

ENCOUNTERROLEPLAY'S BREATH OF GORR



OGL 5E

THE BREATH OF GORR



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CONTENTS:

| | |
|---------------------------------------|----|
| Anchors Aweigh on the Breath of Gorr! | 4 |
| The Pregens of Gorr | 7 |
| Chapter 1: Commandering the Ship | 11 |
| Chapter 2: Red Sails and Redder Wings | 20 |
| Chapter 3: Feast of the Dead | 27 |
| Campaign Variant: The Phobin Stars | 35 |
| World Map of Fanria | 36 |
| Battle Maps | 37 |
| Appendix A: Pregen Stat Blocks | 39 |
| Appendix B: Monster Stat Blocks | 41 |
| Appendix C: The Phobin Stars | 48 |
| Appendix D: Magic Items | 50 |

FOREWORD:

Thank you for your support and believing in our vision.
We'll never forget how you made this happen, and we
hope you enjoy your adventures.



ANCHORS AWEIGH ON THE BREATH OF GORR!

Your players are about to board the *Breath of Gorr*, a hellish orc warship bound for the merciless Stryg Outpost. As the dungeon master, your job is to set up the adventurers' potential obstacles, but unlike typical 5E adventures, *The Breath of Gorr* is a boxless module and comes with premade character sheets that fit right into the adventure.

What is a Boxless Module?

A boxless module is a tabletop RPG module that comes with everything needed to play, right out of the box! Aside from basic game master prep work, all monster stats, maps, and even the player characters are found inside this document. Just bring your own dice, and you're good to go!

The Players Don't Make their Own PC's?

Nope! Though it's possible to play this module with custom-created PC's at level 10, this module comes with 4 premade, ready-to go PC's for each player to use. In true roleplaying sense, they will "play a role" and solve the mysteries thrown at them. The cast in this adventure are a team of orc captives who plan to bust out of their confinement and turn against their ruthless captors. Each one has a compelling backstory and a unique set of abilities that bypass the confinements of the typical race/class PC-

building process—playing "out of the box."

What First?

Make sure your players each have one of the *Breath of Gorr* character sheets (included in the appendix) and give them time to read over and share their characters' backstories and statistics. Also, you should become familiar with the monster, magic item, and NPC stats in the back of this module.

The adventure is broken up into three chapters, the first one detailing the party's escape and eventual takeover of the *Breath of Gorr*, the second detailing the party's trouble at sea with a fierce red dragon, and the final one detailing the party's arrival at the dreaded Stryg Outpost, where they must assassinate Abscessant Bralda, a divine orc vampire!



THE SKALL NATION

Along the eastern realm of Fanria, in a region called the Skall Territories, war drums roll over the countryside. Rumor says that the orc god of feasts, Gorr, has ascended the banquet halls of the Yawning Hells and united several scattered orc tribes under one banner: the Skall Nation. Once a mass of disorganized war chiefs and city states, the orcs of Fanria now have the leadership to rise from their squalor and form a single unstoppable military. Dark magic and devilish pacts pervade this new orc threat, mutating them into grotesque servants of their savior, Gorr.

Gorr, God of Feasts

A god swelling with hate and greed, Gorr relishes in delight when blood spills on a battlefield and seeps into the earth. His carnal scriptures claim that blood spilled this way trickles down to the Yawning Hells where Gorr may drink his fill. His domains are marked by fetid swamps, putrid swarms of flies, and moldy oozes, which have started popping up all over the Skall Territories. He is the All Consumer, the Hellish Maw, and the Cannibal King.

Gorr's ultimate goal is to dominate the world with his contagion, eradicating all who would oppose him and leaving only his followers remaining. This prophecy of events is called The Gorgening, and his followers cling to it like a divine crusade. Once Gorr's peons have eliminated their foes, they will descend upon themselves, devouring each other until nobody is left, allowing Gorr to finally enter the mortal realm. The Gorgening is the ultimate end game for the Skall Nation, for to feast on your friend is the purest sign of admiration under Gorr's banner.

Gorr's high prophets, called Abscessants, have spread his fevering theology across the orc populace, enticing them to lash out and consume their fill. The Abscessants bless all new converts, which are easily identifiable due to the pustules and bloated grime

that pockmarks their skin. Though Abscessant blood is sacred, Gorr believes in the sharing of flesh, so the Abscessants allow vile priests to drink of their blood, bestowing them with terrifying boons. Through the bodies of his followers, Gorr breeds even *more* hideous gifts.

Swarms of bloatflies, drizzling oozes, and bacterial poxes fester within Gorr's followers, eventually maturing into a puckering birth. Such followers can gorge themselves to the point of being unable to move, eventually becoming prisoners of their own bodies. This hardly concerns them, as they see such handicaps as a badge of honor since their flesh makes them perfect "breeding hosts" for Gorr's monstrosities.

The Spires of Kunrakkis

Bordering the edge of the Skall territories, the mountain range called Kunrakkis is home to several lesser races, such as goblins, drow, and the occasional orc clan. Overseeing the Spires is a loose alliance of red dragons led by Durmatagg the Ash, who keeps his fire-born kin under a fierce regime.

Noticing the rise of the Skall Nation, the dragons in Kunrakkis gathered to Durmatagg's call to decide a plan of action. Do they quickly squash this rising empire, or do they forge an alliance? After witnessing firsthand the power of Gorr and the Abscessants, Durmatagg decided to ally his people in a mutual partnership with the Skall Nation. All who opposed met a swift end.

The dragons' ultimate goal is unknown since they hold no true allegiance to Gorr, though for now they are using this uneasy alliance to fatten their hoards. Will they turn on the Skall Nation in the future, or will they eventually fall under Gorr's sway and fill the sky with his atrocious blessings?

Clan Shatter

Of all clans within the Skall Nation and the nearby

territories, Clan Shatter holds the darkest hordes of magic and deathly secrets. Night dominates the skies around Clan Shatter's stronghold, and rumors pass among neighboring orc children about Shatter's warchief, **Ciro**, and his three evil wives.

Clan Shatter's tales of woe go back for several generations because **Ciro Shatter** is an undead vampire, as are his brides. For centuries, they have kept to themselves in their stronghold, using only thralls and servants to communicate with the outside world. Unlike traditional human vampires, the orc vampires in Clan Shatter are beastly images of their former selves with little to no regard for regality.

Until the Abscessants knocked on their door.

By offering **Ciro Shatter** a taste of **Gorr's** godly power, the Abscessants opened the walls of the Shatter stronghold and made it one of several military bases. In return for **Ciro Shatter's** assistance, **Gorr** blessed the vampire chief and his brides with the powers of the Abscessants, increasing the vampires' sway and mutating them into a collaboration of undead magic and rotten refuse. One of **Ciro's** brides, **Bralda**, now rules the **Stryg Outpost**—a prisoner of war camp full of naysayers and blasphemers ready to be sacrificed.

The Breath of Gorr

Bolstered by Abscessant magic, the **Skall Nation** warship, **The Breath of Gorr**, sails across the **Fanrian** waters like a bloated mass spewing noxious fumes. A furnace of fetid poison boils in its stern, releasing an infectious cloud in the ship's wake that burns the lungs of any who would give chase.

Captained by **Vaal**, a traitorous elf who has sold out to the enemy **Skall Nation**, **The Breath of Gorr** is a floating hive for the god of feasts' magic. A priest lumbers in the lower decks, writhing in sickening magic, and predatory phlegms lurk inside the most insidious sailors. A pair of bloatguard stand vigilant outside the captain quarters, ready to slay any who would rise up.

Ooze and mold fill the lower decks, trapping prisoners and mutating the ship itself from a standard, wooden hulk into a living, breathing creature. There are no bells, drums, or trumpeters to announce **The Breath of Gorr's** approach—the prisoners below deck make all the noise necessary.

Potential Prisoners aboard the Breath of Gorr:



UEBEL THE MERCHANT



BEREND SPIRITFORGED

THE PREGENS OF BREATH OF GORR

We've included some Pregenerated Characters to use with this Adventure, but they are by no means the only Characters you could play. At the end of this Adventure you will also find our **Campaign Variant: The Phobin Stars**, which contains alternative Pregenerated Characters. At the very least, they should give you a better understanding of the world of Fanria. Full Statistics can be found for these Characters in **Appendix A**.

SHAUR, HACKPRIEST OF GORR.

The Feast God Gorr's titanic invasion has drawn more than mortal eyes. His rival gods see his wanton barbarism as vain bragging—no god should be so direct when meddling with mortals! So Hosh, the orc god of curses, has dribbled some of his power into his own followers to stop Gorr's crusade. One such hackpriest, Shaur, has eagerly waited for his patron's blessing.

Unlike Gorr, who demands tithe from devoured enemies, Hosh is a god who feeds on self-sacrifice. For years, Shaur has built up his tolerance to pain, learning how to bleed for his god and relish in the delight. He's hacked off his limbs, sliced his throat, even swallowed his own tongue—but because of his devotion to the god of curses, Shaur's body stitched itself back together, stronger than before. A hackpriest to the core, Shaur has learned that the more he gives to Hosh, the more power Hosh gives back. In battle, Shaur sacrifices his own well-being to unleash a torrent of spells and banes upon the battling armies. It's wise for all party members to keep an eye on him—if he goes too far with his devotion, there might not be much left of him.

Shaur seeks to take over the Breath of Gorr and use it to infiltrate the Stryg Outpost. Seeking only to please his patron deity, the hackpriest has allied himself with a team of orc resistance fighters who seek the same goal. Shaur only needs to wait—Hosh will guide this new flock, and together they will strike down the pretender god's pawns.



*“MY BLOOD IS READY, AND THE HACK-
PRIEST’S KNIVES ARE DULL NO MORE.”* 7

DAMRIEL, THE ATROCITY.



Half-orcs are not seen as “lesser beings” in the orc tribes. They are the most prized citizens, held up as testaments of the orc’s power to invade other civilizations. Any orc battalion can pillage and conquer a people—but to corrupt a race with orc genealogy, that is true domination.

Damriel’s mother was an orc, and her father was an elf. She was raised in the elven outpost of Frenlyr along the western coast of the Fanrian Sea in West Nethyr. As a child, she questioned her purpose in the world: children scorned her, and the elven adults leered at her. The target of many fights, Damriel learned to defend herself, tapping into her orc ferocity and further isolating herself as being nothing but a “mere savage.” She received her first exposure to true terror when she witnessed Captain Vaal’s betrayal at the East/West Nethyr wedding, where the Gorr-aligned captain split the nation by killing the groom’s wedding guests with powerful death magic.

At the age of sixteen, Damriel told her father she must leave—she needed to find her mother’s tribe and learn how to defeat Gorr’s demented followers. Her father, fearing her safety, commissioned a suit of armor and weapons for her. The armor wasn’t sleek like an elf’s, but spliced with chunky, powerful orc armaments. If she were to meet her kin, she needed to look like them.

Years passed as Damriel travelled the lands, searching for the grotto where her mother and father chanced upon each other. She possessed only a banner with her mother’s clan

*“MY FATHER IS THE
CRACKING EARTH AND
MY MOTHER IS THE
BEAST THAT WALKS IT.”*

For years, Boggs had enjoyed the careful balance between beast and nature. Raised by a mated pair of red dragons in the Spires of Kunrakkis, Boggs came to shun his natural orc kin in favor of his draconic foster parents. When the Spires of Kunrakkis allied with the Skull Nation, Boggs' parents spoke against the heretical decision. For their outcry, Durmatogg the Ash King had them slain, their hot flesh fed to the Skull Nation's thralls. Stealing his parents' skulls to prevent further defamation, Boggs fled from the Spires of Kunrakkis, battling his way through the Fanrian jungles.

The red orc annihilated all Skull Nation and Kunrakkis grunts who stood in his way. In their quest to stop the "red orc plague," the Skull Nation sent Baba Agnett, a witchy hag to end his onslaught. The fight lasted for four days, the hag hounding Boggs at every turn. Death whispered in Boggs' ear when Baba Agnett corrupted his eye with a festering disease that threatened to wrack his entire body. Boggs ripped it out, then gouged Baba Agnett's eye out in return. The two called a mutual truce: the master of combat made terms with the mistress of magic, and they parted as equals in their craft. But Boggs kept the eye.

Now Boggs seeks more than Skull Nation grunts. He aims to carve his way up the chain of command, eventually bringing him face to face with Durmatogg the Ash King. But first, Boggs will set his hag's eye on Bralda Shatter of the Stryg Outpost. With her out of the way, the rest of the Spires of Kunrakkis will know Boggs is no longer running, but hunting. After teaming up with other like-minded warriors, Boggs only needs to allow himself to be captured and thrown on the Breath of Gorr.



BOGGS, DRAGONSON.

*“HAVE YOU HEARD THE WAR
DRUMS OF THE SKALL NATION?
THE SOUND: CARNAL.”*

SKIBBIT, THE BASTARD.

Most goblins are dumb. Fortunately, their idiocy makes them prime forfeit fodder in an army. They are thralls to the Spires of Kunrakkis and the Skull Nation, each day making a roll of the dice to live or burn. However, every so often, a goblin is born with the ability to think and reason beyond his fellow goblin kin.

As a child, Skibbit admired the orcs he spent time with. They were strong, mighty, and heroes of battle. Skibbit knew that he could never be as powerful as an orc, but then an idea hit him: why be as powerful as an orc when, instead, he could be more powerful? Since most goblins couldn't read, the shamans and priests didn't put their books away when goblins were around. Claiming he was only admiring the pictures, Skibbit read tomes among tomes, learning the magics of the world and how to apply it.

And Skibbit set to work.

