



# Ark of the Mountains

The flying galleon *Thunderbound* descends on Beregost, unleashing the wrath of the cloud giants! To save the town from annihilation, heroes from far and wide must awaken the lost machine entombed under Durlag's Tower. Dare you board the *Ark of the Mountains* and do battle in the burning skies?

*A 4-hour Epic Adventure for 1st-16th Level Characters*



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## Introduction

Welcome to *Ark of the Mountains*: a D&D Epics™ adventure, part of the D&D Adventurers League™ organized play system and *Storm King's Thunder* storyline season. **This adventure supports the following tiers of play:**

- **1st through 4th-level characters** (optimized for five 3rd level characters)
- **5th through 10th-level characters** (optimized for five 8th level characters)
- **11th through 16th-level characters** (optimized for five 12th level characters)

Each table must seat characters of the same tier. This is a special four-hour interactive adventure, designed for **eight or more tables playing together**. Guidelines for coordinating this event appear in Appendix 5: “Administrator Guide”.

### Printing this Document

If you're running *Ark of the Mountains* as the Dungeon Master, you'll only need to print this adventure through to Appendix 4: “NPC Statistics”. Administrators are advised to run separate prints of Appendix 5: “Administrator Guide” for each administrator on the team. Appendix 5 contains guides for printing Appendix 6: “Administrator Handouts”.

## The D&D Adventurers League

The D&D Adventurers League™ is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

[www.dndadventurersleague.org](http://www.dndadventurersleague.org)

## Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

## Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the

adventure description to help give players hints about what they might face.

## Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 3rd-level characters (Tier 1) and for a party of five 7th-level characters (Tier 2)**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

### Determining Party Strength

Party Composition	Party	Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong

**Average party strength** indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

## Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates

stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

### **Make decisions and adjudications that enhance the fun of the adventure when possible.**

To reinforce this golden rule, keep in mind the following:

**You Are Empowered.** You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

**Challenge Your Players.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

**Mind the Time.** Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

**Keep the Adventure Moving.** When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

## Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

## Spellcasting Services

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
Lesser restoration	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
<i>Divination</i>	210 gp
Greater restoration	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
True Resurrection*	50,000 gp

\*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

### Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

**Parnast (Tier 1).** Mielikki

**Stagwick (Tier 2).** Chauntea

**Beregost (Tier 3).** Lathander, Waukeen

## Death and Recovery

Sometimes bad things happen, and characters get die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

### Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to

attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

**Create a New 1st-Level Character.** If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

**Dead Character Pays for Raise Dead.** If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

**Character's Party Pays for Raise Dead.** As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

**Faction Charity.** If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

## Adventure Background

Baron Rajiram has long claimed the skies over the Sea of Swords. For years, the cloud giant mage and his flying galleon *Thunderbound* have harried ships from Neverwinter to Calimport. Under the Baron's red banner, a horde of minotaurs, goblins and human bandits have plied their bloody trade along the Sword Coast.

When the Ordning collapsed, Rajiram chose to buy his way into whichever order emerged from the ashes. Already rich beyond compare, the self-styled "Red Baron of Nelanther" set his sights on the lost treasures of Sword Coast. The Baron knew of a priceless artifact buried beneath Durlag's Tower: *The Ark of the Mountains*. In ages past, the mad dwarf Durlag Trollkiller built the Ark as a weapon to conquer the Celestial Planes: a steel warship that "could sail through rock and sky". The Baron's efforts to raise the Ark were thwarted when a rival band of adventurers uncovered the runestone tablet needed to activate it (see DDAL05-09 *Durlag's Tomb*).

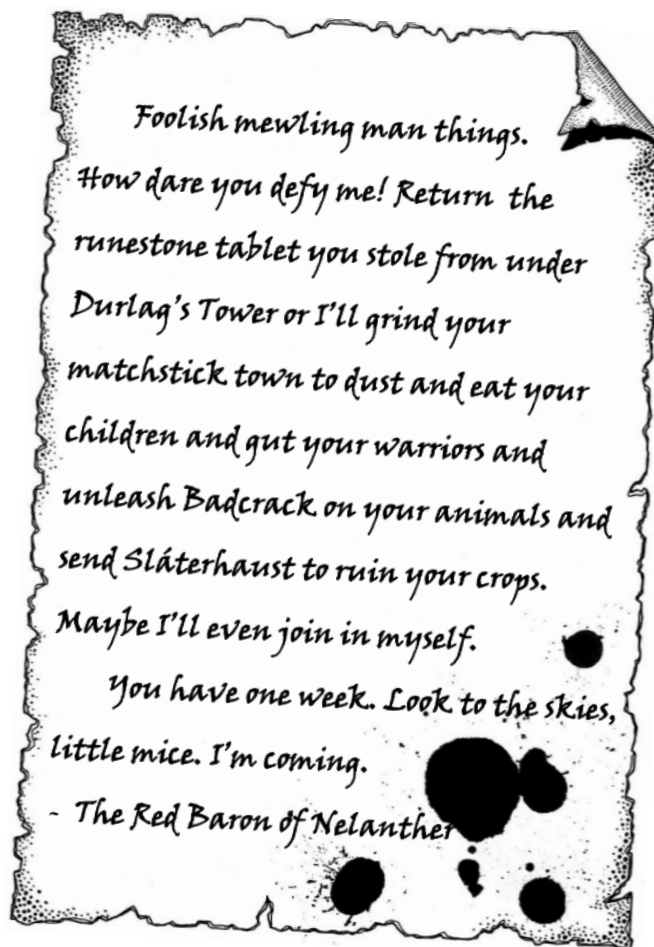
Rajiram has sworn to annihilate the nearby town of Beregost unless the tablet is handed over. An alliance of heroes has hastily assembled to defeat the baron and save the town. Using the runestone tablet, the heroes plan to raise the *Ark of the Mountains* from its slumber and turn it against *Thunderbound*. Your group will join them in this daring quest!

### Rajiram, the Red Baron of Nelanther

Ousted from his home under threat of death, the cloud giant Rajiram set his eye on the Nelanther Isles. The archipelago was peopled by other outcasts looking to find their place in the world—pirates. In exchange for a share of their bounty, Rajiram promised them that the winds would always be in their favor and storms would lash out at their enemies; a feat made possible by the *staff of thunder and lightning* he wields. Over the years, he rose to lead the pirates.

Rajiram is small for a cloud giant, which is not to say that he isn't large. Quite the contrary; he's huge—compared to a human. What he lacks in size and physical strength, he makes up for in the potency of his spellcasting abilities. He is intelligent, even for a cloud giant, but is also evil and even more greedy. The Baron wears no armor in battle, and hides his face behind a fearsome red mask: one side of which is smiling, and the other grimacing.

**Quote:** "Turn out your pockets so I needn't suffer the indignity of emptying them after you've died."



## Adventure Overview: Rules of Play

Read this section carefully before beginning play.

### War Map

In *Ark of the Mountains*, your group joins an alliance of adventurers as they explore a long-lost dwarven sky ship. A large **war map** on display at HQ shows where each group is located within this “Ark”. Each group has a **banner** to show where they’re exploring. The administrators use these banners to assign special events to groups.

- Before play begins, report your table number and starting sector (see “Quests”, below) to the administrators so they can place a banner for your group on the war map.
- If your group enters a new sector on the war map, ask the administrators to move your banner.

### Ark Handout

**Give your players Player Handout 1. “The Ark”** (see Appendix 1. “Handouts”). This handout provides a reference map of the Ark and a space for your players to write down the group’s name and table number.

### Group Leader

Ask the players to nominate one player as Group Leader. If the group can’t agree on a course of action during play, the Group Leader makes the decision for them. The Group Leader also relays information to the administrators.

### Encounters

Encounters are provided for every **sector** onboard the Ark. Multiple groups can share the same sector without meeting; think of your current location as one small part of a larger whole.

- The Ark has four sectors: The Main Deck, the Bridge, the Gun Deck, and the Engine Room.
- When your group enters a new sector, run the encounter described in this adventure booklet. Each encounter features different opposition per tier, but uses the same map (see Appendix 2: “Maps”).
- Each encounter features a different **magic item** that is worn or wielded by the champion monster (if this seems inappropriate, the item is unearthed from the rubble after the encounter). **Items are acquired in the following order:**

### Magic Items

Tier	Encounter 1	Encounter 2	Encounter 3
1	<i>adamantine armor</i>	<i>periapt of wound closure</i>	<i>+1 halberd</i>
2	<i>+2 longbow</i>	<i>ring of spell storing</i>	<i>giant slayer greatsword</i>
3	<i>ring of shooting stars</i>	<i>animated shield</i>	<i>frost brand scimitar</i>

- When the encounter is complete, award treasure as follows. **The amount listed is per character.**

### Treasure

Tier	Treasure per Character
1	50 gp, 50% chance of <i>potion of healing</i>
2	200 gp, 50% chance of <i>potion of greater healing</i>
3	800 gp, 50% chance of <i>potion of supreme healing</i>

- After receiving treasure, the group can move to any sector on the map (see “Quests”, below).

