Wights (MM 300)
79 - 86	1d3+1 Ankhegs (MM 21)
87 - 94	1d3+1 Vine Blights (MM 32) or 1d3+1 Assassin Vines (TOA 213)
95 - 100	2 (per 1 PC) Giant Spiders (MM 328)

Fane of Tiamat:

D100%	Encounter
01 - 05	2d4 Blackspawn Raiders (Rank & File section)
06 - 15	2d4 Blood Ghost Berserkers (Rank & File)
16 - 20	5 Ogres
21 - 35	Red Hand war patrol*
36 - 40	2 Achaierai (Special Creature section)
41 - 45	1 Young Dragon (pick one from Dragon section)
46 - 50	1 Behir (MM 25)
51 - 60	1d4+1 Ettins (MM 132)
61 - 65	2d3+1 Manticores (MM 213)
66 - 70	2d3 Trolls (MM 291)
71 - 75	1d3+1 Wyverns (MM 303)
76 - 80	2d3+1 Bearded Devils (MM 70)
81 - 85	1d3 Bulettes (MM 34)
86 - 90	1 Bulette that attracts a Chimera (MM 39)
91 - 95	2d4 Griffons (MM 174), only if on horseback.
96 - 100	4d3 Hell Hounds (MM 182)

*Red Hand war patrol consists of 8 Hobgoblin Veterans (Rank & File section), led by a Hobgoblin Sergeant (treat as Hobgoblin Captain MM 186) and a Doom Hand cleric (Rank & File section).

Magic Items

(Does not include enemy gear.)

- +1 arrow
- +1 battle axe
- +1 chainmail
- +1 longsword
- +1 mithral breastplate (or other armor)
- +1 rapier (or other weapon)
- +1 shield
- bracers of defense
- headband of intelligence
- ioun stone: dusty rose prism
- pearl of power
- potion of barksin
- potion of cure serious wound
- potion of lesser restoration
- potion of protection from poison
- potion of greater healing
- potion of enlarge
- potion of invisibility
- potion of superior healing
- potion of hill giant strength
- potion of heroism
- potion of protection from good and evil
- ring of protection +1
- scroll of cure moderate wounds
- scroll of cure serious wounds
- scroll of dispel magic
- scroll of lesser restoration
- scroll of fireball
- scroll of hallow
- scroll of invisibility
- scroll of fly
- Staff of Healing

Traps

Gardener's Shack (p. 5): DC 15 Intelligence (Investigation) or a DC 15 Perception to realize that shack will collapse. End of each round, the shack must get a roll of 10+ on 1d20 or collapses 1 round later. Any creature inside must succeed on a DC 15 Dexterity (Acrobatics), taking 22 (4d10) bludgeoning damage on failure, half for a success.

Tiamat Door (p. 16): DC 25 passive Wisdom (Perception) check to spot, or DC 20 Wisdom (Perception) if actively searching. DC 25 Intelligence (Investigation) to determine how to disarm, followed by a DC 20 Dexterity check using thieves tools to disable it. If triggered any creature(s) within a 20 foot radius of the doors take 3d10 acid, 3d10 cold, 3d10 electricity, and 3d10 fire damage on a failed DC 19 Dexterity (Acrobatics) saving throw, or half as much on a successful one.

Wall of Tiamat's Wrath (p. 17): DC 25 Wisdom (Perception) check if actively searching. DC 20 Intelligence (Arcana) check to determine how to disarm (on a successful roll the character will know that some sort of phrase or command has to be spoken) or: DC 20 Dexterity check (with thieves tools) to disable device. Triggered by stepping in the 5 x 15 foot area on the landing; characters take 12d10 damage from a vortex of acid, cold, fire, and electricity on a failed DC 20 Dexterity saving throw, or half as much on a successful one. Trap resets each round. An invisible wall comes up blocking the passageway which has the same effect as a *wind wall* spell which last for 1 minute and then resets.

Dragonchests (p. 17): DC 25 Wisdom (Perception) check to spot trap, DC 20 Dexterity check with thieves tools to disable. Chests can be deactivated if symbol of Tiamat is touched to the lid. If not trap activates a burst of energy that fills each 5 foot radius dealing 6d10 points of acid (black or green), cold (white), fire (red), or lightning damage (blue) on a failed DC 20 Dexterity check or half if successful.

Monsters

1. **ASSASSIN VINE** (TOA 213)
2. **BARGHEST** (VGM 123)
3. **CENTIPDED SWARM** (MM338)
4. **DRYAD** (MM 121, CR 1 (200 XP))
5. **ETTERCAP** (MM 131, CR 2 (450 XP))
6. **GIANT BOAR** (MM 323, CR 2 (450 XP))
7. **GIANT SPIDER** (MM 328, CR 1 (200 XP))
8. **GIANT WASP** (MM 329, CR 0.5 (100 XP))
9. **GIRALLION** (VGM 152)
10. **HOBGOBLIN** (MM 186, CR 0.5 (100 XP))
11. **MANTICORE** (MM 213, CR 3 (700 XP))
12. **OWLBEAR** (MM 249, CR 3 (700 XP))
13. **RHINOCEROS** (MM 336, CR 2 (450 XP))
14. **SHAMBLING MOUND** (MM 270, CR 5 (1,800 XP))
15. **STIRGE** (MM 284, CR 0.125 (25 XP))
16. **TROLL** (MM 291, CR 5 (1,800 XP))
17. **VINE BLIGHT** (MM 32, CR 0.5 (100 XP))

Special Creatures

1. **Achaierai**
2. **Digester**
3. **Gray Render**
4. **Hieracosphinx**
5. **Wyvern Zombie**

Miniatures List:

List format: qty, Creature Name (WOTC/Pathfinder Name)