With no magic of his own, Skibbit would have to take the magic from someone else. He stole a divine lightning rod from an elder shaman of Raust, the orc god of storms, and set about building a glorious automaton: the Bastard's Bastard, or B.B. for short. Skibbit then took his machine and set out to pummel any foe he came across—the lightning power of an orc was at his fingertips! Anyone who tormented him as a youngster proceeded to be beaten profusely!

But beating people for fun, while enjoyable, wasn't what life was made of. What if Skibbit could use his machine for good? The Skull Nation seemed to be a mean bunch that needed a punch, so maybe if Skibbit and B.B. could get into the Stryg Outpost, they could put those mean old nasties in their place.



*“ALWAYS LITTLE, ALWAYS
SMALL. TINY IN HAND
AND FOOT BUT NOT IN
BRAIN”*



Chapter 1: Commandeering the Ship

This chapter covers the players' initial takeover of the Breath of Gorr. The players will start off in the brig on the lower deck and work their way up to the top deck. They will begin unarmed except for a few minor conveniences, but as they defeat more enemies, they can pick up weapons as loot.

LOWER DECK

The lower deck is dirty and unkempt, smelling of grime and rot. There is no natural light down here, but orcs have darkvision. Bubbling, moldy ooze is caked in the corners, some of it pulsing as if alive. It gives off a faint glow. Puddles of bilge water litter the entire deck. This is by far the nastiest section of the ship.

Begin the adventure by reading the following:

The vile stench of salt and mold rakes the humid air, each inhale of your breath leaving a taste of diseased afterbirth on your tongue. Gorr's influence on this ship is strong, as evidenced by the near corpse-like orc soldiers shambling along the decks.

Breaching the ship from the outside would be a death wish, but from within? Not impossible.

Diseased orc guards shove you down a series of steps, and they jeer about four new prisoners to be sacrificed to Gorr, the Feast God! You are thrown into the brig with the other unfortunate ones, a quick kick in your back sending you sprawling to the sticky, glue-like floor as the guards snicker. Iron screeches on a hinge as the brig door slams shut, leaving you to await your fate.

The plan worked! You've made it inside The Breath of Gorr!

A muscled human captive and her crew scoff at you from a bench on the wall. They look battered and out of place—mercenaries who got caught up in a gig gone wrong, maybe? "More scum," the leader sneers. "Mind yourselves and you won't end up like him."

To clarify her point, the human points to a beaten orc lying in a slump in the corner, the glowing ooze on the floor already engulfing his limp body.

You'll need to escape and find some weapons—more specifically, the weapons confiscated from you upon capture, which should be in the armory on the

middle deck. Until then, make due with what you can find...

G1) Brig

The brig is a large, sectioned-off area meant to hold prisoners of war. Ooze coats the floor about four inches deep, useful for keeping prisoners from moving around too much. There is only one iron door, which is always bolted shut from the outside.

The four players are now locked up in the brig. Their weapons, armor, and gear have been confiscated except that Boggs' hag eye is still lodged in his socket, and Skibbit can start the game with any item allowed by his tummy pocket ability inside of him, including items in another PC's possession. Consult the armory (G10) section for a list of items that are taken from the PC's at the beginning of the adventure. Let them decide which piece of gear Skibbit has slipped past the guards.

While in the brig, the players will have their first encounter with their new cellmates: Lillith and her human compatriots.

Lillith and the Guard. The muscled human woman leading the captured mercenaries is llythyrra "Lillith" Trissatra, a former knight who hates orcs, even those at war with the Skall Nation. She has already killed the orc in the corner. Lillith is aggressive to any of the PC's that are orcs (Boggs, Shaur, and Damriel), but she's more tolerable to non-orcs (Skibbit), though not much.

Lillith goads the party into a fight if they don't start one first, mocking them in a snide way. She will not fall sway to any attempts to calm her down unless the party can beat a Charisma (Persuasion) DC 20 check. Lillith and her 3 goons are all **thugs (prison)**, ready to carve the party up with their daggers.

Fighting Lillith's men shouldn't be a problem, but the ooze-covered floor creates rough terrain for everyone in the fight, and any characters falling into the ooze are considered grappled with a Strength (Athletics) check DC 10 to escape.



Don't forget: Lillith and her men can be looted for their daggers, among other items, allowing the party to arm themselves even further once the gang is defeated.

Should the party win, read the following:

Lillith and her puny thugs lie defeated, bodies strewn across the sticky dungeon floor. The fight, however, has drawn the attention of a guard! The iron door flings open, and one of the diseased orcs storms in. He raises a grime-caked axe, gesturing to the dead humans. "I'll floss my teeth with your guts for that!" he bellows, then charges into battle.

Should the party lose the fight with Lillith, read the following instead, then allow the party to spend hit dice to restore hit points as though taking a short rest:

Lillith's crew stands victoriously above you, ready to finish you off when an orc guard charges in. He points to your downed bodies and raises his axe towards Lillith's people, "I'll wipe my ass with your guts for that!" he bellows, then charges into battle.

Seconds later, the guard and Lillith's crew lay dead on the floor, slain by each other. You groggily crawl to your feet after a few moment's rest and see that the brig door is open. The only company besides your compatriots are defeated, dead bodies.

Fighting the **Gorr grunt** guard will be tough: he's armored and wielding a greataxe, and the party may be severely wounded. Lillith and her thugs, however, have enough daggers on them for the party to arm themselves.

In addition to standard gear, the guard has a key to the brig and the solitary cells that the party can use to escape. The guard's armor and weapons can also be stripped and used for the party's benefit, giving them a substantial bit of fighting power until they find their gear.

Should the party lose to the guard, he'll drag them into the solitary cells (G2) and lock them in there.

Beaten Orc. Should the party approach the beaten orc in the brig, they'll discover he's dead. A successful Wisdom (Medicine) check DC 10 reveals he was stabbed to death with daggers. If Damriel is with the party, she recognizes the beaten orc as a member of her own slaughtered clan due to the tattoos on his chest.

Escape. Getting out of the brig can be done a variety of ways, but the party's most likely bet is to dogpile the guard and steal his gear. They could also pass an Intelligence (Investigation) check DC 15 to notice a loose board that leads to the solitary cells. The PC's may have other ingenious ways to escape the brig.

G2) Solitary Cells

This is where problematic prisoners are kept separated from the others.

In this cold, damp room, six caged cells line the walls. The room is small, with one main entrance. These cells have several sticky strands cascading within them like a spider web, meant to hold prisoners in place. Within the cages of the solitary cells, a mold-covered orc with a smashed in head and a slit throat is dangling by slime-like tendrils. The mold has almost completely engulfed his dead carcass. In the cell next to him, a dire boar squeals helplessly as fingers of gelatinous ooze reach out from the floor and hold it in place.

The dead orc is covered in tattoos and scars that mark it as a member of the Skull Nation. Anyone who examines the body and makes successful Wisdom (Medicine) check DC 15 notices that the orc's throat was engorged before being slit and that the orc's skull and spine are missing. He is also drained of blood. The party can find out more by passing an Intelligence (Religion) check DC 20 to reveal the following:

Gorr's foul magic knows no limits, and the orc before you has sacrificed himself to create a being of putrid torment. This orc was "blessed" by an Abscessant, causing an oozing elemental fiend called a phlegm to culture inside his brain until fully matured. "Hosting" a phlegm in this manner is considered a great honor in the cult of Gorr. Orcs willingly slit their throats to let these monsters crawl out.

Now your troubles have worsened: a phlegm may be lurking on this ship.



PHLEGM

Should the party press for more information and make appropriate checks, reveal to them that the most efficient way to kill a phlegm is to destroy the skull inside of it.

Giant boar. The **giant boar** belongs to the dead orc beaten by Lillith in the brig (G1). Brands on the boar's skin match the tattoos on its dead master. It's being kept alive so that it may be retrained for war by the Skull Nation. The boar is furious, ready to attack anyone that approaches, but a successful Wisdom (Animal Handling) check DC 15 will calm the beast down. The pockets of ooze trapping the boar can easily be severed with a slashing weapon. Should the party manage to take the boar with them, it will be attack any Skull Nation affiliates on sight.

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G3) Cargo

Casks, barrels, and crates are stacked haphazardly in this massive cargo hold. Based on the various brands and labels on the containers, they appear to be the spoils of raids. There is significantly less grime in this room.

The party needs to recover their gear, and some of it can be found in the cargo hold. The shipments in the cargo hold take up the majority of the lower deck, and sorting through the loot can take some time. There are ample amounts of crates to hide behind if the party needs to rest. This is also a good location to hide dead bodies. Based on any Intelligence (Investigation) checks, the PC's can discover the following:

Foodstuffs. Stale bread rolls and salted pork fill several crates, and there are some casks of flat beer and spoiled wine. None of the food is particularly tasty or valuable, but it will do for a sea voyage.

Meat. Several barrels hold mixed collections of meat from various humanoid, mostly orcs and humans.

Spices. Sealed away in a corner are five 1-pound bags of powdered, hot, elven spices. The spices are extremely hot, and they can be used as **dust of sneezing and choking**. The bags are worth 35 gp each.

Banners and Tabards. Captured national emblems are piled in a corner, signifying the different orc clans and non-orc settlements conquered by the Skall Nation. Any PC may find their own clan or country's banner amid the pile, further enticing them to seek vengeance against the Skall Nation.

Steel Chest. A sealed chest girded in steel weighs about 50 pounds. It can be opened with thieves' tools and a Sleight of Hand check DC 20. Inside are two red dragon eggs, each a foot tall. These belong to the Spires of Kunrakkis and are being transported to Bralda at the Stryg Outpost. Anyone finding them will know that the Kunrakkis dragons and the Skall Nation are allies, and that the dragon eggs could be used to further any dealings with red dragons later in the game (such as Arbonesh in chapter 2).

Wooden Chests. Two wooden chests each containing 1,200 gp worth of stolen gold, jewels, silks, and other valuables.

Medicine. A medicine pouch for making healing poultices. Creating the poultices requires a Wisdom (Medicine) roll and 10 minutes of uninterrupted concentration. The pouch creates five one-use poultices that can be consumed as a standard action to heal a number of hit points equal to the Wisdom (Medicine) roll used to make them.

BB. If Skibbit is with the party, his magic suit of armor, "**BB** the Bastard's Bastard", is stored here since there is no room for it in the armory where everyone else's armor and weapons are kept. He will



GORR GRUNT

find it immediately upon entering the cargo hold without the need for a dice check.

G4) Crew Quarters

This is where the crew sleeps when there isn't work to be done. Since most of the crew is on the upper and middle deck, this putrid living space is mostly empty.

Hammocks drape the walls, and bunkbeds litter the floor in this dilapidated crew area. Footlockers are scattered over the ground, and a stink of body odor rots in the air. There are around 30 different sleeping areas in total, varying from hammocks, bunkbeds, and bedrolls.

Sleeping Orcs. There will be four **Gorr grunts** sleeping in the crew quarters. They risk waking up and attacking the party if there is an excessive amount of noise, but the party can sneak in and catch them unawares with a Dexterity (Stealth) check DC 10. If the orcs wake up, they need 1 round to gather their weapons.

Loot. Aside from a few coppers worth of loot, much of this room is nothing but smelly clothes, food scraps, and the gear from the four Gorr grunts.

G5) Closets and Holds

Various small alcoves in the lower deck hold cleaning supplies, extra rope, sails, barrels of pitch, and miscellaneous equipment for running a ship. They can be prime locations for hiding or for grabbing repair items for later encounters.

G6) Lower Stairwell

This wooden stairwell connects the lower deck to the middle deck. The party shouldn't go up until they've scoured most of the lower deck, but don't railroad them into doing so if they want to keep fighting their way upward.

A stairwell leads upward towards the middle deck. Judging from what you saw when you were captured earlier, there will be stronger foes up here—you even remembered hearing magical incantations. But the armory lies somewhere up there, and if you can get your gear back, then taking over this ship will be a breeze!

Lower Deck Developments

Fighting through the lower deck should get the party well-acquainted to the ship: they know what kind of fighting prowess the basic soldiers possess, and they now stand a much better fighting chance after looting weapons and armor from their adversaries. If they're low on health, don't worry. They should be better equipped and able to shrug off blows by now.

Patrol. Should you find the need for a wandering encounter, one or two patrolling orc **Gorr grunts** can be found in any lower deck area outside the brig. The party can accost them by stealth since they aren't expecting anyone to be out of the cells. Should you use this wandering encounter, don't use it right after the encounter with Lillith and the guard. Allow the party to get their bearings first.

MIDDLE DECK

The middle deck is much better kept than the lower deck. Cool sea air flows through the ship, ridding it of any musky smell. There are a few sources of light billowing in from windows. Moldy mildew cakes a few corners, but not enough to cause any disturbance.

G7) Shrine to Gorr

As with all vessels for the Feast God, a shrine helps bless the crew with vigor and favor.

A bronze fountain rests in this sour-smelling room.

Drizzling from the fountain is a pale red muck that makes a sucking sound as it's squirted through the fountain. The fountain is topped with an orc skull and spine, and a dried patch of blackened blood sticks to the floor.

The red ooze siphoning through the fountain is a coagulating phlegm, specifically the phlegm harvested from the dead orc in the solitary cell (G2). The skull is from the orc as well. The blood patch is where the orc slit his throat to let the phlegm out.

Phlegm. The **phlegm** will attack anyone who approaches it, lunging from the fountain in a fury of splattering red goop. Since the phlegm isn't fully formed, its hit point maximum is only half of what it normally would be, and a Wisdom (Medicine) or Intelligence (Nature) check DC 15 will notice this weakness.