### Adjusting for Difficulty

Each encounter contains guidelines for adjusting to your group’s level. These are just that – guidelines. The adventure’s story supports adjustment on the fly: if you feel your group isn’t being challenged, simply move more enemies to the fray or include “Reinforcements” (see Appendix 3: “Battle Events”). Conversely, add **veteran** allies to support the characters if things go badly wrong.

### Quests

Before play begins, the administrators hand out **quest sheets** to the Dungeon Masters. These detail special missions given by the alliance leaders.

- When you receive your quest, take a few minutes to read it carefully. **Do not show the quest sheet to your players.**
- Each quest modifies one of the sector encounters. **Your group starts in the sector listed on your quest sheet.**
- To succeed in the quest, the players must complete the quest goals described on the quest sheet. Read the “Player Information” section aloud to the players as you set up the encounter.
- When the group’s quest goals are complete, ask the Group Leader to fill in the “Results” section of the quest and hand the sheet to the administrators **immediately**. The players must resolve their encounter and claim their treasure before beginning another quest.

- **New quests can arrive at your table at any time.** If your group has no quests available when they complete their encounter, ask the Group Leader to request a new quest sheet from the administrators.
- If the group retreats from their quest, the quest sheet must be given to the administrators for reassignment to another group.

#### Preparing for the Adventure

You'll save time during the event by having your maps pre-drawn, miniatures selected, and other tasks associated with running an encounter ready to go at the drop of a hat. It's recommended that you prepare the encounters for all four sectors ahead of time ("Main Deck", "Bridge", "Gun Deck", and "Engine Room"). Reading the Quests in Appendix 6 is also advised, even though your group will probably only play three or four of them.

## Battle Events

During play, the administrators provide updates on the Ark's ongoing sky battle with the rival galleon *Thunderbound* (rules for running this battle are found in Appendix 5. "Administrator Guide"). The results of this battle affect multiple tables at the same time.

### Siege Damage

If your sector receives Siege Damage, roll on the Siege Damage Table in Appendix 3. "Battle Events" and apply the result immediately.

### Breached

If boarders enter your sector, refer to the "Reinforcements" section in Appendix 3: "Battle Events". Reinforcements enter the fray at the start of the following round.

### Legendary Villains

Legendary villains roam the war map and attack different tables. The administrators assume the roles of these villains.

## Restrictions

The following restrictions apply throughout the event.

### Short and Long Rests

The battle plays out in just a few hours of game time. Players can't afford to take long rests, and may normally take only **one short rest**. Opportunities to earn additional short rests occur during play. Before

play begins, let the players know they can only take one short rest.

### Player Spellcasting

The alliance must act quickly to raise the Ark and defeat *Thunderbound*.

- There is no time to cast spells ahead of time.
- Spells with a casting time of longer than 5 minutes can only be cast if the group uses their short rest.
- **Spells with a casting time of longer than 1 hour can't be cast during the event at all.**
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups in the same sector at the administrators' discretion. Inform your Tier Commander if one of your players casts a spell with such a range.

### Spellcasting Services

Between encounters, alliance clerics can use relics to instantly cast any spells listed on the Adventurers League spellcasting services table. Players must cover the component costs for these spells, which are cast instantly.

## Requesting Aid

If a battle proves too difficult, your Group Leader can request aid from nearby tables. **Each group can only request aid once per encounter.** There must be another group active in the same sector for the request to succeed. Two types of aid are available:

### Call for Healing

Players can request healing from other groups in the same sector. One spellcaster from another table can cast a single healing spell to aid the group. This costs that spellcaster their next action. **Only healing spells with an instant duration are allowed.**

### Combat Support

- If your group requests combat support, ask the Group Leader to remove one enemy of his or her choosing from the combat.
- Report the request to the administrators and continue the combat. They'll find a nearby table willing to provide aid, and then report back.
- If the request is approved, the other table takes on the enemy and combat continues. If the request is denied, the chosen enemy returns to the combat.
- Your players don't earn experience points for the removed enemy. If it wields a magic item, the item is lost.

## Winning the Event

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To win the event, the alliance must complete enough quests to destroy the enemy galleon *Thunderbound*. Quests allow the players to fire the Ark's weapons, outmaneuver the enemy vessel, and repair ongoing damage. The administrators provide updates on the ongoing sky battle as the event plays out.

### Timekeeping

Every group is expected to complete **three quests** to win the event, so budget your time accordingly. Any quests still in progress after time is called must be abandoned when time is called.



## Beginning the Adventure

When everyone is ready, the administrators announce the start of the event.

### 1. Intro Speech (Administrator)

An administrator reads the following aloud. If your group misses the announcement, you can read it to them yourself:

“Baron Rajiram of the cloud giants has issued an ultimatum: hand over his runestone tablet or Beregost shall burn! With each passing minute, the Baron’s flying galleon *Thunderbound* closes on the town. You have joined a brave alliance of heroes sworn to stop the Baron and save Beregost!

“Two months ago, one of you uncovered the runestone tablet in the dungeons beneath Durlag’s Tower. That tablet has now been deciphered. Among other things, it is the control key to an ancient weapon called the *Ark of the Mountains*: a dwarven battleship that can “sail through stone and sky”. We can’t allow this artifact to fall into the Baron’s hands. Our plan is to raise the Ark from beneath Durlag’s Tower, and use it to destroy *Thunderbound*!

“Together, you must seize control of the Ark and turn its weapons on the enemy. Beware: Durlag Trollkiller left many traps and guardians to defend his Ark. To triumph, you’ll need strength, guile, unity, and more than a little luck! Our captains will give each of you a special quest. If you succeed in your quests, we may stand a chance of bringing down the enemy galleon. The odds are against us, but together we can triumph! Are you with us?”

Read the player’s “Rajiram’s Demand” (provided at the start of this chapter). Before play begins, go around the table and ask each player to provide the others with a brief description of their character.

### 2. Intro Speech (Dungeon Master)

When everyone has described their characters, read the following aloud:

You have joined a force of adventurers gathered outside the ruins of Durlag’s Tower. In the waning light of day, the flying galleon *Thunderbound* closes on your position. Storm clouds seethe around its sails and flashes of lightning illuminate its many decks. From its highest mast, the “Skull and Crossbones” snaps in the wind. Baron Rajiram has come to claim his prize!

As the pirate ship approaches, SEER appears on the ruined battlements of Durlag’s Tower. She raises the runestone tablet and speaks a single word of power. The ground shakes and a colossal metal battleship bursts up from below the surface! The *Ark of the Mountains* rises like a whale breaching the sea, and then hovers before you. Ropes are thrown up from below and your allies start to climb aboard. As you ready your weapons, an alliance captain rides over to your group and holds out a rolled parchment.

“Ho there! The alliance has chosen you for a quest of great importance. Here are your orders.”

- Review your **quest sheet** and read out the quest orders to your group (if you haven’t received a quest sheet, ask the administrators for one).
- Instruct the Group Leader to report your group’s **table number** and **starting sector** to the administrators so they can place a banner for you on the war map.
- Begin your first encounter!

#### Inside the Ark

The *Ark of the Mountains* is a colossal battleship designed to invade the Celestial Planes. In the madness of old age, the dwarf hero Durlag Trollkiller built it using a combination of long-lost Halruuan sorcery and wishes from imprisoned genies. The Ark’s decks are filled with steam-driven machinery, glaring statues of Durlag himself, thumping pistons, bronze gantries, cog-shaped pillars, and moving walkways. Undead dwarves and skeletal minotaurs guard its secrets, overseen by a cadre of immortal azers.

It’s your job as DM to bring this epic setting to life. When traveling between locations, describe the characters’ journey through the Ark and the sights and sounds they experience. As soon as they set foot inside the Ark, the battle with *Thunderbound* erupts. The decks shake under the onslaught of Rajiram’s artillery and enemy hang-gliders swoop past the Ark’s portholes. Make this a battle to remember.

## Sector 1: Main Deck

Read the following aloud when the characters enter this sector:

A rubble-strewn deck stretches from bow to stern, with iron chains for rigging and steel-clad platforms fortifying the yardarms. A giant gear encloses the base of each mast. High above, a bearded, metal face is mounted on the mainmast.