STANDARD ENCOUNTERS:

- 12 Hobgoblin Regulars/Warriors (Hobgoblin Archer)
- 5 Doom Hand Cleric (Hobgoblin)
- 3 Bladebearer Hobgoblin (Bladebearer Hobgoblin)
- 8 Hell hound (Hell hound)
- 3 human militia (Caravan Guards)
- 1 human sergeant (Dark Traveler)
- 1 human ranger (Human Wanderer)
- 3 War Dogs (Hyena)
- 1 6-headed hydra (Hydra)
- 3 goblin worg riders (Goblin Wolfrider /Wolf Goblin on Timber Wolves)
- 5 wyvern (Wyvern)
- 8 Hobgoblin Veterans (Hobgoblin Sergeant)
- 1 Minotaur (Minotaur)
- 1 Bugbear Sorcerer (Bugbear Footpad)
- 1 Forest Giant (Formorian)
- 1 Medium Green Dragon (Medium Green Dragon)
- 2 Hobgoblin Sergeant (Hobgoblin Warrior)
- 2 War Adept (Chainmail Hobgoblin Adept/Hobgoblin Talon of Tiamat)
- 2 Hieracosphinxes (Hieracosphinx)
- 1 Large Red Dragon (Large Red Dragon)
- 3-8 Manticores (Manticore)
- 3 Doom Fist Monks (Doom Fist Monks)
- 8-24 Blood Ghost Berserkers (Blood Ghost Berserkers)
- 1 Chimera (Chimera)
- 1 Human Knight (Human Paladin/Sword of Heiroenous)
- 1 Sage (Sage)
- 4 Crimson Tiger Thugs (Human Bandit/Human Thug)
- 4 Ettin (Ettin)
- 5 Goblin Warriors (Goblin Warriors/Skirmishers)
- 4 Barghest (Barghest)
- 8 Blackspawn Raiders (Blackspawn)
- 5 Ogres (Ogre)
- 1 Goblin (Goblin/Goblin Sneak)
- 1 Worg (Worg)
- 2 Doom Hand Warpriest (Hobgoblin Fighter)
- 3 Greenspawn Razorfiend (Greenspawn Razorfiend)
- 5 Giant Owls/5 Elves (Giant Owl/Griffon Cavalry)
- 7 Wild Elves (Elves)
- 3 Giant Crocodile (Crocodile)
- 8 Lizardfolk (Lizardfolk)
- 2 Zhul Mindbender (Urthok the Vicious)
- 1 Eagle (Giant Eagle/Celestial Eagle)
- 1 Medium Black Dragon (Medium Black Dragon)
- 1 Behir (Behir)
- 6 Ghost Brute Lion/Ghost Dire Lion/Dire Lion (Dire Lion/Hellcat)
- 1 Large Grey Ooze (Gelatinous Cube instead)
- 6 Lesser Bonedrinkers (Kobold Zombies)
- 1 Lich (Lich Necromancer)
- 4 Hill Giants (Hill Giant/Hill Giant Chieftain)
- 5 Bluespawn Thunderlizards (Redspawn Firebelchers)
- 1 Large Blue Dragon (Large Blue Dragon)
- 4 Blue Abishai (Blue Wyrmling)
- 2 Wyvern Zombies (Wyvern)
- 1 Bone Devil (Bone Devil)
- 1 Night Hag (Night Hag)
- 4 Bearded Devils (Bearded Devils)
- 4 Wraiths (Wraith)
- 2 Erinyes (Erinyes)
- 1 Barbed Devil (Barbed Devil)
- 1 Half-Dragon Hobgoblin (Gold Champion)
- 1 Aspect of Tiamat (Aspect of Tiamat)

ALLIES:

- 4 Lions of Brindol (Rackham Praetorean Guard)
- 1 Captain Ulverth (Rackham Deacon Tiberius)
- 10 Town Guard (City Guard/Royal Guard)
- 5 Dwarves Mercenaries (Dwarf Soldier)
- 1 Human Cleric (Priest/Cleric of St. Cuthbert)
- 1 Halfling Wizard (Halfling Wizard)
- 1 Male Human (Commoner/Peasant)

Random/Misc Encounters:

- 1 Gray Render (Gray Render)
- 4 Centipede Swarms (Centipede/Spider Swarm)
- 5 Dryads (Dryad/Wood Woad)
- 4 Assassin Vines (Vine Choker/Viper Vine/Plant Vine by *Dungeon Crawler*)
- 1 Digester (Digester)
- 2 Ettercaps (Ettercap)
- 4 Large Monstrous Spiders (Large Monstrous Spider)
- 6 Giant Wasps (Swarmling by *MageKnight*)
- 1 Girallon (Fiendish Girallon)
- 2 Owlbears (Owlbear)
- 1 Shambling Mound (Shambling Mound)
- 1 Tendriculous (Treant)
- 6 Trolls (Troll/Forest Troll)
- 14 Stirges (Stirge)
- 1 Dire Boar (Dire Boar)
- 1 Giant Stag Beetle (Giant Beetle)
- 1 Chuul (Chuul)
- 3 Harpies (Harpy)
- 1 Will-o'-wisp (Will-o'-wisp)
- 1 Gibbering Moulder (Gibbering Moulder)
- 1 Ochre Jelly (Ochre Jelly)
- 4 Ghouls (Ghoul)
- 1 Ghast (Ghast)
- 4 Basilisk (Basilisk)
- 1 Bulette (Bulette two sizes now: Large or Huge)
- 6 Wights (Wight/Terror Wight)
- 4 Ankhegs (Ankheg)
- 1 Huge Monstrous Spider (Huge Fiendish Spider)
- 6 Achaierais (Achaierai)
- 6 Griffons (Griffon)