Shrine. The fountain shrine heals its nearby allies with its dark magic for 7 (2d6) hit points at the beginning of their turns. Desecrating the shrine or destroying the shrine (AC 10, hardness 10, 20 hit points) stops the regenerative process, as well as reveals the following:

A dark burden lifts from your soul. Gorr's influence on this ship has weaned, though what's left of his power still has a firm death grip.

G8) Kitchen

The kitchen is manned by goblins, who are always shuffling around to keep food prepared for the orcs unless they themselves become part of the menu. If the party makes a lot of noise, the goblins will hide, and the party will see this:

Scents of salt and stewed meat waft in the air in this cramped kitchen. The place is a mess, with half-cooked slabs of meat and piles of scattered spices. A large pot of stew simmers over a coal fire. It's as if everyone who was in here vanished.

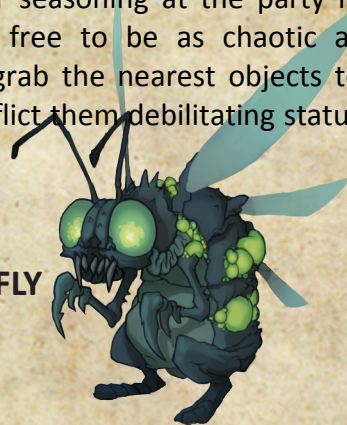
The goblins will then attack the party, emerging from the cupboards, the cellar, and even the giant pot of stew. If the party catches the goblins by surprise, read this:

Scents of salt and stewed meat waft in the air in this cramped kitchen. Goblins scamper about, barking orders at each other—the cooking staff on this boat is a lot shorter than you expected.

The goblins will then attack the party, but the party gains a surprise round. There are 6 **goblins (kitchen)** in total being led by 1 **Gorr grunt** chef.

Food Fighters. The goblins are not above primal tactics, and they will throw hot grease, kitchen knives, and spicy pepper seasoning at the party in the gigantic fight. Feel free to be as chaotic as possible as the goblins grab the nearest objects to bludgeon the party or afflict them debilitating status effects.

BLOATFLY



G9) Fetid Furnace

The fetid furnace is the source of the Breath of Gorr's "breath." The miasma that makes the ship so devastating is brewed in the spherical vat.

A foul, rancid miasma fills this humid room. A mechanical sphere whirs with activity, leaking small wisps of gaseous fumes through a series of pipes that lead upward. A lever protrudes from it. Shelves of reagents and other chemicals rest against the wall, and charcoal-drawn schematics are scattered over a table.

Litmus Ingredients. The shelves contain all the ingredients used to maintaining the miasma. They can be added into the vat to increase the potency or nullify it. A Wisdom (Medicine) or Intelligence (Arcana) check DC 15 can recognize which ingredients increase the poison or reduce it. The miasma in the vat can be nullified by dumping a large dose of the nullifying reagents into it—the

party can then dump or destroy the other reagents to prevent the miasma from being used as a weapon.

Schematics. The schematics show the operating procedure of the furnace and censer. Anyone studying it for 10 minutes learns the operating process, and that the lever releases miasma by pumping it upward—in Chapter 2, when the ship is at risk of sinking, anyone who has read the schematics realizes that this pump can be used to pump water out of the middle deck.

Miasma. Since the Breath of Gorr is not in battle, the miasma isn't activated, so it's still brewing in the vat. Pulling the lever on the vat activates pumps that siphon the miasma to the censer at the stern (G13), allowing it to spread behind the ship in a 100-foot cone, harming anything pursuing it. Anyone who inhales a large dose of the miasma must make a DC 15 Constitution save or suffer 10 (3d6) poison damage. At DM's discretion, the DC to succeed can be raised or lowered depending on how the party has tinkered with the miasma's potency.

Elemental. Lurking in the center of the vat is a gaseous **miasma elemental**. It's actually an air elemental that has been corrupted by Gorr's magic and fused with toxicity. The miasma elemental is hostile towards the party, but by nullifying the toxic miasma by dumping reagents into it, the elemental can be purified—if the party cures the elemental, it will transform back into an **air elemental** and flutter away harmlessly. It will return to help them in Chapter 2.

G10) Armory

Finding the armory will greatly improve the party's effectiveness, turning them into a true testament of orc rage!

Weapon and armor racks line this room, though they are mostly empty. A few large, wooden trunks rest in the back corner.

Loot. Most of the basic weapons and armor are being worn by the orc crew, but a few spare pieces of gear are still left.

Trunks. The trunks contain any confiscated gear that would be taken from prisoners. The party can find their stolen gear in these trunks and fully outfit themselves, restoring them to the stats found on their character sheets. Specifically, the following items are found for each specific character:

Boggs. Boggs receives his **dragon spear** and **skulls of the watchful parents**.

Shaur. Shaur receives four bloodletting daggers (same stats as a dagger but deal magic damage instead of piercing), clerical robes, and four *potions of health*.

Damriel. Damriel receives four handaxes, a battle axe, a suit of plate armor, and a shield.

Skibbit. Skibbit receives a shortbow, two daggers, two pieces of scrap metal, a spyglass, navigator's tools, and thieves' tools.

G11) Middle Stairwell

These stairwells connect the middle deck to the upper deck. Going up without obtaining their gear from the armory is ill-advised for the party.

A pair of wooden stairwells lead to the sunlit upper deck. The foes up there will be the toughest yet—you even think you smelled a bloatguard or two, patrolling the decks. The key is getting to the captain's quarters, but there will be a mess of rabble to wade through first.

Middle Deck Developments

The party should be well-equipped to tackle the captain and his goons up top, though the battle will be tough.

Patrol. A fat, bloated **priest of Gorr** skulks around the middle deck, ordering the goblins to cook faster or snarling other orders at the grunts. He tends to the fetid furnace as well as prays at the

shrine. Place him wherever you see fit. If the players are rampaging through the adventure with little problem, have him catch the party off guard or pair him up with the phlegm in the shrine. If the party is struggling, give them a chance to catch him unawares.



UPPER DECK

The PC's will enter the upper deck near the forecastle (front) of the ship.

The Breath of Gorr's top deck bounces with the waves, its blood-red sails full of air. Scattered about are piles of tools including buckets of nails, hammers, and extra rope. Three barrels of pitch are placed along the front, middle, and rear of the ship.

Towards the front, the captain's cabin is guarded on either side by two **bloatguard**, vile elite soldiers of the Skull Nation, each one a massive, undead, blubbery mess of an orc with bulbous, puss-marked flesh. The only thing stronger than their odor is their ability to hack enemies into a pulpy mess.

Various orc soldiers go about pulling in the sails or monitoring the horizon. Nobody is cleaning the scummy deck, which has built up specks of mold like a long-forgotten plank of cheese.

A spherical, tarnished, grimy censer is mounted to the ship's stern behind the captain's cabin. Because of the miasma used by the ship in battle, the entire back quarter of the ship is covered in a filmy residue that has been caked on from so many uses.

G21) Captain's Quarters

The captain's quarters is modest compared to the rest of the ship with a substantial amount of loot to be pilfered.

This well-scented room has a bed, a writing desk, and a wooden trunk. Two windows allow a view on local region is pinned to the wall. A ceremonial full suit of elven armor rests in the corner.

The captain will be in here going over notes during the majority of the adventure.

Map. The map reveals that the ship is inbound to the Stryg Outpost near Shatter Manor.

Armor. The captain's gilded plate mail armor is too slim for any of the PC's to wear except for Damriel, but the gemstones and gold plating make it worth 4,500 gp easily. It also comes with a plumed helm that fully covers the wearer's face.

G22) Censer

The censer connected to the fetid furnace is mounted on the rear of the ship.

If the furnace is activated, the censer will billow out miasma in a 100-foot cone behind the ship. However, if the ship is stopped or the wind is blowing a different direction, the direction of the cone can change. Consult the fetid furnace section (G9) for details about how the censer can work.

Commandeering the Breath of Gorr

Foes on the upper deck include 6 **Gorr grunts**, 2 **bloatguard**, and **Captain Vaal**. Depending on how well the party cleared out the other two decks, other foes could join in the fight from below.

The two **bloatguard** are Vaal's personal escort, obeying any order he would give them—even suicidal ones. During the skirmish on the ship, one will enter the fray with the rest of the orcs while the other stands in front of the door to the captain's cabin. Should the orcs begin to lose the fight, Captain Vaal and the second bloatguard will enter the fray.

The ship's deck itself is full of improvised weapons as well as ways to maneuver for the fight—both for the PC's and the villains. Rope rigging leading up to the sails can be climbed with a Strength (Athletics) check DC 10, and buckets of nails can be kicked at opponents or dumped along the floor to halt movement. Swinging across a rope or tossing opponents overboard is highly encouraged. Is the fetid furnace still burning? Have an orc run below deck to pull the switch while another steers the ship around into the miasma. Did the PC's nullify the fetid furnace? Have an orc run below deck to pull the switch only to realize his plan won't work. If the PC's aren't taking the initiative to utilize the environment to their advantage, the NPC's will!

But most importantly: with all of their gear in place, the PC's now have the breakout moment to wreak full havoc as a team for the first time... if Captain Vaal doesn't stop them.

Captain Vaal, the Heathen Sting

The PC's will need to depose of **Captain Vaal, the Heathen Sting** in order to take over the ship. He is an elf turncoat who has been blessed by the Abscessant Bralda for mortal powers. Vaal's blessings from Gorr have manifested as a long, bone-like stinger that has taken the place of his hand, making him a master swordsman. Unknown to him, a phlegm has cultured inside his body, feeding off of his new powers.

Captain Vaal is vain and arrogant, his face caked with powder and rouge to hide the ever-increasing sores and scabs that have blossomed on his flesh. He reeks of heavy perfume to hide the stench, and his attire is that of a fine aristocrat. Though Vaal may look gaudy by modern comparison, he's the stark contrast to the orcs he captains: precision and concentration are his weapons instead of rage and strength.

Vaal lets his grunts charge into battle first, staying out unless he absolutely needs to enter. When he joins the fight, he bounces between heroes, infecting them with sepsis. When describing Vaal's attacks, he "springs with calculated steps, his next ten moves preplanned as he smirks at your puny orc tactics."

If the shrine to Gorr (G7) hasn't been destroyed, it heals Vaal for 7 (2d6) hit points at the start of each of his turns regardless of his location on the Breath of Gorr.

When defeated, the power of Gorr releases out of Vaal in a final attempt to destroy the party and the ship itself. Turn to Chapter 2 to see what happens next!



CAPTAIN VAAL, THE HEATHEN STING



Chapter 2: Red Sails and Redder Wings

In this chapter, the PC's will have to scavenge the ship to repair it from the damage Vaal unleashes. They will also encounter Arbonesh, a vain red dragon of Kunrakkis who can be dangerous villain or a powerful ally. There are two possible outcomes: the ship sinks and the party is stranded at sea, or the ship stays afloat and the party must learn to navigate the open sea towards the Stryg Outpost.

SABOTAGE

Upon defeat, Vaal's phlegm explodes out of him and proceeds to ravage the ship, tearing pieces out of it and damaging the sails so that the PC's won't be able to control the ship. After the phlegm explodes, Vaal's dismembered **sepsis blade** can be looted from his scattered corpse since it was blown off in the explosion. Read or paraphrase the following when Vaal is defeated:

The flaunty captain's body convulses, his skin bubbling as it tears apart near the throat. Red ooze

explodes from his shoulder as his head rips from the rest of his body in a sputtering chunk! His severed skull and spine hang suspended in the emerging red ooze like a skeletal snake. The fight isn't over yet.

Vaal's **phlegm** works just like the phlegm in the appendix, but instead of attacking the PC's, it attacks the ship.

The ship doesn't have a set amount of HP or armor—just use your imagination to describe how the phlegm wreaks havoc. The phlegm can ruin the ship in the following ways:

Sails. The phlegm can crawl up the masts and shred the sails or cut them down to leave the ship without air.

Miasma. To cause mayhem and deter the party, the phlegm can dive down to the fetid furnace and stir up the miasma components, then wreck the piping so that the miasma fills up the ship instead of billowing out behind it. This can buy the phlegm time to cause more destruction.

Hull. The lower deck is perfect for the phlegm to dig out chunks of the ship. Since the lower deck is

already moldy and full of entombing ooze, the party will have a rough time fighting the phlegm down there.

Fire. Barrels of pitch on the upper deck, cooking oil in the middle deck, and extra cargo on the lower deck are optimal to get a fire going. The phlegm can overturn chemicals to start a fire in any of these locations.

Allies. Any allies of the phlegm still alive will gladly sacrifice themselves to wreck the ship. If Vaal is killed while his allies are still alive, have them assist the phlegm by wrecking the ship to their best degree.

Feel free to come up with your own idea for how the phlegm can wreck the ship, but also reward your party for finding ingenious ways of stopping the phlegm.

REPAIR

If the Breath of Gorr isn't repaired quickly, it risks sinking to the depths. Since the party's success in infiltrating the Stryg Outpost lies on their ability to commandeer an enemy ship, losing the Breath of Gorr will be a devastating blow to their plans (though other options are available).

There are several places on the ship where the party can find supplies to make repair checks. The closets and holds (G5) contain several items for the party to use. They can find extra sails to replace the torn ones or patch them up. Ripping one of the doors off its hinges, lining it with pitch, and tossing it over a hole can help reduce water intake—especially if the party “caulks” the holes with some of the moldy ooze in the lower deck.