See Appendix 2. Maps for a map of this location.

### General Features

The following features are present in this area.

**Lighting.** The deck is open to the sky and brightly lit by flashes of lightning.

**Boulders.** Boulders count as difficult terrain and grant half-cover to creatures hiding behind them.

**Armored Platforms.** The platforms hang 40 feet above the deck and are accessible from the mast or rigging. The armored balustrades grant half-cover to creatures sheltering on the platforms.

**Mast and Rigging.** To climb the mast or rigging, a creature must succeed on DC 11 Strength (Athletics) check.

### Ark Guardians

The following enemies are present here:

Tier	Enemies
1	An <b>azer</b> riding a chariot pulled by a <b>death dog</b> . Four dwarf <b>skeletons</b> guard the platforms.
2	A <b>galeb duhr</b> riding a chariot pulled by a <b>giant scorpion</b> . Four <b>azers</b> guard the platforms.
3	A <b>clay golem</b> riding a chariot pulled by a <b>gorgon</b> . Four <b>basilisks</b> guard the platforms.

### Ancient War Chariot

The war chariot is a Large object. The rider uses the Mounted Combat rules while riding the chariot (see Chapter 9 of the Player's Handbook). Due to its stout shielding, the rider has half-cover against attacks.

The creature pulling the chariot counts as an independent mount. As an action, the creature pulling the chariot can perform the following attack:

**Ram.** The creature moves its speed, pulling the chariot through the spaces of Medium or smaller creatures. Each creature that the chariot moves into is pushed aside must make a Dexterity saving throw on the "Effects by Tier" table (see Appendix 3). On a failed save, they take bludgeoning damage and are knocked prone.

## Giant Invaders

The following enemies are present here if the sector has been breached by the giants:

Tier	Enemies
1	An <b>orog</b> pirate leading a <b>tiger</b> on a spiked chain. Four <b>goblins</b> guard the platforms.
2	A <b>cyclops</b> pirate leading a <b>minotaur</b> on a spiked chain. Four <b>bandit captains</b> guard the platforms.
3	A <b>cloud giant</b> pirate leading a <b>hill giant</b> on a spiked chain. Four <b>veterans</b> guard the platforms.

### Chained Minion

The pirate champion leads a lesser creature on a spiked chain. This chain is an object with AC 20; 20 hit points per tier; resistance to piercing damage; and immunity to poison and psychic damage. While the creatures remain lashed together, they can't move more than 20 feet apart. As a bonus action on its turn, either creature can perform the following attack:

**Chain Trip. Melee Weapon Attack:** +6 to hit; one target between it and its chained ally. **Hit:** The target is knocked prone.

### Adjusting the Encounter

Use the following adjustments to balance the encounter for your group.

- If your group size is smaller or larger than 5, remove or add two enemies to the platforms for each step of difference.
- If your group's average level is above or below the recommended level, increase or reduce the number of enemies on the platforms by 50% for each level of difference (minimum 1 monster).

## Sector 2: Bridge

Read the following aloud when the characters enter this sector:

A glowing crystal shard hovers in the air at the heart of the deckhouse. Six bronze canisters radiate around a stepped dais beneath, flanked by metal control panels. Oily green gas swirls over the floor.

See Appendix 2. “Maps” for a map of this location.

### General Features

The following features are present in this area.

**Lighting.** The control crystal sheds bright light.

**Canisters.** *The canisters are Large objects with AC 10; 20 hit points per tier; and immunity to poison and psychic damage. Each canister stands 10 feet high and blocks line of sight.*

**Control Panels.** Each panel is a Small object with AC 10; 10 hit points per tier; and immunity to poison and psychic damage. The panels grant half-cover to creatures sheltering behind them.

**Command Crystal.** This is a Small object with AC 12; 20 hit points per tier; and immunity to poison and psychic damage. If destroyed, it explodes and all creatures in the encounter suffer Siege Damage from the magical backlash (see Appendix 3).

### Ark Guardians

The following enemies are present here:

Tier	Enemies
1	A <b>helmed horror</b> operates the infernal machinery, guarded by four dwarf <b>skeletons</b> . Two more skeletons emerge from the canisters every time the helmed horror activates a control panel.
2	A <b>clay golem</b> operates the infernal machinery, guarded by four <b>minotaur skeletons</b> . Two more minotaur skeletons emerge from the canisters every time the golem activates a control panel.
3	An azer <b>warlord</b> operates the infernal machinery, guarded by four <b>wights</b> . Two more wights emerge from the canisters every time the warlord activates a control panel.

### Infernal Machinery

The machinery harnesses powerful magic to conjure guardians for the Ark. The champion can activate an adjacent control panel as a bonus action on its turn. Each time it does so, monsters emerge from random

canisters and act on the following turn. Once a panel is used, it deactivates until another panel is activated. For further details, see “General Features”, above.

### Giant Invaders

The following enemies are present here if the sector has been breached by the giants:

Tier	Enemies
1	A <b>bandit captain</b> riding a <b>griffon</b> . Each time the captain uses the command crystal, two <b>goblins</b> ascend the staircase.
2	A <b>cyclops</b> with a <b>wyvern</b> pet. Each time the cyclops uses command crystal, two <b>bandit captains</b> ascend the staircase.
3	A <b>cloud giant</b> pirate with an <b>abominable yeti</b> pet. Each time the cloud giant uses the command crystal, two <b>veterans</b> ascend the staircase.

### Command Crystal

These crystals control the Ark’s various systems. To operate a crystal, a creature must first attune to it (the pirate champion starts the encounter attuned). As a bonus action on its turn, the pirate champion can use the following defensive power if it is within 20 feet of the command crystal. For further details, see “General Features”, above.

**Force Lash.** One creature within 40 feet of the crystal must make a Constitution saving throw on the “Effects by Tier” table (see Appendix 3). On a failed save, they take force damage and fall prone in a space of the champion’s choosing within 40 feet of the crystal.

### Adjusting the Encounter

Use the following adjustments to balance the encounter for your group.

- If your group only has 4 players, additional monsters can only be summoned once per 2 rounds (or once per 3 rounds if you only have 3 players). If you have 5 or more players, add two more of the lower-CR monsters for each additional character.
- If your group’s average level is above or below the recommended level, increase or reduce the number of “backup” enemies by 50% for each level of difference (minimum 1 monster).

## Sector 3: Gun Deck

Read the following aloud when the characters enter this sector:

Huge boar-shaped ballistas line the gun deck, with explosive-tipped bolts stacked next to them. Steel gantries run overhead, lined with jagged crystal rods mounted on bronze tripods.

See Appendix 2: “Maps” for a map of this location.

### General Features

The following features are present in this area.

**Lighting.** Magic lanterns shed bright light throughout the gun deck.

**Ballista.** Each ballista stands 10 feet high and blocks line of sight. The ballistas count as difficult terrain for creatures climbing on them.

**Explosive Bolts.** The bolt stacks are Medium objects with AC 8; 5 hit points per tier; and immunity to poison and psychic damage. If a stack is destroyed, all creatures within 30 feet must make a Dexterity saving throw on the “Effects by Tier” table (see Appendix 3). They take the full damage as fire damage on a failed save, or half that damage on a successful one. The explosion also triggers the fire hoses (see below).

**Fire Hoses.** The Gun Deck is warded against accidental fires. If naked flames appear on deck (e.g. fire spells, burning torches, or exploding bolts) a deluge of water gushes from the ceiling pipes. This extinguishes any ongoing fires in a 10-foot diameter area around the flames. All creatures within the area are soaked to the bone and must succeed on a DC 12 Constitution saving throw or fall prone.

### Ark Guardians

The following enemies are present here:

Tier	Enemies
1	Two suits of <b>animated armor</b> guard the ballista. Four dwarf <b>skeletons</b> operate the lightning guns.
2	Two <b>wights</b> guard the ballista. Four <b>azers</b> operate the lightning guns.
3	Two <b>gorgons</b> guard the ballista. Four <b>wights</b> operate the lightning guns.

### Lightning Guns

These weapons are gimbal-mounted on the gantries and draw power from the Ark’s engines. A creature

manning a lightning gun can fire it as an action. Each gun only has one charge: to recharge it, the gunner must spend an action to wind the charge lever.

**Lightning Bolt.** A stroke of lightning forming a line 50 feet long and 5 feet wide blasts out from the gun in a direction chosen by the gunner. Each creature caught in the line must make a Dexterity saving throw on the “Effects by Tier” table (see Appendix 3). On a failed save, they take lightning damage.

### Giant Invaders

The following enemies are present here if the sector has been breached by the giants:

Tier	Enemies
1	Two <b>goblin bosses</b> wearing enchanted bracers. Four <b>goblins</b> operate the lightning guns.
2	Two <b>veterans</b> wearing enchanted bracers. Four <b>bandit captains</b> operate the lightning guns.
3	Two <b>hill giants</b> wearing enchanted bracers. Four <b>veterans</b> operate the lightning guns.

### Enchanted Bracers

The two pirate champions wear magic bracers enchanted by Baron Rajiram. While a champion remains within 50 feet of its partner, it can choose to transfer any amount of damage it takes onto its partner. If the partner dies because of this transfer, the partner’s bracer explodes. All creatures within 30 feet of the partner must make a Dexterity saving throw on the “Effects by Tier” table (see Appendix 3). They take the full damage as fire damage on a failed save, or half that damage on a successful one. The explosion also triggers the fire hoses (see “General Features”, above). The bracers are attuned to the pirate champions and lose their magic properties if they are removed from their bodies.

### Adjusting the Encounter

Use the following adjustments to balance the encounter for your group.

- If your group size is smaller or larger than 5, remove or add 2 enemies to the lightning guns for each step of difference.
- If your group’s average level is above or below the recommended level, increase or reduce the number of enemies on the lightning guns by 50% for each level of difference (minimum 1 monster).

## Sector 4: Engine Room

Read the following aloud when the characters enter this sector:

Titanic engines hiss and thump throughout this chamber. A steel crane looms above the machinery, mounted on a huge container tank. Leather hoses run from the spigots in the container tank to nozzles at the head of the crane.

See Appendix 2: “Maps” for a map of this location.

### General Features

The following features are present in this area.

**Lighting.** Magic lanterns shed bright light throughout the engine room.

**Crane.** The fuel crane stands 35 high and has a ladder to assist climbers.

**Engines.** *The engines are Gargantuan objects with AC 8; 25 hit points per tier; and immunity to poison and psychic damage. If an engine is destroyed, it ruptures fuel over the area (see “Saboteurs”, above). Each engine stands 25 feet high and blocks line of sight. The engine count as difficult terrain for creatures climbing on them.*

### Ark Guardians

The following enemies are present here:

Tier	Enemies
1	A <b>gargoyle</b> operates the fuel crane. Six dwarf <b>skeletons</b> wearing fuel harnesses guard the deck.
2	A <b>medusa</b> operates the fuel crane. Six <b>azers</b> wearing fuel harnesses guard the deck.
3	A <b>clay golem</b> operates the fuel crane. Six <b>wights</b> wearing fuel harnesses guard the deck.

### Fuel Crane

Volatile dwarven spirits provide fuel for the Ark’s combustion engines. To refuel the machinery, minions strap “fuel harnesses” to their backs, connected by hoses to the fuel crane.

**Hoist Minion.** As a bonus action on its turn, the crane operator can rotate the crane to pick up one creature wearing a fuel harness and deposit it in another space within the crane’s radius. This moves the crane’s arm to a new position and repositions the operator.

**Detonate Harness.** Once per round, the crane operator can detonate the harness of one of its minions that has 1 or more hit points remaining. It

can perform this action at the end of any turn, including its own. The chosen minion is killed, and all creatures within 10 feet must make a Dexterity saving throw on the “Effects by Tier” table (see Appendix 3). They take the full damage as fire damage on a failed save, or half that damage on a successful one. This blast does not detonate the harnesses of any other minions caught within it.

### Giant Invaders

The following enemies are present here if the sector has been breached by the giants:

Tier	Enemies
1	A <b>berserker</b> guards the balcony. Six <b>goblins</b> are on the deck, sabotaging the engines.
2	A pirate <b>mage</b> guards the balcony. Six <b>berserkers</b> are on deck, sabotaging the engines.
3	A <b>fire giant</b> guards the balcony. A pirate <b>mage</b> and four <b>veterans</b> are on deck, sabotaging the engines.

### Saboteurs

Baron Rajiram’s saboteurs have orders to flood the Engine Room with spirits and then detonate it. As an action, a saboteur can attempt a DC 15 Strength check to smash a fuel nozzle adjacent to it. On a success, the engine ruptures and dwarven spirits flood the sunken area of deck beneath it. A saboteur won’t perform this action if there’s fire nearby or enemies attacking it. If a naked flame enters an area flooded with spirit, the liquid ignites. Once lit, any creature entering the area on its turn takes automatic fire damage as specified on “Effects by Tier” table (see Appendix 3). If all four engines are set alight, the fuel tank explodes and all creatures in this encounter are killed. Inform the administrators that the fuel tank has exploded and ask them to announce Siege Damage to the entire sector.

### Adjusting the Encounter

Use the following adjustments to balance the encounter for your group.

- If your group size is smaller or larger than 5, remove or add 2 enemies to the deck for each step of difference.
- If your group’s average level is above or below the recommended level, increase or reduce the number of enemies on the deck by 50% for each level of difference (minimum 1 monster).

## Rewards

Make sure the players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

## Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters in the combat. For non-combat experience, the rewards are listed per character. Give all characters in the party non-combat experience unless otherwise noted.

### Combat Awards

Name of Foe	XP per foe
Abominable Yeti	5,000
Animated Armor	200
Azer	450
Bandit Captain	450
Basilisk	700
Berserker	450
Clay Golem	5,000
Cloud Giant	5,000
Cloud Giant Smiling One	7,200
Cyclops	2,300
Death Dog	200
Djinni	7,200
Fire Giant	5,000
Galeb Duhr	2,300
Gargoyle	450
Giant Scorpion	700
Goblin	50
Goblin Boss	100
Gorgon	1,800
Griffon	450
Helmed Horror	1,100
Hill Giant	1,800
Mage	2,300
Medusa	2,300
Minotaur	700
Minotaur Skeleton	450
Mouth of Grolantor	2,300
Orog	450
Skeleton	50
Storm Giant Quintessent	15,000
Tiger	200
Veteran	700
Warlord	8,400
Wight	700
Wyvern	2,300

### Tier 1

The **minimum** total award for each character participating in this adventure is 900 **experience points**.

The **maximum** total award for each character participating in this adventure is 1,500 **experience points**.

### Tier 2

The **minimum** total award for each character participating in this adventure is 4,500 **experience points**.

The **maximum** total award for each character participating in this adventure is 7,500 **experience points**.

### Tier 3

The **minimum** total award for each character participating in this adventure is 8,625 **experience points**.

The **maximum** total award for each character participating in this adventure is 14,375 **experience points**.

## Treasure

The characters receive the following treasure.

- When the encounter is complete, award treasure as follows. **The amount listed is per character.**

### Treasure

Tier	Treasure per Character
1	50 gp, 50% chance of <i>potion of healing</i>
2	200 gp, 50% chance of <i>potion of greater healing</i>
3	800 gp, 50% chance of <i>potion of supreme healing</i>

- Each encounter features a different **magic item** that is worn or wielded by the champion monster. Permanent magic items are distributed per the rules detailed in the sidebar. **Permanent items are acquired in the following order:**

### Magic Items

Tier	Encounter 1	Encounter 2	Encounter 3
1	<i>adamantine armor</i>	<i>periapt of wound closure</i>	<i>+1 halberd</i>
2	<i>+2 longbow</i>	<i>ring of spell storing</i>	<i>giant slayer greatsword</i>
3	<i>ring of shooting stars</i>	<i>animated shield</i>	<i>frost brand scimitar</i>

**DM NOTE:** The *staff of thunder and lightning* detailed

below is only awarded to a group that defeats Baron Rajiram himself.

#### Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more character indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

### Tier 1 Only Items

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#### Adamantine Chain Shirt

*Armor (chain shirt), uncommon*

This glittering chain shirt is composed of interlocking adamantine rings. When the wearer moves, the shirt emits the faint sound of waves lapping at the shore. This item can be found in the *Dungeon Master's Guide*.

#### Periapt of Wound Closure

*Wondrous item, uncommon (requires attunement)*

This wide, leather choker is set with a blood-red stone the size of a man's fist. The stone glows with a faint red light that pulses in time with the wearer's heartbeat. This item can be found in the *Dungeon Master's Guide*.

#### +1 Halberd

*Wondrous item, uncommon*

This slender piece of white wood is polished to a high shine and tipped with a silver-and-gold filigree blade. This item never gets dirty. This item can be found in the *Dungeon Master's Guide*.