Even the censer in the back can be used as a makeshift watering device or pump if there is a fire on upper deck or water building up in the lower deck. Going into the fetid furnace (G9) and rigging the pipes from the vat can let the furnace pump water out instead of miasma (this kind of mechanic know-how is perfect for Skibbit). The water will be pumped up to the censer and billow out over the

upper deck. Another clever way to put out a fire is to take a sheet of sail and soak it in ocean water, then throw it over the fire.

In a worst case scenario, PC's can seal up any entrances to some of the decks using pitch or nails. If the lower deck has too much water, simply sectioning it off could be the best quick fix until someone can swim down and figure out a way to let the water out.

Use your own discretion for skill checks made to save the ship. Dexterity (Sleight of Hand) checks can determine how fast someone can patch a hole in a sail. Holding a door shut while water builds up on the other side requires a Strength (Athletics) check. And swimming through three rooms of water to get to the pump in the fetid furnace requires a series of Constitution saves. Use your imagination, and humor the players for their own creative problem-solving methods.

WE SANK!

Whether by a lack of proper saves, misguided repair attempts, or letting Vaal's phlegm cause too much wreckage, the ship may sink. If the ship is going down, the party may try to salvage whatever they can to stay afloat, most likely by clinging to a piece of wreckage.

What they don't know is that the ship's demise doesn't mean a failed mission—just a much harder one. Several potential quest items, if not kept on the party's persons, will be lost to the depths. For example, Skibbit's heavy BB armor will sink if it's not placed on a sturdy piece of wreckage or folded into its portable form.

Make the party struggle for survival—an ankle caught in rigging threatens to drag a PC down to the depths, a surviving NPC could still be trying to kill them, an unconscious PC could sink to the depths, and even a roaming shark might threaten to take a bite out of the players' backside.

After the ship sinks, the party will need to find a way to stay afloat, either from wreckage or other

means. Eventually, turn to the end of this chapter where Arbonesh finds the players.

SETTING SAIL

So the party has successfully patched up the ship and kept it from plummeting to the depths! Now they have to figure out what to do with the ship. The plan is to sail to the Stryg Outpost, but with the skeleton crew they have, all hands are needed to get the ship going—there is also the problem regarding what alibi they will use when they show up to the outpost with only four crew on a ship that was supposed to be transporting goods and prisoners, especially since the captain is dead.

For steering the ship, only the wheel needs to be manned. However, if the party is speeding up or slowing down, everyone else will need to raise or lower the sails. The party will also need to figure out what to do with all the dead bodies on the ship.

Are We There Yet?

Though the party can examine the map from the captain's quarters (G12), they already have a decent idea on the Stryg Outpost's location since they've researched it before the adventure. At the time they take over the ship, they are two days away from the Stryg Outpost. If the ship took heavy damage that couldn't be repaired, it will take up to four days. If the ship is severely damaged or if Arbonesh in Chapter 3 causes too much of a problem, sailing can take five or six days. Consult the Army Factor section of Chapter 3 to see what state the Stryg Outpost will be in once the PC's arrive.

A Friend on the Wind

If the party cleansed the miasma elemental in the fetid furnace (G9), then the **air elemental** can reappear while they're at sea to give them an extra push in their sails:

The wind billows in the sails, though there is no sign of an incoming current. As though by an unseen force, The Breath of Gorr lurches forward, dashing through the water with lightning speed. Above you, a cloudy shape dances among the sails. The air elemental has returned and is ready to receive orders, captain!

With the air elemental helping them out, the PC's can operate the ship at maximum capacity. It can untuck the sails and steer the ship so that only the wheel needs to be manned—perfect if the party has to fight! The air elemental is playful, almost childish, and loyal to the party—though it will flee to heal if it takes too much damage. Obtaining the air elemental as an ally will be a huge boon to the party, especially if they need to fight Arbonesh. Use your discretion as a DM on when to bring the air elemental in, since the party might need the elemental's help earlier in the adventure.

Stowaway

To add dramatic tension, maybe the PC's didn't clear out all the bad guys. Did one of the kitchen goblins stay hidden in a bag of flour? Did one of the orc soldiers sleep through the whole fight after he fell behind his bed? Maybe the priest of Gorr, wanting Captain Vaal to be disposed, stayed out of the fight so that the captain would be slain?

Whatever the reason, having an NPC lurking on the ship and causing mayhem for the party can add an interesting dynamic to their dilemma, especially if the NPC later notifies other villains of the PC's plot once they arrive at their destination.

KEEPING THE RUSE

Upon arrival at the Stryg Outpost, the party needs to have a dedicated way to sneak in, whether by hiding in plain sight by using disguises, or by docking down

the beach and sneaking inside. If the party tries to pass themselves off as Skall Nation members, they'll need to use their heads so that they don't give anything away.

An orc in service to Gorr needs to *look* like an orc in service to Gorr. That means they need to wear the right armor, have the right tribal scarring, and know all the proper prayers and signs. The party has been around enough Gorr followers to know all the right greetings and etiquettes, "Many feasts to you!" and "May our enemies starve at our banquet!" being just a couple. Anything involving disease and food goes hand-in-hand with the Skall Nation. Wearing the right clothes is only half the chore—signs of disease and gross decay are almost necessities! For certain PC's (Damriel, for instance) it might be harder to pass herself off as a diseased Gorr cultist due to her physiology as a half-orc, but she could easily pretend to be a subdued prisoner.

DOWNTIME

Most importantly, your party will be using the time spent on this ship for taking rests and recovering from their exertion. There is plenty of food in the cargo hold and the kitchen (unless the ship was wrecked too much), and fish can be caught from over the side of the ship. A good night's sleep can be had in the captain's cabin, but a night spent resting on the deck and staring at the stars would be peaceful as well. There is plenty of gear to salvage and loot through, especially if the party is trying to disguise themselves for infiltrating the Stryg Outpost.

ARBONESH

The sea isn't the only source of ill omen for the party—the sky itself is full of winged terrors. In this chapter, the party will come across **Arbonesh**, a dreaded red dragon from the Spires of Kunrakkis. She will discover the party as they're sailing in the

sea. The party can use guile or brute force to rid themselves of her meddlesome behavior, though one thing is for certain: any mistake could be their last.

Kunrakkis Descends

Arbonesh will be flying over the Fanrian Sea, returning from a mission where she torched a conclave of human knights from the Yandoll Empire. She'll see the Breath of Gorr, recognize it as a ship of the Skall Empire, and begin circling the ship for a landing.

A dark spot forms on the waves. It circles the ship, the silhouette of a long neck and vicious tail stretching in front and behind it. You hear a low rumble—and look up! What you thought was a sea monster silhouetted against the surface is actually a winged tyrant descending from the sky! Crimson wings descend, and a faint puff of smoke bellows as though announcing the arrival of the giant red dragon above you.

As the party scrambles to muster defenses against a possible dragon attack, Arbonesh shouts a command that shows she bears no aggression—yet.

"Skall Nation squalor!" the red dragon of Kunrakkis shrieks at you. "Make amends for my stay, for I am weary of the battles *I'm* waging for *your* pathetic empire!" There may be hope for your skins yet—the dragon thinks you're her allies!

Unless the party feels like fighting a fire-breathing dragon while standing on a flammable boat with flammable sails, they'll need to make way for Arbonesh. As an adult red dragon, she'll take up most of the upper deck's forecastle during her roost, claiming it like a massive cat.

Vain, Needy, Stupid

Arbonesh has no sense of social awareness. She is a dragon, and a powerful one at that. Her words are offensive and hold no pretense of etiquette: she is the boss, especially since she has suffered wounds in from fighting, as she will constantly say, “*your war.*”

At 600 years of age, Arbonesh has become jaded whereas most elder dragons become wise. Quests for knowledge and riches have given way to narcissism and pride. She’d rather have someone’s utter fealty than their hidden riches, but she’s not opposed to keeping a hoard of treasure stocked away within the Kunrakkis mountains. To other dragons, Arbonesh is a joke. They view her like a child touting a crown on its head. Though most humanoids and other nations would cower before her presence, her kinfolk have already started to ostracize her. She is all talk and no action, which is why she has been out razing enemies for the Skall Nation. She has waited too long to build her reputation among dragons, so she’s making up for it now by diving nearly headfirst into dangerous situations.

But for a handful of orc grunts on a Skall Nation ship? Who are *they* to question her power?

A Dragon’s Demands

Having spent so much energy fighting off paltry knights, Arbonesh needs to regain her strength before setting off for another flight.

“Food! Do you impudent orcs have any idea how much I’ve sacrificed for you?” she barks from her perch on the forecastle. “Make haste, or I may satiate my desire with your heads.”

Arbonesh will eat almost anything, whether it’s the stale rolls beneath deck or some of the dead orc bodies. As of now, she’s famished from her fight.

In Arbonesh’s dire circumstance, she won’t know that the PC’s are frauds unless the PC’s make a mistake. Whether they try to goad information out of her with a failed Charisma (Persuasion) check or

accidentally let her see the dead body of Captain Vaal, Arbonesh will quickly prod them with her own “wit” to discover the truth.

The Ruse

Arbonesh is weak, though she won’t let her weakness show—hence the outrageous behavior. Any PC who rolls a Wisdom (Insight) against her Charisma (Deception) check and wins can pick out certain holes in her behavior. Arbonesh’s wings are sore, her mouth aches, and worst of all, she can’t breathe fire! Beating a Wisdom (Perception) check DC 15 notices a broken chunk of lance lodged in her chest. This chunk of lance is crushing her lung, preventing her from using her breath weapon. If the PC’s notice her weaknesses, they might decide to strike!

Fighting Arbonesh

Though weakened, Arbonesh can still put up a nasty fight for the PC’s. She is an **adult red dragon**, but she is at 150 hit points, she can’t fly, she has no more uses of legendary resistance, she can’t use her breath weapon, and she has no legendary actions. If she takes a long rest, her stats return to normal, but she can’t use her breath weapon until the lance is removed from her lungs (she can’t remove it herself).

Arbonesh begins a fight by threatening to torch the ship, but if that threat doesn’t work, she’ll try and kill the PC’s with her regular attacks. Arbonesh won’t sink the ship if she can help it since she needs to rest, but she’ll rip down sails or tear up the deck if it means she can kill a PC. Even if she regains the use of her breath weapon during the fight, she won’t use it carelessly since it risks setting the ship on fire and sinking her with it (unless she takes a long rest and is healed—if the PC’s start a fight with her at this point, they’re doomed for their poor decision making).

PC’s will do best if they try to catch her while

she's resting, getting free hits at their leisure. If they can sneak up on her by passing Dexterity (Stealth) checks against her passive Perception, give them a surprise round.

The lance lodged in Arbonesh's chest will be her greatest weakness. Striking the lance with a melee weapon will sink it further into her chest, weakening her with every hit by dealing an extra 10 (2d12) piercing damage. The AC for hitting the lance is 22.

Placating Arbonesh

The PC's may choose to simply weather Arbonesh's demands, which can include demands for food, doctoring her wounds, or removing the lance from her chest. If the lance is removed, she regains the use of her breath weapon, though she'll be less aggressive towards the party. The broken lance once belonged to Sir Dudley the Brand, but since it's broken, it now functions as a spear called the **Spear of Sir Dudley**.

As Arbonesh recovers, she'll grow bored and strike up conversations with the PC's. She isn't conversing with them as equals, but as a master might ramble to a slave. She speaks about her previous battle, stating that

"Gallant knights smoldered before my tyrannical breath! With my faintest exhalation, their horses blackened to ash and bone while their very armor melted to their skin. I plucked the rest of their forces into my maw, enjoying the crunchy delight as warm flesh spilled between clunky armor. The Skall Nation will owe a great debt to the Spires of Kunrakkis for my endeavor! With those knights dead, the Skall Nation armies should be able to pillage the outer peasantry unopposed..."

After dealing with enough of her bragging, the PC's can pick up subtle clues about their upcoming encounter at the Stryg Outpost. Arbonesh will spill crucial information that the PC's can use to their advantage, namely the following:

Army. The Stryg Outpost has been converted from a prison camp into a barracks camp, and it now holds a great host of 10,000 Skall Nation troops. They will be on the march against the Tam'dorae drow encampments hidden beneath the Kunrakkis mountains.

Sacrifice. What handful of prisoners who remain are now kept near the sacrificial altar. They are sacrificed hourly by being roasted alive, then fed to the army.

Wife. The camp is overseen by one of Ciro Shatter's vampire wives, Bralda. She is both an Abscessant and a vampire, making her the most terrifying foe in the camp. If she is slain, her power will wane and Gorr's influence will seep from the region.

Witch. The orcs are wary around the camp because they suspect a witch has infiltrated it. It plays pranks on orcs and prisoners alike—some of the pranks ending up with people being killed.

Kunrakkis. Arbonesh indulges the party about the terrifying cliffs and mountains of Kunrakkis, how the dragons have ruled there for thousands of years, and of how she is one of the most powerful of her kin. Most of this is a lie since the other dragons hate her, and a PC passing a Wisdom (Sense Motive) check DC 15 feels like Arbonesh is embellishing her superiority.

Aftermath

If Arbonesh is slain, the PC's won't have to worry about her anymore, though they might use up resources they'd rather keep for the fights at the Stryg Outpost. If she is allowed to rest and regain her strength, she'll fly off to the Stryg Outpost, possibly to fight the PC's later on... or maybe join them?

Sinking Ship?