### Tier 2 Only Items

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#### +2 Longbow

*Weapon (longbow), rare*

The shaft of this exquisite longbow is patterned with maps of famous rivers that pass through the Moonshae Isles. If the names of one of these rivers are said aloud, the bow issues forth the sound of

rushing water when an arrow is loosed. This item can be found in the *Dungeon Master's Guide*.

#### Giant Slayer Greatsword

*Wondrous item, rare*

This immense weapon is fashioned from crudely-forged black iron with an unfinished, translucent white stone set in the pommel—engraved with the rune *Dod* (death). This item can be found in the *Dungeon Master's Guide*.

#### Ring of Spell Storing

*Ring, rare (requires attunement)*

The head of this ring is fashioned like a lidded dwarven tankard. The wearer can use their thumb to lift the tankard's hinged lid, unleashing the magic bound within. This item can be found in the *Dungeon Master's Guide*.

### Tier 3 Only Items

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#### Animated Shield

*Armor (shield), very rare (requires attunement)*

The enormous shield is etched with images of Annam the All-Father holding court over the gods of the "lesser races". While you're attuned to the shield, you cannot tell lies. This item can be found in the *Dungeon Master's Guide*.

#### Frost Brand Scimitar

*Weapon (scimitar), very rare (requires attunement)*

The Red Baron of Nelanther awarded these rime-coated scimitars to his most favored pirates. This item can be found in the *Dungeon Master's Guide*.

#### Ring of Shooting Stars

*Ring, very rare (requires attunement outdoors at night)*

This ring appears to be made of pure light with motes of twinkling radiance dancing around within. When used, rainbow-colored sparks dance around the wearer's hand. This item can be found in the *Dungeon Master's Guide*.

#### Staff of Thunder and Lightning

*Staff, very rare (requires attunement)*

This giant-sized quarterstaff is shaped like a bolt of lightning, and automatically resizes to fit the hands

of its wielder. This item can be found in the *Dungeon Master's Guide*.

## Renown

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**All faction members** earn **one renown point** for participating in the adventure.

## Downtime

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Each character receives **ten downtime days** after this adventure.

## DM Rewards

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You receive **ten downtime days** for running this session. In addition, you gain XP and gp determined by the adventure's tier:

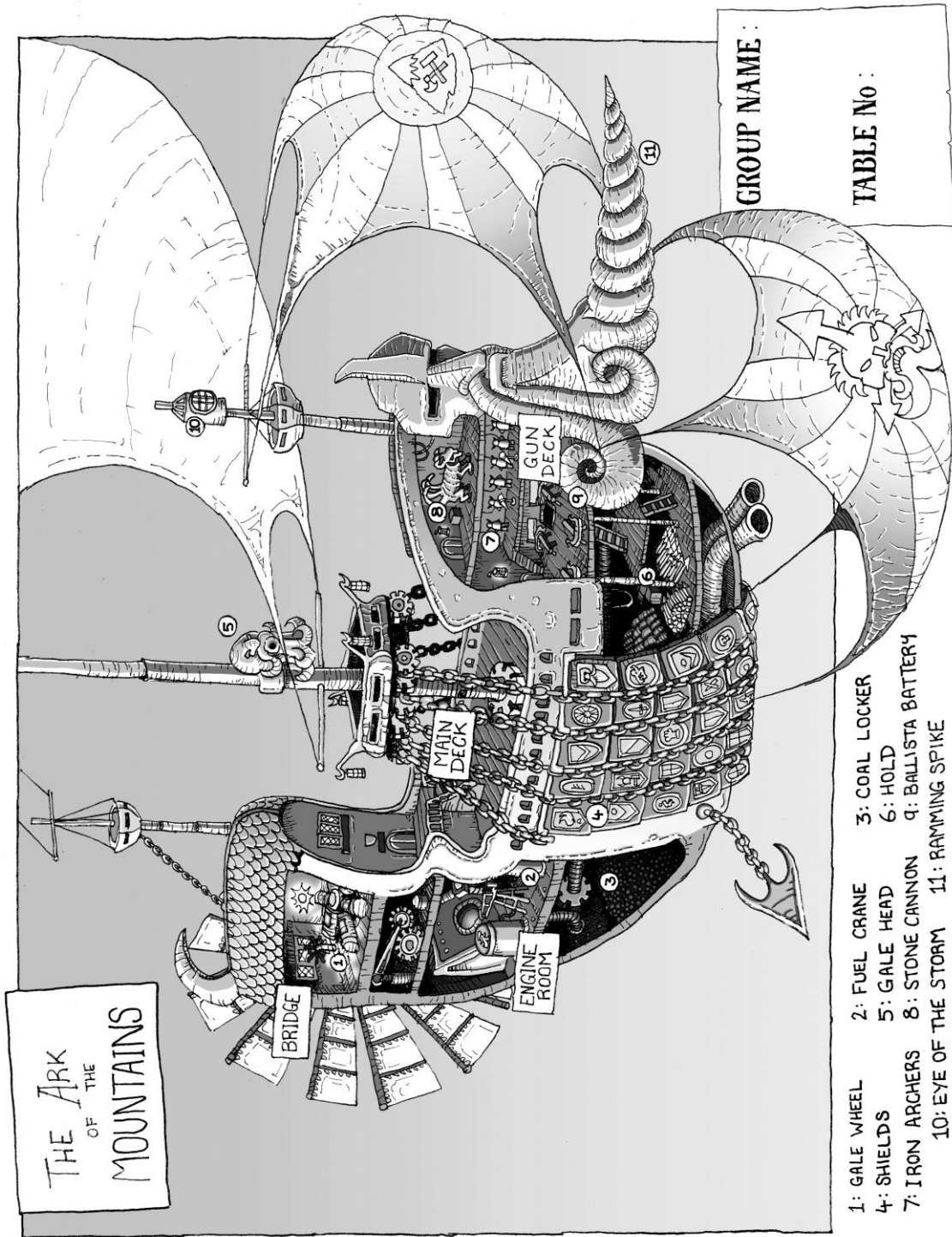
DM Rewards by Tier

Tier	XP Reward	GP Reward
1	300	150
2	1,500	750
3	2,875	1,437



# Appendix 1. Handouts

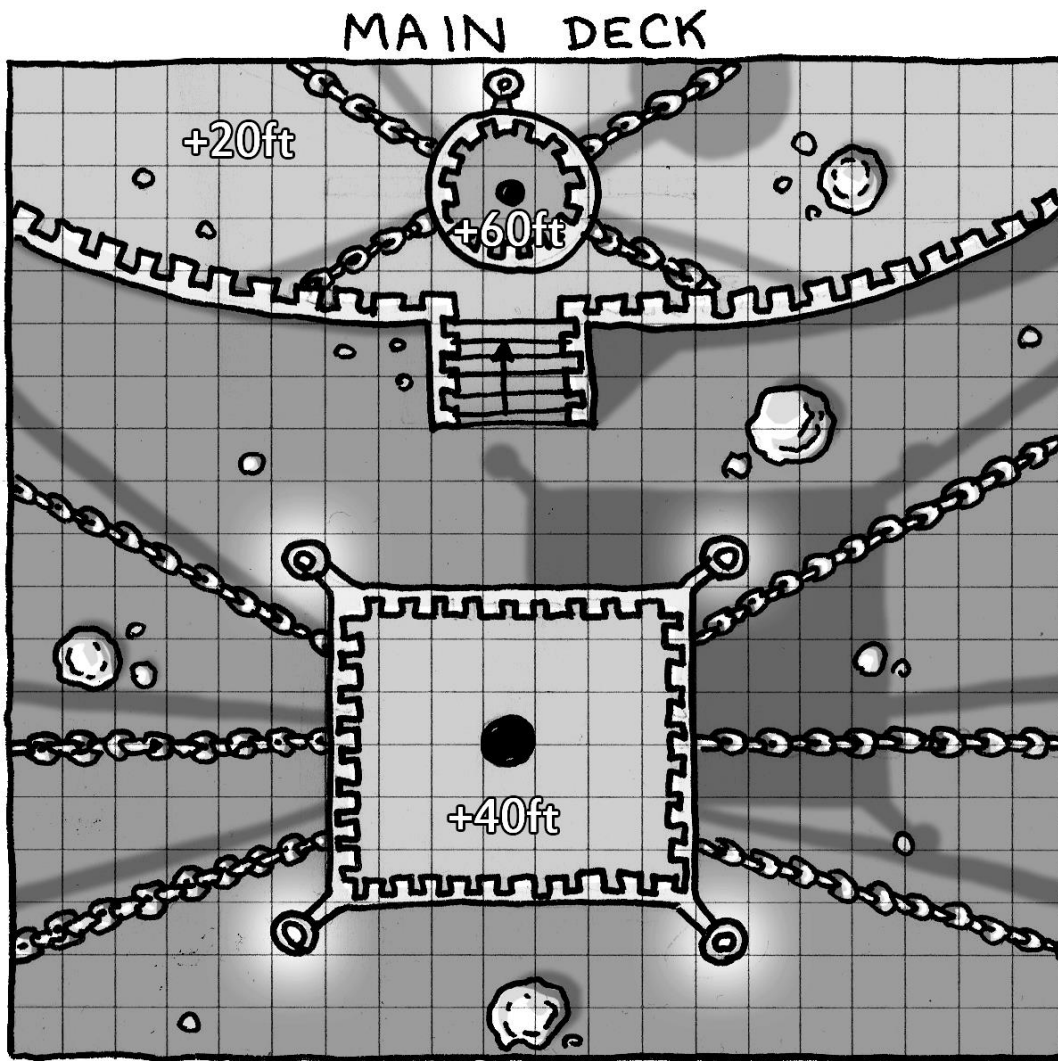
## Handout 1. Ark Map



## Appendix 2. Maps

### Map 1. Main Deck

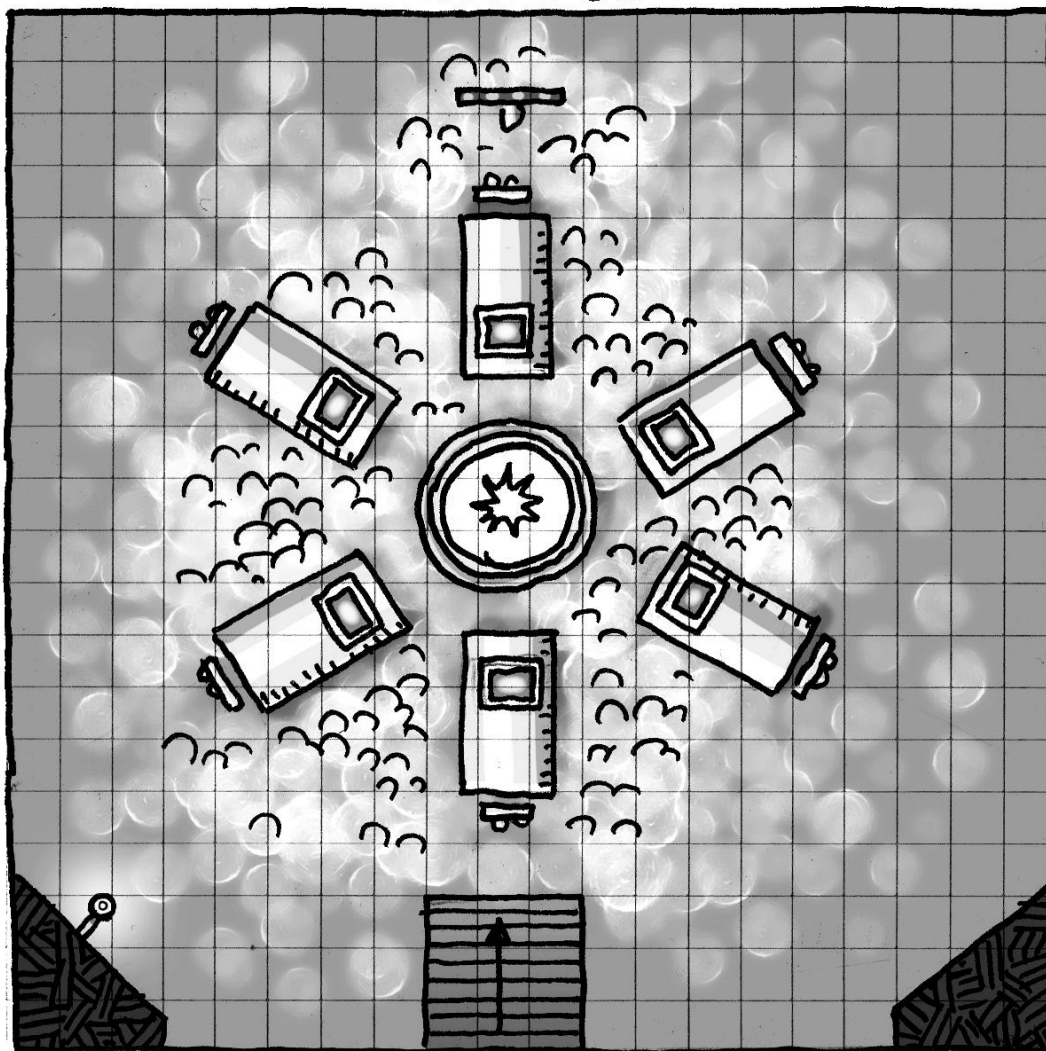
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One Square = 5 feet

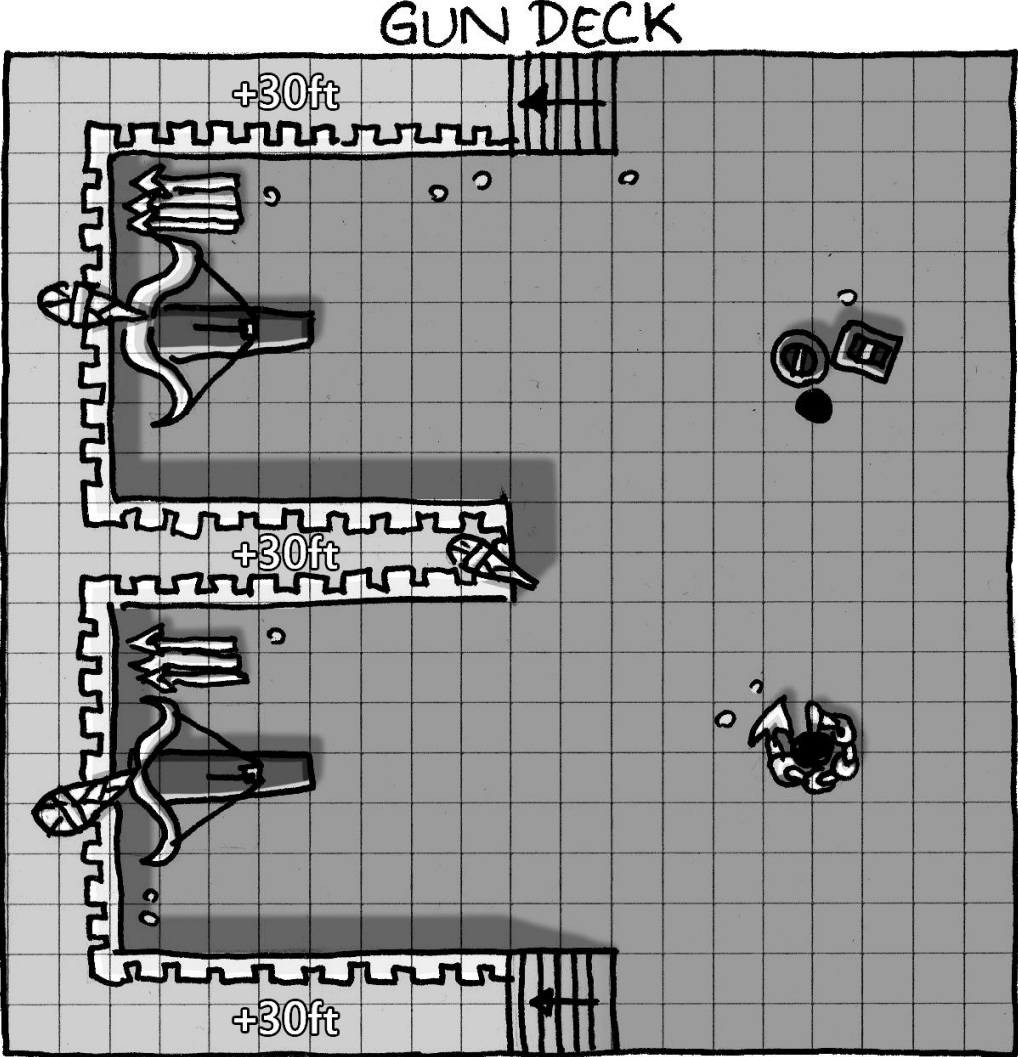
Map 2. Bridge

# BRIDGE



☆ = COMMAND CRYSTAL    [Panel] = CONTROL PANEL

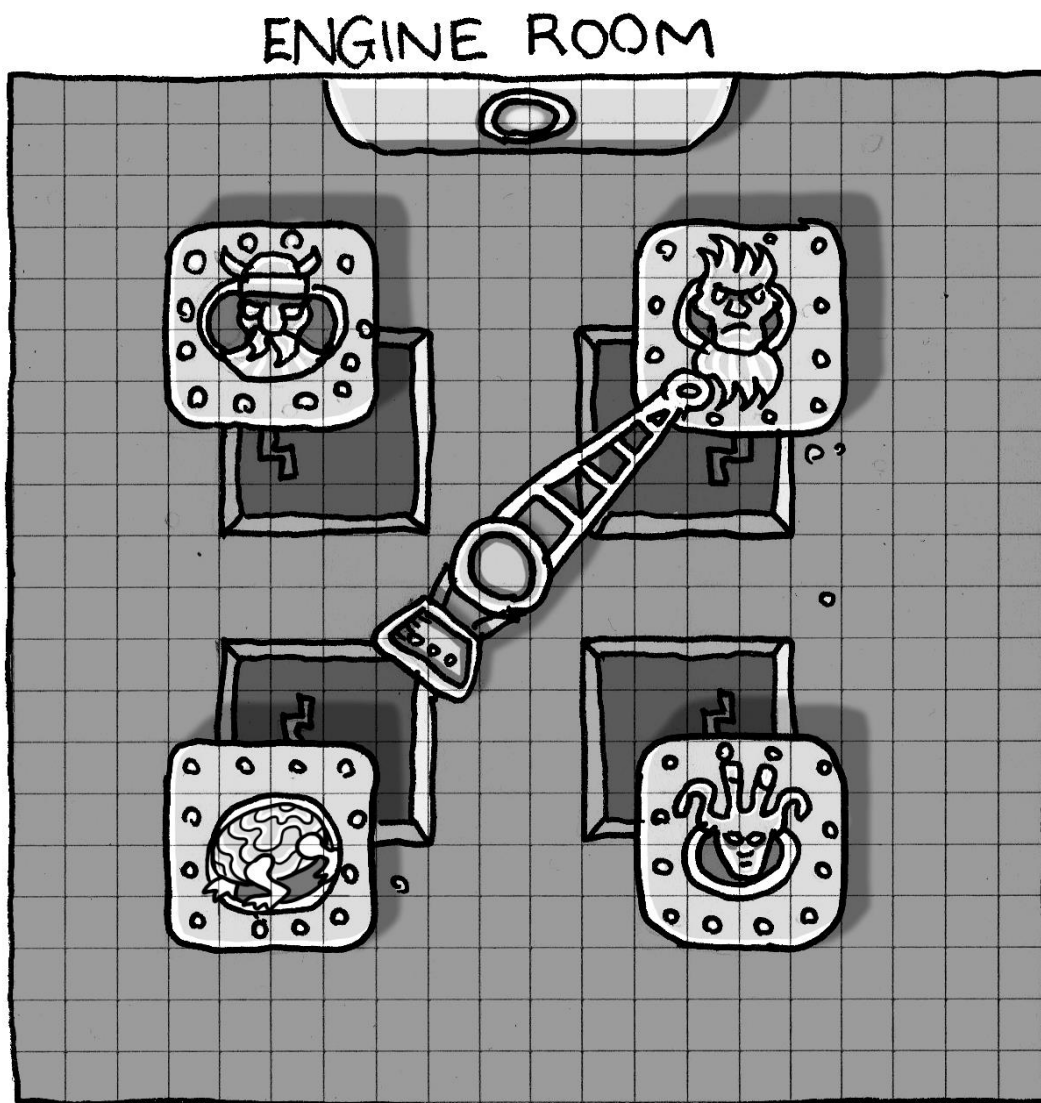
One Square = 5 feet



⚡ = LIGHTNING GUN      ● = PILLAR

One Square = 5 feet

Map 4. Engine Room



One Square = 5 feet

## Appendix 3. Battle Events

The following events are triggered by the ongoing combat between the battleships.

### Siege Damage

If your sector receives Siege Damage, ask each player to roll on the following table and apply result immediately. Enemy combatants must make a Dexterity saving throw on the “Effects by Tier” table instead (see “Effects by Tier”, below). If they fail the save, they take bludgeoning damage as listed. If this kills an enemy, the players still gain experience points for defeating it.

#### Siege Damage Table

d100	Effect
01	<b>Immolated.</b> A gout of magma ruptures from a nearby pipe. You must make a DC 15 Dexterity saving throw, taking 27 (5d10) fire damage per tier on a failed save, or half as much damage on a successful one. If you drop to 0 hit points because of this damage, the heat reduces you to a pile of ash.
02-03	<b>Aflame.</b> A spray of burning oil ignites your clothing and hair. While you remain on fire, you take 5 (1d10) fire damage per tier at the start of each of your turns. At the end of each of your turns, you can make a DC 15 Constitution saving throw to quell the flames.
04-05	<b>Aftershock.</b> At the end of your next turn, all creatures in the combat must succeed on a DC 12 Dexterity saving throw or fall prone.
06-07	<b>Ball lightning.</b> The Ark’s machinery unleashes a ball of lightning into your space. Any creature that enters the ball’s space on a turn or starts its turn within 5 feet of it takes 5 (1d10) lightning damage per tier. At the end of each of your turns, the ball leaps to another floor space 1d6 x 5 feet in a random direction.
08-09	<b>Blasted.</b> An explosion blasts your space. All creatures within a 10-foot-radius of you must make a DC 10 Dexterity saving throw, taking 11 (2d10) fire damage per tier on a failed save, or half as much damage on a successful one.
10-11	<b>Blinded.</b> A gout of caustic steam hisses into your face. You must succeed on a DC 10 Constitution saving throw or be blinded until the end of your next turn.
12-16	<b>Bludgeoned.</b> Wreckage slams into you, dealing 5 (1d10) bludgeoning damage per tier.
17-18	<b>Buried.</b> A pile of wreckage buries you beneath it. Until freed, you are prone, restrained and blinded. To break free, you or an adjacent ally must take an action and succeed on a DC 15 Strength (Athletics) check. The wreckage counts as difficult terrain.
19-20	<b>Collapse.</b> The balcony or gantry you’re standing on collapses. If you’re not standing on a balcony or gantry, the structure nearest to you collapses. All creatures standing on or below the structure take 11 (2d10) bludgeoning damage per tier and count as buried (see above).
21-22	<b>Confused.</b> A chunk of wreckage strikes you in the back of the head, dealing 5 (1d10) bludgeoning damage per tier. At the start of your next turn, you move half your speed in a random direction.
23-24	<b>Coughing.</b> Dust chokes you. Until the end of your next turn, you can’t talk or cast spells with the verbal component.
25-26	<b>Deafened.</b> An explosion deafens you until the end of your next turn.
27-28	<b>Delayed blast.</b> A chunk of sparking machinery lands at your feet, clearly about to explode. At the end of your next turn, all creatures within 20 feet of the machinery must make a DC 15 Dexterity saving throw, taking 16 (3d10) fire damage per tier on a failed save, and half as much damage on a successful one.
29-30	<b>Gassed.</b> A 10-foot-radius sphere of gas swirls up around you. The gas persists until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Any creature that enters the gas for the first time on a turn or starts its turn inside it must succeed on a DC 12 Constitution saving throw or take 5 (1d10) poison damage per tier.
30-34	<b>Impaled.</b> A spear of shrapnel plunges into you, dealing 5 (1d10) piercing damage per tier.
35-36	<b>Inferno.</b> Burning oil spills over the floor in a 10-foot-radius around you. Any creature that enters the area for the first time on a turn or starts its turn inside it must succeed on a DC 12 Dexterity saving throw or take 16 (3d10) fire damage.
37-38	<b>Mutilated.</b> A chunk of shrapnel tears into you, dealing 16 (3d10) slashing damage per tier and inflicting a random lingering injury (see “Injuries” in chapter 9 of the <i>Dungeon Master’s Guide</i> ).
39-40	<b>Oil spill.</b> Oil spills over the floor in a 10-foot-radius around you. Any creature that traverses more than 5 feet of the oily floor in single turn must make a DC 12 Dexterity saving throw or fall prone. If the oil is exposed to naked flames, it becomes an inferno (see above).
41-42	<b>Paralyzed.</b> An electrified hunk of wreckage slams into you, dealing 5 (1d10) lightning damage per tier and paralyzing you until the end of your next turn.