If the PC's were unable to keep the ship from sinking after the fight with Vaal, Arbonesh will see them floating in the water as she flies over. Normally she

would let them drown, but since she's trying to gain favor with the Skull Nation (her own faction hates her) she'll pluck them from the water and carry them to the Stryg Outpost, all the while reminding them that they are lucky to have her around:

"...How fortunate you are that I, in brief moment of empathy, plucked your near-death bodies from the frothy waves! Had I not yawned out of boredom from the droll massacre I had with this band of knights, I would not have gleamed you out of the corner of my eye. You and your Skull Nation leaders should do well to remember my generosity! Your petty army would be nowhere without the great Spires of Kunrakkis..."

And so forth.



ARBONESH, RED DRAGON



Chapter 3: The Feast of the Dead

In this final chapter, the PC's have made it to the Stryg Outpost. They will have to devise a plan to find Bralda and sidestep the army. Stealth and deception will come into play as they bypass certain checkpoints to gain further entrance. Getting past the Stryg Outpost forces and slaying Bralda will get rid of Gorr's influence. There is also a chance to ally with Arbonesh if the PC's didn't slay her.

THE ARMY FACTOR

The Stryg Outpost is sending its troops to war! The bothersome Tam'dorae drow encampments beneath the Spires of Kunrakkis need to be driven out, so it's time to march!

There are two stages of activity for the outpost. If the PC's arrive when the army is still camped out, there will be several campfires and tents scattered all over the area, as well as several orcs and other monstrous members of Gorr's army. Even though there are hundreds of troops in camp at this time,

it's easy for the party to blend in and become lost with the crowd—perfect for spying and gathering intel.

The other stage of activity is for when the army moves out. The total population will decrease from around 10,000 to 500, so the party won't have to worry about lots of intrusion, but they'll be easily noticed. The best plan of accomplishing their mission is to arrive when the army is present so they can gather information, then carry out their tasks when the army is gone so that they don't get wrecked by so many orcs.

From the time the PC's take over the Breath of Gorr, the Skall Nation army will begin leaving on day 3 and be gone on day 4.

THE ARBONESH FACTOR

Arbonesh, if alive, will be in the camp, though she may be a benefit or a bane to the party. If the party helped Arbonesh heal from her wounds, they have

THEOTRORION



Wandering around the Stryg Outpost is **Theotrion Strife**. He was a human knight slain in a raid by a Spires of Kunrakkis goblin battalion, his head being hacked off his head. He has since returned from the dead by Dungern, the Orcine god of fear, as an undead paladin to wreak havoc on the Spires of Kunrakkis.

Strife dresses in orc armor and wears a helmet to hide his missing head. His voice echoes out in a metallic, gruff fashion. At near six and a half feet tall, he easily fits the orc profile. His ultimate goal in his revenant form is to destroy all goblinkind, so he will be openly aggressive towards Skibbit. The party can convince him to join their cause, though coming into contact with him may be difficult—Strife will most likely contact them first, especially if word begins to spread about “infiltrators” in the camp.

An aloof and narcissistic individual, Strife will broker an alliance with the party if he knows they are against the Spires of Kunrakkis. Strife uses the **knight (undead)** stats.

STRYG OUTPOST

The outpost itself is in the middle of a marsh. Mosquitos and other bugs are commonplace in this swampy environment, and puddles of mysterious ooze aren’t uncommon around the camp.

The population of the camp consists of about 65% orcs, 20% goblins, 5% red dragonborn, and 5%

other humanoid races. Any slaves found can be a variety of humanoids.

Barricade. A wooden, spiked, 20-foot tall fence surrounds the camp except for small areas where the natural forest is formed.

Forest. Where there is forest, there are bloatflies en mass. Every minute spent in the surrounding forest attracts 1d4 **bloatflies** and 1 **bloatfly swarm** to attack.

Bloatflies. Occasionally, a fat **bloatfly** will land on a random PC or NPC in the camp and start feeding off of the blood. Those loyal to Gorr welcome the feeding and allow the fly to feast, sometimes to the point of collapse. PC’s will, expectedly, want to swat or kill the bloatflies—this could give away their cover. A Wisdom (Perception) check DC 15 notices that the major swarm of flies comes from an inlet of ponds, the brooding pools (S8), which are along the Fen Finger (S7).

S1) Main Dock

The docks at the Stryg Outpost are large and full of goblin and orc deckhands.

The smell of rot hits your nostrils, though you don’t know if it’s old fish or Gorr’s festering orcs. Giant masts tower into the sky, and some of the ships are festooned with skulls and conquered banners. A customs house is the only structure along the swampy coast, and you can already feel the gnats biting at your neck. Wooden walls dominate the marshland behind the dock, most of it sectioned off as a concentration camp for prisoners. A green haze rises from the camp like the very ground is poison. In the center of the camp, an altar looms like a decrepit monolith for the glory of an evil god.

There are deckhands to help pull the Breath of Gorr into dock, and a red dragonborn dock master **half-red dragon veteran** boards the boat to assess the damage done by the PC’s. He is inquisitive, prodding the party for information. They will have to defend

their alibis, and any attempts to lie to him will have to pass a Charisma (Deception) check DC 15 if the lie is too out of the ordinary. Reduce the DC to 10 if it's believable. If the party convinced Arbonesh of their story in Chapter 2, then they have advantage on their checks since Arbonesh has passed the information down the chain of command.

If the party lost the Breath of Gorr, then Arbonesh will drop the PC's off at the docks and leave them to the dock master. They gain no advantages to their checks this way, and they will be easy to foil since they haven't had time to plan a ruse.

Regardless of the party's situation, they will eventually be herded to the customs house to speak with the clerk.

Army Present. If the army is present, everyone in the camp is working double time. The party might miss being checked altogether by the dock master.

S2) Customs House

Anyone who has docked must then report to the customs house before being allowed into camp.

Half of this ramshackle warehouse is filled with crates of supplies. Goblins and large, dimwitted orcs scurry between the incoming and outgoing goods, shouting at each other with a cacophonous noise. An orc sits at a desk crowded with parchment and books. He eyes you with austerity behind a pair of half-circle glasses. If his stare doesn't unnerve you, the four bloatguard flanking him at stoic attention will.

The orc behind the desk is **Darmok** the inventory clerk. He has the stats of a **Gorr grunt** but with an Insight +5 skill modifier. Anyone entering from the docks must go through him or they can't go into the camp at all. The party is sure to draw his attention if they show up in a boat wrecked of its crew or if they are dropped off by a dragon.

If the party is armed, Darmok orders them to

remove their weapons and place them aside. If they don't, one of his four **bloatguard** forces them to comply.

Darmok is well-spoken for an orc. His vocabulary and mannerisms rival an elf's, which is what makes him perfect for his job. To further vet the PC's of their strange approach, Darmok orders one to stay in front of the desk while the others are escorted away by some of the bloatguard. He'll interview them one-by-one to see if their stories match up with some basic questions:

- Who was your captain?
- What were you transporting?
- What happened to the rest of the crew?
- How did you survive?

His questions can build off of the PC's responses. For example, if a PC says the crew was attacked by a sea monster, Darmok can ask for a description of the sea monster. If the stories from the PC's have too many discrepancies, then Darmok will order the PC's escorted to the prison camps for holding. If he believes them, he'll let them through.

To add further immersion to the questioning, have the players themselves leave the playing area except for the player whose PC is being questioned. The other three, if they haven't collaborated a detailed enough alibi yet, might come up with a story while they're separated, but it will have to match up with the PC being questioned first.

Army Present. If the army is present, Darmok has no time to waste. These crates of supplies are more important! The customs house is near overflowing with supplies, so Darmok just asks questions for the sake of procedure, then shoos the party onward.

S3) Prison Yards

The prison camp is separated into a large yard and two small yards. The PC's, if imprisoned for any reason, are taken to one of the small yards.

Several 15-foot staked logs form the walls around these gigantic housing pens for captives. There is just enough of a gap between the staked logs to be able to reach an arm through them. The ground in all the pens is slick with black fungal mold. Every footstep in the pen kicks up a puff of spores.

The fungus is a calming agent, and for every hour the party spends in the yard, they must make a Constitution save DC 10 or else be poisoned for 1 hour.

A few random prisoners will be in the small yards with them, but none remain in the large yard. The ones in the large yard have been taken to the altar to be sacrificed.

One particular prisoner is an old human woman who seems undisturbed by the events at hand. That's because she is actually a **green hag** named **Baba Dego**. She has the ability to leave at any point, but she enjoys seeing the mayhem brought on by the Skall Nation, and she especially loves tempting prisoners with the promise of escape, only to foil their plans. If the party doesn't approach her, she'll approach them and offer assistance. She has a key to the door of the pen, and she'll offer it to the PC's if they take her with them. While "escaping" with the party, she purposefully makes noise and lag behind to increase their risk of getting caught. If the PC's steal the key and spurn her, she'll let them escape, but then she'll harass the party by giving away their hiding places or by shapeshifting into other forms to fool with them. She can be placated, however, if Boggs gives her the hag eye in his head, since it belongs to "that sister of mine that's like a friend to me," and if the party is ever thrown back into the pen, Baba Dego will let them out.

The party can find other ways of escaping, such as through Shaur's *misty step* ability, but if their weapons are confiscated, he'll need a knife to use his magic. About half of the other prisoners have a shank or dagger on them that can be used.

The party may come up with other ways to escape, such as attempts to climb the wall or dig underneath. They may even fake a fight with each

other (or beat the tar out of some other prisoners) to cause some guards to come in, providing them a chance to overtake the guards and steal their weapons just like in the beginning of the adventure.

Army Present. Members of Gorr's army come in and out to pester the prisoners, even challenging them to duels. The party can use this time to cause distractions or show off their strength, enticing other prisoners to fight off army members and storm out.

Arbonesh. The large yard has been prepped as a pit for Arbonesh to further recover her wounds in, but in reality, it's a death trap for her. After she lands in the yard and lays down to rest, the ballista in the central tower (S4) fires a batch of toxic miasma at her that incapacitates her. Each time she is about to shake the miasma's effect, another canister is launched at her, continuing the effect. Gorr grunts storm into the yard, each one yearning to be a dragon slayer. She snarls curses at the traitors, doing her best to attack, but her efforts fall short. The grunts deal 2d6 damage to her per round. The party can save her by climbing the central tower and stopping the crew firing the miasma. This event happens after the army has left and preferably when the PC's are near the large yard (or captured). Her thrashing could knock over some of the stake walls of the prison, providing another escape possibility.

S4) Central Tower

Monitoring the yards is a five-storied, wooden observation tower bedecked with terrifying spikes along the base and a massive ballista on top.

The central tower's job is to observe the yard and shoot canisters of miasma at prisoners during a riot. If prisoners are fighting among each other, the guards don't care, but if the party gets into a fight with any members of the Skall Nation while in the yard, the central tower launches a miasma canister with their ballista.

The tower is easily accessible through a set of double doors, and wooden steps lead up the five



BLOATGUARD

floors to the top platform. The platform is 30 ft. by 30 ft., and the ballista sits in the middle. Chests of miasma canisters surround the ballista, and there are typically two **Gorr grunts** and one red dragonborn **half-red dragon veteran** keeping an eye on it. Another two **bloatguard** are always stationed outside the doors at the ground floor, though they allow anyone who looks like a member of the Skull Nation to pass.

Ballista. HP 40, AC 10, hardness 5. Requires two operators to fire a canister of miasma once every minute. +5 to hit. Cannisters explode on impact and create a 20 ft. by 20 ft. area of effect cloud. Anyone beginning their turn in the gas must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Army Present. A whopping ten **bloatguard** and a brooding **priest of Gorr** stay around the entrance. The priest brews miasma in a cauldron while goblins bottle it up. There's no getting past them unless the party is a fan of TPK's.

Arbonesh. If the ballista crew is firing on Arbonesh, they are distracted enough for the party to sneak up on them without having to make Dexterity (Stealth) checks. The half-red dragon veteran will be ecstatic to kill Arbonesh, roaring

orders at the grunts to keep launching miasma as fast as possible. If the party engages them, the bloatguard from the front door will join the fight in four rounds

S5) Barracks

The barracks holds the basic garrison of troops at the Stryg Outpost.

This stone structure sports several banners of Gorr's emblem, as well as a crest of two greataxes crossed over a shield. The structure is topped with a steel dome.

Anyone is free to come and go from the barracks as they see fit. There are anywhere between 50-100 soldiers inside at any given time.

The interior glows faintly green, and you realize that a rectangular pool of ooze rests in the middle of the barracks floor. Bunkbeds surround the pool, which bubbles like a slightly simmering pot of stew. On the domed ceiling, a haze has formed as though the evaporating liquid has been collecting up there like a trapped fog.

The pool is a vat of distilling miasma tended by the orcs in the barracks. It has yet to evaporate into its gaseous form, but a group of goblins will climb to the top of the dome and bottle up the miasma with empty containers.

Occasionally, a member of the cult of Gorr will offer a prayer to Gorr, stand near the edge of the liquid miasma, then leap in. All other cultists around will shout praises for the cultists "sacrifice to strengthen the brew!" The liquid deals 4d6 acid damage to anyone who falls into it.

S6) Altar

The altar is the center of the Stryg Outpost, and behind it is a bridge that crosses the Fen Finger to the Abscessant Tent.

A stone pyramid in the camp is several stories tall with an altar shaped like a dinner table at the top. The table is covered in dried blood. A stairway leads from the base to the altar at the top. A great fire burns on the altar, and a bronze cage dangles in the fire's open flame. The whole scene resembles a glorified roasting spit. At all times, a priest of Gorr is chanting unholy scripture from the altar, and several diseased orcs and other underlings on the ground throw up their arms in vile praise. A makeshift pen with prisoners inside is built around the stairs. It has fifteen terrified prisoners in it, but it used to hold more.

Every ten minutes, a prisoner is escorted by a pair of **bloatguard** up the pyramid stairs where the priest lashes its tentacle arm out, snatching up the prisoner and flinging him into the bronze cage, cooking him alive. When his screams cease, the priest reaches in and tosses the charred body down to the bloatguard, who hack the corpse to pieces and fling the bits down to the crowd for them to eat.

The priest chants over his satiated followers, "May no member of his family ever know hunger! May no enemy of his family ever know satiation! Sit at the great Cannibal King's table, my children, and you will soon dine upon your brothers and sisters in the Gorgening until we join each other in Gorr's feast hall at the Yawning Hells!"

A **bloatguard** and red dragonborn **half-red dragon veteran** guard the bridge across the river. They will not let anyone cross at any time, citing that Gorr and the Abscessant Bralda, are not to be disturbed while they commune. Since the pyramid blocks the pair from sight of the revelry, the party can fight the dragonborn and the bloatguard without worrying about being seen.

Army Present. Hundreds of followers crowd around the altar, and four priests are cramming screaming prisoners into the roasting cage. It's a messy, blood-filled feast. Trying to navigate through the crowd isn't impossible, but the party will be bombarded with body parts and other mosh-pit style behavior.

S7) Fen Finger

The Fen Finger is a south-flowing stretch of river that reaches out from the swamp and surrounds the camp. It is 15 feet at its deepest and 100 feet wide for the most part. There is a single wooden bridge that crosses it, stretching from the altar (S6) to the brooding pools (S8). Every minute spent wading through it disturbs 1d4 **bloatflies** that attack.

S8) Brooding Pools

A rancid haze billows over several small ponds along the Fen Finger. The ponds reek of foul odor, and a faint buzzing sound of flies is audible at all times.

These pools surround the tent in the center. They are tended to by two **priests of gorr** that patrol with their giant sickles, plunging them into the puddles and stirring, occasionally revealing a dead bloatguard body that looks prone to bursting.

The dead bloatguard are full of maggots that are eating at the bloatguard's flesh. If disturbed, the bloatguard corpses explode, releasing a **bloatfly swarm** that attacks. The two priests, if spotting the party, will attack and use their paddles to "pop" nearby bloatguard corpses. There are six brooding bloatguard corpses full of bloatflies that are scattered around the brooding pools.

Body Piles. Some fresh bloatguard corpses lie in piles, waiting to be planted with bloatfly larvae and plunged into the ponds. The party can hide behind them and slowly advance towards the tent—but a **bloatfly** might land on them if they take too long!

Arbonesh. If Arbonesh is hostile against the Skull Nation, she will first try to torch the brooding pools and surrounding woods, trapping Bralda in a ring of fire. She will only do this if the PC's don't ally with her and come up with a different plan. Arbonesh will continue to attack until Bralda commands hundreds of **bloatflies** and **bloatfly swarms** to latch onto her and kill her—if this happens, any bloatflies in the forest and brooding pools are eliminated for 1 day as the fire has burned them all out.

S9) Abscessant Tent

The Abscessant tent is 50 feet in diameter and covered in painted depictions of war and carnage. There is one entrance near the front, guarded by two of the largest bloatguard you have ever seen.

The tent houses Bralda the Swarm Mistress, but since she is a vampire, she is asleep during the day. At night, she stays in the tent, peering over her notes or communing with Gorr through arcane rituals.

Entering the tent reveals the following:

This candle-lit tent is full of bookcases and old war relics. A large wooden table for calculating battle tactics sits in the center, and a banner for Gorr dangles over it. In the back, a black sarcophagus rests, the shape of a beautiful orc woman carved on its lid.

Bookcases. The old bookcases are full of scriptures for Gorr. A particular book, *The Gorgening*, is an ancient text that goes into great detail about Gorr's ultimate plan for the world: how his followers are called to kill and eat their enemies until only they remain, then they are to kill and eat each other until nobody remains. There are other books detailing less religious matters, like geography of the area or histories of other kingdoms. They are being collected so that a better assault can be made on nearby civilizations.

Notes. Among the bookcases' contents are notes detailing research into using red dragons as hosts to create better bloatflies that can breathe fire. Among the notes is a simple letter from Durmatagg the Ash, leader of the Spires of Kunrakkis:

Kill Arbonesh when she returns. Her worthless corpse will further your research.

—Durmatagg

Table. A wooden table has a map of the region with several tokens representing forces of Gorr, Kunrakkis, and the locations of the Tam'dorae drow encampments. The tokens are arranged depending on the presence of the Stryg Outpost's main army.

Sarcophagus. Bralda's coffin is made of a black magical metal unknown to anyone, and it cannot be destroyed. It stays locked if she is inside of it, only able to be opened with thieves' tools and a DC 30 Dexterity (Sleight of Hand) check. It can be opened from the inside.

Honor Guard. The two **bloatguard** around the tent always stay there, engaging anyone who would disturb their mistress. There's a catch—when slain, a **phlegm** emerges from their dead bodies.

Bones. Several bones of slain prisoners rest under the ground. At first glance, they look like tree roots poking out of the ground, but further inspection reveals them for what they truly are. In battle, the bones can reach up towards one of Bralda's enemies at the start of each round, trying to grapple them using a Strength (Athletics) check DC 12. Failure means the target is grappled for one turn and vulnerable to Bralda's bite attack.

Army Present. In the daytime, several war leaders fill the tent, going over the battle plans and deciding on methods of attack. Goblin servants flit among them, carrying food and supplies. Bralda stays in her sarcophagus. At nighttime, the leaders are all gone and Bralda is awake, communing with Gorr in large, boisterous rituals that echo from the tent.

Arbonesh. When Arbonesh first arrives at the camp, Bralda speaks to her and tells her she may stay in the large prison yard, promising her a great fortune when, in fact, Bralda plans on having her killed. Bralda's sarcophagus is immune to fire, so she will stay locked inside if Arbonesh attacks until she can be saved by bloatflies and other minions.

Bralda, the Swarm Mistress

Bralda is an orc vampire and the wife of Ciro, an orc vampire lord who lives in the Clan Shatter fortress. Ciro and his first wife rule out of the fortress, his second wife rules from the warship Shatternaut on the ocean, and his third wife, Bralda, rules from the Stryg Outpost. They are all Abscessants for Gorr, each one a font for Gorr to reach into the world.

Bralda has been mutated by her Abscessant power, becoming a bug-like undead monster with

filmy wings and long, venomous talons. She abhors the light, preferring to stay in her coffin, but at night she communes with Gorr, receiving his messages and spreading his word by ordering her servants and taskmasters. She is the progenitor of the bloatflies, which she plans to incorporate into the entire Skall Nation army by planting eggs into her soldiers that hatch and explode among their death.

Bralda the Swarm Mistress keeps a **bloatfly swarm** in her coffin that fights with her, muddling up the PC's while Bralda delivers her attacks. She swipes with her hands, trying to pull the PC's close so she can bite and drain their blood, then use it to breed bloatfly swarms.

Upon her death, a shock rattles the entirety of the Stryg Outpost as their connection to Gorr wanes. There will be brief confusion while everyone figures out what happened to their Abscessant, giving the party ample time to sneak away. The bloatflies and bloatfly swarms will drop dead since Bralda is the "hive mind" that controls them, allowing the party to escape through the woods, or even hop back on the Breath of Gorr and sail away.

AFTERWARDS

Having eliminated Bralda, the PC's have put a halt in the Skall Nation's empire. Several kingdoms will feel a moment of respite as Gorr's forces must reconfigure to make up for their losses, especially since Bralda's death will lead to her army losing against the Tam'dorae drow, eliminating upwards of 9,500 troops and prompting the Tam'dorae drow to retaliate against the camp, clearing out the remaining garrison.

Whispers echo across the land about how a party of four individuals (and maybe a dragon) eliminated the Stryg Outpost, gaining the PC's favor among several districts which are at war with the Skall Nation. This fame also comes with a catch—they are

now targets for Skall Nation agents who seek vengeance, especially the forces of **Ciro Shatter!**

If Arbonesh is with them, she may team up with them to get back at her own people—possibly joining another faction along with the party.

As far as advancement, the boxed module doesn't quite have a levelling system, but feel free to come up with more adventures to take these PC's on. Levelling up can be as simple as adding another hit die, or increasing a stat—all at your discretion. Ultimately, if you don't wish to take the adventure beyond the confines of the box, ask your players what happens to their characters. Does Shaur lose his life to save an entire army with his blood magic? Maybe Damriel marries an orc chief and raises a team of warrior children? Perhaps Boggs trains a dinosaur how to eat Skall Nation orcs? Hell, what if Skibbit builds arcane guns and mounts them onto Arbonesh so that he can fight off bad guys like a bomber pilot? Let your players run with it.

You can also let your players create their own PC's in this world, making up your own stats to expand upon the preexisting dynamics.

BRALDA, THE SWARM MISTRESS



CAMPAIGN VARIANT: THE PHOBIN STARS

If your players have already played the Breath of Gorr main campaign, they may want a second go at it—with four completely new PC's. This variant offers the players the chance to play as the Phobin Stars, a quartet of celestial interlopers who “reenact” the events of Breath of Gorr to decipher information for Dungern, the Orcine god of fear. The players can use this variant to try different story approaches, especially since their characters already “know” what happened.

Dungern's most powerful agents are the Phobin Stars. Having lived on the Material Plane, they are manifested as stars in the night sky after their deaths. When Dungern needs them, they fall to the earth, assuming a terrifying humanoid form, similar to ragged wraiths with porcelain face masks sporting terrifying visages. Though they can attack the Material Plane, their most powerful feature is the ability to manifest throughout time. Dungern wishes to know more about the attack on the Breath of Gorr and the Bralda Shatter, so what better way than to “plant” his agents in the past? There are several Phobin Stars in service to Dungern, but he only needs four for now:

Faid, Star of Phantoms: an elusive shade that specializes in bypassing barriers, teleporting, and going unnoticed by enemies. Before his death, Faid was a mischievous faerie dragon that pilfered hoards from his gargantuan kin until he was torched by a perceptive red dragon.

Hoktal, Star of Dread: fear in its purest form who summons terrifying images to debuff enemies and strengthen allies. Before his death, Hoktal was an elven court jester for East Nethyr until he was executed for kidnapping and trading slaves to the Tam'dorae drow.

Teerkah, Star of Grief: a devastating manifestation of wrath and chaos that obliterates opponents with extreme prejudice. Before his death, Teerkah was a dwarven blacksmith gone mad after drowning with his village to one of Raust's hurricanes.

Zugbu, Star of Phantoms: a malicious and conniving wearer of many faces that turns enemies against themselves. Before his death, Zugbu was an elder orc shaman spreading Gorr's influence until he was slain and “corrupted to Dungern” by Faid.

Inserting the Phobin Stars into the main campaign is simple. Adjust the beginning fight by having Lillith and her goons react in utter terror at the sight of four ghostly monsters suddenly appearing in their cells. Afterwards, just let the party try out their newfound powers and see where the campaign takes them.





West Nethyr

East Nethyr

Gepinniw

Skall Nation

Stryg Outpost

Katwijk

Tam'dorae

Shatter Stronghold

Spires of Kunrakkis

Durmatag's Roost

Hoard Valley

Rivermouth

Meridean

Sunset Peak

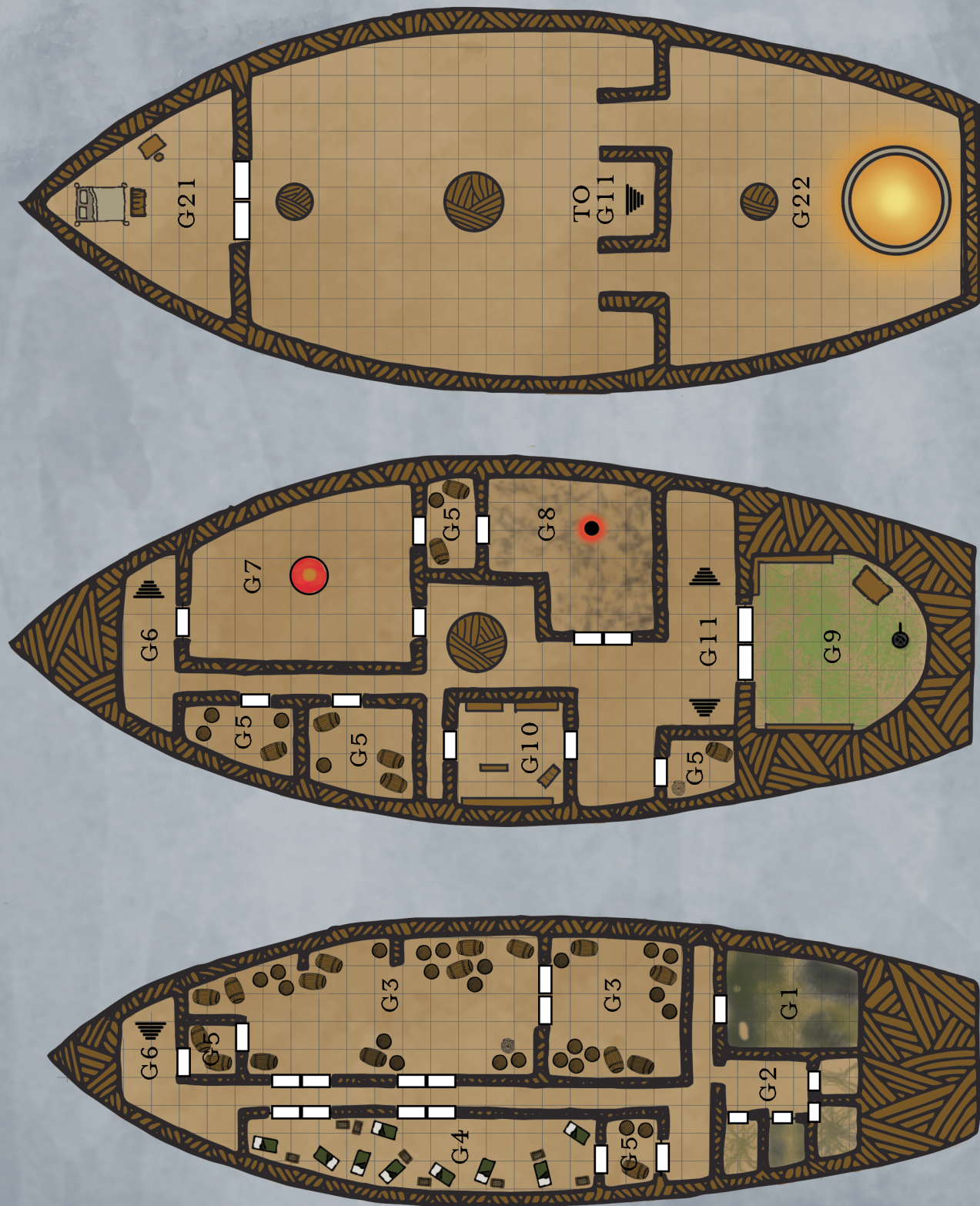
Skall Territories of Fanria

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The Breath of Gorr



ONE SQUARE = FIVE FEET

Stryg Outpost

ONE SQUARE = ONE HUNDRED FEET



APPENDIX A: PREGEN STAT BLOCKS

BOGGS, DRAGONSON

Medium humanoid - orc

Armor Class 13 (skulls of the watchful parents)

Hit Points 76(10d8+30)

Speed 40ft.

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

Saving Throws Dex +6, Wis +5

Skills Athletics +8, Insight +7, Nature +3, Survival +7

Damage Resistances fire

Senses Darkvision 60ft., passive perception 12

Languages Common, Draconic, Orc

Proficiencies Light and medium armor, all weapons, shields

Aggressive. As a bonus action, Boggs can move up to his speed toward a hostile creature that he can see.

Cornered. In one turn, if Boggs deals damage equal to or greater than his current hit point total, he can take the dodge action as a free action.

Riposte. Boggs can use his reaction to make a weapon attack against any creature that misses him with a weapon attack.

Take Down On Boggs' weapon attacks, he deals 4 (1d6) extra damage to Large creatures, 7 (2d6) extra damage to Huge creatures, and 11 (3d6) extra damage to Gargantuan creatures. The extra damage is of the weapon type.

Actions

Multiattack. Damriel makes two attacks, but only one can be with his Hag's Eye.

Hag's Eye. The hag's eye in Boggs' head shoots a ray at a target that he Boggs can see within 60 feet of him. The target must succeed on a DC 14 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dragon Spear. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (1d6+5) piercing damage, or 8 (1d8+3) piercing damage if used with two hands and an additional 3 (1d6) fire damage.

DAMRIEL, THE ATROCITY

Medium humanoid - orc

Armor Class 20 (plate, shield)

Hit Points 78(10d8 + 30)

Speed 30ft.

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

Saving Throws Str +7, Cha +7

Skills History +5, Persuasion +7, Perception +4

Senses Darkvision 60 ft., passive perception 14

Languages Common, Orc

Proficiencies all weapons, armor, and shields

Buildup. Whenever Damriel scores a critical hit against an opponent, her critical hit threshold improves by 1 to a maximum of 16-20. It resets to normal after a short rest.

Critical Threshold. Damriel normally scores critical hits with weapon attacks on natural 19-20 instead of natural 20.

Actions

Multiattack. Damriel makes three melee attacks or two ranged attacks.

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

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or 20/60 ft., one target., Hit: 6 (1d6+3) slashing damage.

Open Wounds. Whenever Damriel hits an opponent more than once in the same round, instead of rolling damage normally, she may instead apply one level of open wounds to the target. For each level of open wounds on the creature, add 1d4 to any weapon damage rolls made against the creature. An instance of HP restoration or a successful Wisdom (Medicine) check DC 15 reduces the target's open wounds level by one stage.

SKIBBIT, THE BASTARD

Medium humanoid - goblinoid

Armor Class 14 (leather armor)

Hit Points 38(10d6)

Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 16 (+3) | 10 (+0) | 18 (+4) | 11 (+0) | 10 (+0) |

Saving Throws Dex +7, Int +8

Skills Arcana +8, Deception +4, Investigation +8, Stealth +7

Senses Darkvision 60 ft., passive perception 10

Languages Common, Goblin, Orc

Proficiencies All weapons, full plate armor, thieves' tools

Nimble Escape. Skibbit can take the Disengage or Hide action as a bonus action on each of his turns.

Recycle. Any item left in Skibbit's stomach for more than one hour becomes digested. If the item is a metal item, it instead becomes scrap metal. Only one scrap metal can be produced every hour.

Actions

Shortbow. Ranged Weapon Attack. +4 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage.

Repair. Skibbit hastily restores 2d8+4 hit points to any object made of metal. This can also be used to cover a 5 ft. by 5 ft. hole. Using this action consumes one piece of scrap metal.

Tummy Pocket Skibbit can swallow whole any item he's carrying that contains less volume a one-foot cube and weighs no more than five pounds. He can regurgitate it as a standard action as well.

SHAUR, HACKPRIEST OF HOSH

Medium humanoid - orc

Armor Class 11

Hit Points 88(10d8 + 40)

Speed 25ft.

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

Saving Throws Con +8

Skills History +4, medicine +5, Religion +4

Senses Darkvision 60 ft., passive perception 11

Languages Abyssal, Common, Orc

Proficiencies navigator's tools, simple weapons

Blood Rite. Before you make an attack with a magic weapon, you may choose 2d4, 2d6, 2d8, or 2d10. If you do, roll the chosen dice and subtract the result from your hit point total. If you hit with your next attack, roll the chosen dice again and add the result to your total damage dealt.

Spellcasting. Shaur is a 10th-level spellcaster. His spellcasting ability is Constitution (spell save DC 16, +8 to hit with spell attacks). Instead of spending spell slots, Shaur rolls a die, loses HP equal to the result, and then casts the spell. If losing HP this way causes him to drop to 0 HP, the spell has no effect. He can cast the following spells if he has a magical, weapon (except magic weapon can be cast with a slashing or piercing weapon):

Damage / Spell

1d6 detect magic, mage hand, shield of faith, spare the dying

2d6 locate object, misty step, warding bond

3d6 bestow curse, magic weapon

Wound Mirror. As a reaction, you can make a Constitution save against damage received from one source of damage. The DC for the save is equivalent to the amount of damage received. If you succeed, you can redirect the damage to another living creature you can see within 60 feet.

Actions

Bloodletting Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/80 ft., one target. Hit: 5 (1d4+3) magic damage.

APPENDIX B: MONSTER STAT BLOCKS

GOBLIN

Small humanoid (goblinoid)

Armor Class 15 (Leather armor, shield)

Hit Points 7(2d6)

Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|--------|
| 8 (-1) | 14 (+2) | 10 (+0) | 10 (+0) | 8 (-1) | 8 (-1) |

Passive Perception 9

Skills Stealth +6

Languages Common, Goblin

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

Actions

Scimitar. *Melee Weapon Attack:* +4 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.

GIANT BOAR

Large beast

Armor Class 12 (Natural Armor)

Hit Points 42(5d10+15)

Speed 40ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 17 (+3) | 10 (+0) | 16 (+3) | 2 (-4) | 7 (-2) | 5 (-3) |

Passive Perception 8

Languages -

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest.) If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

THUG (PRISON)

Medium humanoid (human)

Armor Class 10

Hit Points 32(5d8+10)

Speed 30ft.

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

Passive Perception 10

Skills Intimidation +2

Languages Common

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

Actions

Multiattack. The thug makes two dagger attacks.

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

GOBLIN (KITCHEN)

Small humanoid (goblinoid)

Armor Class 12 (Leather armor, shield)

Hit Points 7(2d6)

Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|--------|
| 8 (-1) | 14 (+2) | 10 (+0) | 10 (+0) | 8 (-1) | 8 (-1) |

Passive Perception 9

Skills Stealth +6

Languages Common, Goblin

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

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60ft., one target. Hit:4(1d4+2) piercing damage.

Improvised Weapon (Hot Grease). *Melee or Ranged Weapon Attack:* +2 to hit, reach 5ft. or range 20ft., one target. Hit:7(2d6) fire damage.

Improvised Weapon (Pot). *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. Hit:5(1d4+2) bludgeoning damage.

GREEN HAG

Medium Fey (human)

Armor Class 17 (natural armor)

Hit Points 82(11d8+33)

Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 12 (+1) | 16 (+3) | 13 (+1) | 14 (+2) | 14 (+2) |

Passive Perception 14

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60ft.

Languages Common, Draconic, Sylvan

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12.) She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*.

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claws. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13(2d8+4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag take a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell.) While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

GORR GRUNT

Medium humanoid - orc

Armor Class 15 (breastplate)

Hit Points 52(8d8 + 16)

Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 12 (+1) | 14 (+2) | 6 (-2) | 12 (+1) | 8 (-1) |

Skills Acrobatics +4

Damage Immunities poison

Condition Immunities poison

Senses Darkvision 60 ft., passive perception 11

Languages Common, Orc

Proficiencies all weapons, armor, and shields; (+3)

Gorr's Fury. If the gorr grunt is below 15 HP, it gains resistance to bludgeoning, piercing, and slashing damage as well as advantage on all attack rolls.

Snot Walker. Immune to any movement restrictions caused by snot or ooze.

Actions

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (1d12+4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 30/120 ft., one target. Hit: 7 (1d6+4) piercing damage.

Snotshot (Recharge 5-6). The Gorr grunt snorts and launches snot out of its nose, filling an adjacent 10-foot area with sticky ooze. The snot creates difficult terrain and can stick to any surface. Each creature that starts its turn in the snot or that enters it during its turn must make a Dexterity saving throw DC 11. On a failed save, the creature is restrained as long as it remains in the snot or until it breaks free. A creature restrained by the snot can use its action to make a Strength check DC 11. If it succeeds, it is no longer restrained.

BLOATGUARD

Large undead

Armor Class 14 (ringmail)
Hit Points 81(8d10 + 32)
Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 20 (+5) | 8 (-1) | 18 (+4) | 5 (-3) | 8 (-1) | 7 (-2) |

Skills Athletics +8
Damage Immunities poison
Condition Immunities poison
Senses Darkvision 60 ft., passive perception 9
Languages understands Abyssal, Common, and Orc but cannot speak
Proficiencies all weapons and armor; (+3)

Gaseous Pores. A creature that begins its turn adjacent to the bloatguard takes 5 (1d10) poison damage.

Snot Walker. Immune to any movement restrictions caused by snot or ooze.

Toxic Finale. When the bloatguard dies, it explodes in a burst of noxious fumes. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Actions

Greataxe. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 14 (2d8+4) slashing damage.

Sweep. The bloatguard makes a greataxe attack against all creatures within 10 ft. (including allies).

PRIEST OF GORR

Medium humaniod - orc

Armor Class 14 (ringmail)
Hit Points 86(11d8 + 33)
Speed 30ft.

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

Skills Arcana +6, Medicine +6
Damage Immunities poison
Condition Immunities poison
Senses Darkvision 60 ft., passive perception 12
Languages Abyssal, Common, and Orc
Proficiencies Simple weapons, light and medium armor; (+3)

Gaseous Pores. A creature that begins its turn adjacent to the bloatguard takes 5 (1d10) poison damage.

Snot Walker. Immune to any movement restrictions caused by snot or ooze.

Actions

Multiattack. The priest of Gorr makes two attacks: one with its tentacle and one with its sickle.

Sickle. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 6 (1d6+2) magic damage.

Tentacle. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 7 (1d8+2) bludgeoning damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the priest of Gorr can't use its tentacle attack on another target.

Regurgiparity. The priest of Gorr puts its mouth over the mouth of a restrained enemy or a willing creature. The target must make a Constitution saving throw DC 15 to prevent the priest of Gorr from depositing a cluster of bloatfly eggs into the target's stomach. The bloatfly eggs hatch in 1d4+1 hours, dealing 35 (10d6) necrotic damage as a bloatfly swarm exits the target's mouth. A target can have a number of bloatfly egg clusters in its stomach equal to its Constitution modifier (minimum 1).

PHLEGM

Medium ooze

Armor Class 11
Hit Points 90(8d10 + 30)
Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 12 (+1) | 18 (+4) | 16 (+3) | 7 (-2) | 14 (+2) | 10 (+0) |

Damage Immunities acid, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses Blindsight 60 ft. (blind beyond this radius), passive perception 12
Languages understands Abyssal, Common, and Orc but cannot speak

Engulfing Form. The phlegm can enter a medium or smaller creatures' space. Whenever the phlegm enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet or to the side of the phlegm. A creature that chooses not to be pushed suffers the consequence of a failed saving throw. On a failed save, the phlegm enters the creature's space. The engulfed creature can't breathe and is restrained. When the phlegm moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the phlegm.

Nuclear Weakness. The phlegm takes double damage from attacks by creatures it has engulfed.

Snot Walker. Immune to any movement restrictions caused by snot or ooze.

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

Actions

Multiattack. The phlegm makes either three attacks one with its pseudopod, one with its reel, and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one engulfed target. Hit: 21 (6d6) piercing damage.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. Hit: the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws.

Reel. The phlegm pulls each creature grappled by it up to 20 feet straight toward it.

BLOATFLY

Tiny beast

Armor Class 13
Hit Points 21(5d4+5)
Speed 10 ft., fly 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 6 (-2) | 16 (+3) | 12 (+1) | 3 (-4) | 12 (+1) | 6 (-2) |

Skills Perception +3
Damage Immunities poison
Senses passive perception 13
Languages -

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4+3) piercing damage, and the target must make a DC 12 Constitution saving throw or else be paralyzed for one minute.

BLOATFLY SWARM

Medium swarm of tiny beasts

Armor Class 13
Hit Points 31(5d8+5)
Speed 10 ft., fly 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 6 (-2) | 16 (+3) | 12 (+1) | 3 (-4) | 12 (+1) | 6 (-2) |

Skills Perception +3
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive perception 13
Languages -

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. Hit: 15 (4d4+3) piercing damage, or 9 (2d4+3) piercing damage if the swarm has half of its hit points or fewer.

AIR ELEMENTAL

Large Elemental

Armor Class 15 (Natural Armor)

Hit Points 90(12d10+24)

Speed 0ft., fly 90ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 20 (+5) | 14 (+2) | 6 (-2) | 10 (+0) | 6 (-2) |

Passive Perception 10

Damage Resistances lightning, thunder; bludgeoning, piercing and slashing from nonmagical sources.

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious.

Senses darkvision 60ft.

Languages Auran

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8+2) bludgeoning damage and is flung up to 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

MIASMA ELEMENTAL

Large elemental

Armor Class 15

Hit Points 90(12d10+24)

Speed 0ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 20 (+5) | 14 (+2) | 6 (-2) | 10 (+0) | 6 (-2) |

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive perception 10

Languages Auran

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Touch. *Melee Weapon Attack.* +5 to hit, reach 0 ft., all targets in the miasma elemental's space. Hit: 20 (6d6) acid damage.

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

Expand. The miasma elemental increases in size, growing 5 feet wider in all dimensions so that it is one size category larger. The elemental cannot grow larger than the space it is contained in, but it can spill into other spaces if any are nearby. The miasma elemental can't grow larger than a 30 ft. by 30 ft. cube.

HALF-RED DRAGON VETERAN

Medium humanoid (human)

Armor Class 18 (plate)
Hit Points 65(10d8+20)
Speed 30ft.

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

Passive Perception 12
Skills Athletics +5, Perception +2
Damage Resistances fire
Senses blindsight 10ft., darkvision 60ft.

Languages Common, Draconic

Actions

Multiattack. The veteran 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(1d6+3) slashing damage, or 8(1d10+3) slashing damage if used with two hands.

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

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

Fire Breath (Recharge 5-6.) The veteran exhales fire in a 15-foot cone. Each creature in that area must take a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

KNIGHT (UNDEAD)

Medium undead (human)

Armor Class 18 (plate)
Hit Points 52(8d8+16)
Speed 30ft.

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

Passive Perception 12
Saving Throws Con +4, Wis +2
Damage Immunities poison
Condition Immunities poison
Skills Perception +2, Religion +2
Senses darkvision 60ft.

Languages Common, Orc

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack* +2 to hit, range 100/400ft., one target. Hit: 5(1d10) piercing damage.

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

Vow of Enmity (1/day.) As a bonus action, the knight can utter a vow of enmity against a creature it can see within 10 feet of it. The knight gains advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Reactions

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

ABCESSANT BRALDA SHATTER, THE SWARM MISTRESS

Medium undead (shapechanger)

Armor Class 16 (studded leather)

Hit Points 139(16d8 + 64)

Speed 30ft., fly 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 18 (+4) | 18 (+4) | 14 (+2) | 14 (+2) | 17 (+3) |

Saving Throws Dex +8, Cha +7

Skills Deception +8, Insight +6

Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poison

Senses Darkvision 120 ft., passive perception 16

Languages Abyssal, Common, and Orc

Proficiencies all weapons and light armor(+5)

Regeneration. Bralda regains 20 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If she takes radiant damage or damage from any weapon that Shaur has enchanted with magic weapon, this trait doesn't function at the start of her next turn.

Shapechanger. If Bralda isn't in sunlight, she can use her action to polymorph into a Large bloatfly or back into her true form. While in bloatfly form, she can't speak, her walking speed is 20 ft., and she has a flying speed of 60 ft. Her statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she is carrying does. She reverts to her true form if she dies.

Snot Walker. Immune to any movement restrictions caused by snot or ooze.

Spider Climb. Bralda can climb difficult surfaces, including upside down ceilings, without needing to make an ability check.

Sunlight Hypersensitivity. Bralda takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Actions

Multiattack. Bralda makes two attacks, but only one of which can be a bite attack.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target., *Hit:* 13 (2d8+4) bludgeoning damage. Instead of dealing damage, Bralda can grapple the target (escape DC 17).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Bralda, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 13 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. Bralda then spits out a bloatfly swarm with hit points equal to the necrotic damage dealt. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain this way and then buried in the swamp rises the following night as a bloatguard under Bralda's control.

VAAL, THE HEATHEN STING

Medium humanoid - elf(high)

Armor Class 16 (studded leather)

Hit Points 94(12d8+36)

Speed 40ft.

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

Saving Throws Dex +8, Cha +7

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

Senses Darkvision 60 ft., passive perception 15

Languages Common, Elf, Orc

Proficiencies all weapons and light armor (+4)

Fencer. Attacks of opportunity against Vaal automatically miss unless they are critical hits.

Snot Walker. Immune to any movement restrictions caused by snot or ooze.

Actions

Multiattack. Vaal makes two melee attacks with his sepsis sword.

Sepsis Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target., *Hit:* 13 (2d8+4) slashing damage and the target must succeed on a Constitution DC 15 saving throw or suffer sepsis for one minute. A creature with sepsis suffers 4 (1d6) fire damage at the start of its turn, then an additional 4 (1d6) fire damage for each turn it has had sepsis. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

APPENDIX C: THE PHOBIN STARS

FAID, STAR OF PHANTOMS

Medium celestial

Armor Class 14
Hit Points 55 (10d8 + 10)
Speed 40ft.

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

Saving Throws Dex +8, Wis +7
Skills Sleight of Hand +7, Stealth +7
Senses Darkvision 60 ft., passive perception 13
Languages Celestial, Common, Orc
Proficiencies Light armor, all weapons, shields

Incorporeal Movement. Faid 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.

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

At will - chill touch, mage hand, message

3/day - misty step, silent image, unseen servant

2/day - locate person

Mist Veil. Whenever Faid casts misty step, he can have it affect an ally that he can see within 30 feet of him instead of himself.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (2d4+2) force damage.

HOKTAL, STAR OF DREAD

Medium Celestial

Armor Class 16 (natural armor)
Hit Points 66 (10d8+20)
Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 14 (+2) | 14 (+2) | 17 (+3) | 15 (+2) | 14 (+2) |

Saving Throws Int +7, Wis +6
Skills Arcana +7, Perception +6, Persuasion +6
Senses Darkvision 60ft., passive Perception 16
Languages Celestial, Common, Orc
Proficiencies Light and medium armor, all weapons, shields

Cranial Wrack. While Hoktal is conscious, he and up to three allies within 30 feet of him deal an extra 1d6 psychic damage on all weapon damage rolls.

Nightmare. Creatures frightened by Hoktal take 1d10 psychic damage at the start of each of their turns.

Innate Spellcasting. Hoktal's innate spellcasting ability is Intelligence (spell save DC 15). Faid can innately cast the following spells, requiring no material components:

At will - message, minor illusion

3/day - disguise self, fear, silent image

2/day - phantasmal force

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Terrifying Glare. Hoktal targets one creature he can see within 30 feet of him. If the target can see Hoktal, the target must succeed on a DC 15 Wisdom saving throw or be magically frightened for 1 minute.

TEERKAH, STAR OF GRIEF

Medium Celestial

Armor Class 18 (natural armor)

Hit Points 76 (10d8+30)

Speed 30ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 12 (+1) | 16 (+3) | 11 (+0) | 10 (+0) | 12 (+1) |

Saving Throws Str +8, Con +7

Skills Athletics +8, Acrobatics +5, Perception +4

Senses Darkvision 60ft., passive Perception 14

Languages Celestial, Common, Orc

Proficiencies All Armor, all weapons, shields

Enlarge (Recharges after a Short or Long Rest). For 1 minute, Teerkah magically increases in size, along with anything he is wearing or carrying. While enlarged, Teerkah is Large, doubles his damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage. If he lacks the room to become Large, he attains the maximum size possible in the space available.

Forge of Stars. Once per turn, Teerkah can choose to automatically score a critical hit with any non-natural melee weapon he is wielding, but the weapon crumbles to dust after the attack is made.

Parry. Attacks of opportunity against Teerkah automatically miss unless they are critical hits

Actions

Multiattack. Teerkah makes two melee attacks.

Bulldog Rake. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit* 9 (2d4 + 4) force damage.

ZUGBU, STAR OF PHANTOMS

Medium celestial

Armor Class 14 (natural armor)

Hit Points 66 (10d8 + 20)

Speed 30ft.

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

Saving Throws Wis +6, Char +8

Senses Darkvision 60ft., passive Perception 12

Languages Celestial, Common, Orc

Proficiencies medium armor, all weapons, shields

Effort Drain (Recharge after a Short or Long Rest). Zugbu can "steal" the dice rolls of his enemies for his own benefit. After an enemy that Zugbu can see within 60 feet of him makes an attack roll, ability check, or saving throw, Zugbu can cause the roll to be a natural 1. The die result that would have been rolled is considered stolen until Zugbu takes a Short or Long Rest. Zugbu only steals the base die rolled without any modifiers.

Effort Salvage. Once per short or long rest, Zugbu can replace any attack roll, ability check, or saving throw made by himself or a creature he can see within 60 feet of him with a stolen die roll.

Lucky. When Zugbu rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit* 9 (2d4 + 4) force damage.

Possess Corpse One dead humanoid that Zugbu can see within 5 feet of it is possessed by him. Zugbu disappears, and the dead humanoid reanimates, controlled by Zugbu. Zugbu can't be targeted by an attack, spell, or other effect, except ones that turn undead, and he retains his Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. He otherwise uses the possessed humanoid's statistics, but doesn't gain access to the humanoid's knowledge, class features, or proficiencies. The possession lasts until the body takes damage, Zugbu ends it as a bonus action, or Zugbu is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, Zugbu reappears in an unoccupied space within 5 feet of the body and is stunned for 1 round.

APPENDIX D: MAGIC ITEMS

DUST OF SNEEZING AND CHOKING

Wondrous Item, uncommon

Found in a small container, this powder resembles very fine sand. It appears to be *dust of disappearance*, and an *identify* spell reveals it to be such. There is enough of it for one use.

When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30ft. of you must succeed on a DC 15 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The lesser restoration spell can also end the effect on a creature.

SEPSIS BLADE

Weapon (rapier), requires attunement

This was once an ornate rapier until it was fused into Captain Vaal's, and then morphed into a nasty, bulbous weapon of fever-inducing sickness.

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

A creature hit by this weapon must succeed on a Constitution DC 15 saving throw or suffer sepsis for one minute. A creature with sepsis suffers 4 (1d6) fire damage at the start of its turn, then an additional 4 (1d6) fire damage for each turn it has had sepsis. The target can repeat the saving throw at the end of its turns, ending the effects of sepsis on a success.

"BB" THE BASTARD'S BASTARD

BB is a magical suit of armor crafted by Skibbit. "She" is made in the image of a rusty, battered orc. There is a seat next to levers and buttons inside her helm that control her movements.

BB can be "piloted" by a small-based creature that grabs and pulls her controls. Climbing into BB requires a standard action, as does dismounting her. While inside, an occupant's Strength score becomes 18 and Dexterity score becomes 14.

BB has 50 hit points. When the wearer would take damage from an attack, the damage is reduced from BB's hit point total. If BB's hit points reach 0, BB stops working until it is repaired. BB can be repaired with scrap metal, which restores her hit points by 2d4+2 for every use.

BB is a large suit of armor and takes up a large space on the battlefield. A level in her can be pulled to magically fold her into a "suitcase" which is roughly the size of a toaster. A button on the suitcase can be pressed to unfold her into a full suit of armor. She can ignore the two-handed and heavy restrictions when wielding weapons. Attacks made with melee or thrown weapons while wearing BB deal an extra 1d6 lightning damage.

SPEAR OF SIR DUDLEY

Weapon (spear), requires attunement

This spear used to be the latter half of a lance, wielded by Sir Dudley the Brand until it broke off in Arbonesh's skin. Though broken it still retains its magic.

You gain +1 to attack and damage rolls made with this magic weapon.

You can use a bonus action to speak "Huzzah!" causing light to emanate from the spear tip. This effect sheds bright light in a 40ft. radius and dim light for an additional 40ft. While the spear is glowing it deals an extra 2d6 radiant damage to any target it hits. The light lasts until you speak "Huzzah!" again.

SKULLS OF THE WATCHFUL PARENTS

Wondrous Item, legendary

The skulls of Boggs' parents protect him from the fires of any who would dare oppose him.

You gain +1 bonus to AC and resistance to fire damage while wearing these two magic items.

DRAGON SPEAR

Weapon (spear)

Made from the bones of Boggs' adoptive red dragon father, this spear burns with draconic power. Any strikes with this weapon are sure to ignite any foe!

You gain a +1 to attack and damage rolls made with this magic weapon. This weapon also deals an additional 1d6 fire damage on each successful hit.