- 43-44 **Petrified.** A gout of magical gas ruptures from a nearby pipe. Make a DC 14 Constitution saving throw: if you fail by 5 or more, you are instantly petrified. Otherwise, if you fail the save you begin to turn to stone and are restrained. Repeat the same saving throw at the end of each of your turns until you succeed or turn to stone.
- 45-46 **Pinned.** A falling girder pins you beneath it. Until freed, you are prone and restrained. To break free, you or an adjacent ally must take an action and succeed on a DC 10 Strength (Athletics) check.
- 47-48 **Poisoned.** Caustic fumes erupt around you. All creatures within a 10-foot-radius of you must succeed on a DC 10 Constitution saving throw or become poisoned until the end of their next turn.
- 49-50 **Rift.** The deck tears open beneath you, creating a rift that stretches in a 5-foot-wide line for 1d6 x 5 feet in a random direction. Any creature standing over the rift when it opens must succeed on a DC 10 Dexterity saving throw to leap to safety. Creatures that fall into the rift tumble into a wrecked chamber 40 feet below.
- 51-52 **Rubble.** Rubble clatters over the deck, creating difficult terrain in a 10-foot-radius around you.
- 53-54 **Scalded.** A gout of steam hisses into your face. You must succeed on a DC 10 Constitution saving throw or take 5 (1d10) fire damage per tier.
- 55-59 **Severely Bludgeoned.** Wreckage slams into you, dealing 11 (2d10) bludgeoning damage per tier.
- 60-64 **Severely Impaled.** A spear of shrapnel plunges into you, dealing 11 (2d10) piercing damage per tier.
- 65-69 **Severely Slashed.** Shrapnel tears into you, dealing 11 (2d10) slashing damage per tier.
- 70-74 **Slashed.** Shrapnel tears into you, dealing 6 (1d10) slashing damage per tier.
- 75-76 **Slowed.** A chunk of wreckage cracks into your knee, reducing your speed by half until the end of your next turn.
- 77-78 **Smoke.** A 20-foot-radius sphere of thick smoke swirls up around you, heavily obscuring the area. The cloud persists until a wind of moderate or greater speed (at least 10 miles per hour) disperses it
- 79-80 **Stunned.** A chunk of wreckage strikes you in the back of the head, dealing 5 (1d10) bludgeoning damage per tier and stunning you until the end of your next turn.
- 81-82 **Tangled.** A knot of chains and wires entangles you. Until freed, your speed is halved and you take disadvantage on attacks and ability checks. To disentangle yourself, you or an adjacent ally must take an action and succeed on a DC 10 Strength (Athletics) check.

- 83-84 **Teleported.** With a crack of magical energy, the Ark teleports you to a random space on the battlefield.
- 85-86 **Thrown.** A shock wave hurls you and any creature within 5 feet of you 1d10 x 5 feet in a random direction. If you strike a solid object, you take damage as though you had fallen.
- 87-95 **Tripped.** A shockwave knocks you prone, along with any creatures with 5 feet of you.
- 96-97 **Unconscious.** A chunk of wreckage hits you in the back of the head and you drop to 0 hit points.
- 98-99 **Double damage.** Roll twice on this table and apply both results (ignoring rolls of 98-00).
- 00 **Triple damage.** Roll three time on this table and apply all results (ignoring rolls of 98-00).

### Effects by Tier

Many hazards within the Ark direct players to roll on the following table. The difficulty of the saving throw required is as follows:

#### Saving Throw DC by Tier

Tier	Difficulty Class
1-4	DC 12
5-10	DC 15
11-16	DC 17

#### Damage by Tier

Tier	Damage
1-4	4 (1d8) damage.
5-10	9 (2d8) damage.
11-16	22 (6d8) damage.

For each level of APL above or below the optimized level (i.e. 3/8/12), add or remove one die of damage (minimum 1).

### Reinforcements

If your sector is breached during an encounter, the following enemies join the battle at the start of the next round:

#### Enemy Boarders

Tier	Reinforcements
1-4	Four <b>goblins</b> .
5-10	Four <b>bandit captains</b> .
11-16	One pirate <b>mage</b> and four <b>veterans</b> .

If “elite boarders” target your group, use the following enemies instead:

### Elite Boarders

Tier	Reinforcements
1-4	One <b>hill giant</b> .
5-10	One <b>fire giant</b> .
11-16	Two <b>cloud giants</b> .

### Combat between monsters

Enemy boarders target Ark Guardians as well as player characters (and vice versa)! When resolving conflicts between rival monsters, assume each attack hits and apply damage automatically.

## Legendary Villains

Legendary villains roam the war map and attack different tables. The administrators assume the roles of these villains.

- If a villain arrives at your table, the administrator immediately resolves an attack against one or more characters. This action interrupts any turn currently in play.
- If you’re using miniatures, the administrator places their villain anywhere on the battle map.
- After resolving the villain’s attacks, the administrator can use its Legendary Action at the end of any turn to retreat from the combat.



## Appendix 4. Monster/NPC Statistics

### Abominable Yeti

*Huge monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 137 (11d12 + 66)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

---

**Skills** Perception +5, Stealth +4

**Damage Immunities** cold

**Senses** darkvision 60ft., passive Perception 15

**Languages** Yeti

**Challenge** 9 (5,000 XP)

**Fear of Fire.** If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Keen Smell.** The yeti has advantage on Wisdom (Perception) checks that rely on smell.

**Snow Camouflage.** The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

#### Actions

---

**Multiattack.** The yeti can use its Chilling Gaze and makes two claw attacks.

**Claw. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

**Chilling Gaze.** The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

**Cold Breath (Recharge 6).** The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

### Animated Armor

*Medium construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

---

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

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

**Languages** —

**Challenge** 1 (200 XP)

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

**False Appearance.** While the armor remains motionless, it is indistinguishable from a normal suit of armor.

#### Actions

---

**Multiattack.** The armor makes two melee attacks.

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

## Azer

Medium elemental, lawful neutral

**Armor Class** 17 (natural armor, shield)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

---

**Saving Throws** Con +4

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** passive Perception 11

**Languages** Ignan

**Challenge** 2 (450 XP)

**Heated Body.** A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

**Heated Weapons.** When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

**Illumination.** The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

### Actions

---

**Warhammer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

## Bandit Captain

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 15 (studded leather)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

---

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

---

**Saving Throws** Str +4, Dex +5, Wis +2

**Skills** Athletics +4, Deception +4

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 2 (450 XP)

### Actions

---

**Multiattack.** The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

### Reactions

---

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

## Basilisk

*Medium monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

---

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 3 (700 XP)

**Petrifying Gaze.** If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

### Actions

---

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

## Berserker

*Medium humanoid (any race), any chaotic alignment*

**Armor Class** 13 (hide armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

---

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

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

### Actions

---

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

## Clay Golem

Large construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 20ft.

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

---

**Damage Immunities** acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60ft., passive Perception 9

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

**Challenge** 9 (5,000 XP)

**Acid Absorption.** Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

**Berserk.** Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

---

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

**Slam.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

**Haste (Recharge 5-6).** Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has

advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

## Cloud Giant

Huge giant, neutral good (50%) or neutral evil (50%)

**Armor Class** 14 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

---

**Saving Throws** Con +9, Wis +7, Cha +7

**Skills** Insight +7, Perception +7

**Senses** passive Perception 17

**Languages** Common, Giant

**Challenge** 9 (5,000 XP)

**Keen Smell.** The giant has advantage on Wisdom (Perception) checks that rely on smell.

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fog cloud*, *light*

3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*

1/day each: *control weather*, *gaseous form*

### Actions

---

**Multiattack.** The giant makes two morningstar attacks.

**Morningstar.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

## Cloud Giant Smiling One

*Huge giant (cloud giant), neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 262 (21d12 + 126)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	17 (+3)

---

**Saving Throws** Con +10, Int +6, Cha +7

**Skills** Deception +11, Insight +7, Perception +7, Sleight of Hand +9

**Senses** passive Perception 17

**Languages** Common, Giant

**Challenge** 11 (7,200 XP)

**Keen Smell.** The giant has advantage on Wisdom (Perception) checks that rely on smell.

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

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

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

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*

1st level (4 slots): *cure wounds, disguise self, silent image, Tasha's hideous laughter*

2nd level (3 slots): *invisibility, suggestion*

3rd level (2 slots): *major image, tongues*

### Actions

---

**Multiattack.** The giant makes two attacks with its morningstar.

**Morningstar.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

**Change Shape.** The giant magically polymorphs into a beast or humanoid it has seen, or back into its true form. Any equipment the giant is wearing or carrying is absorbed by the new form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

## Cyclops

*Huge giant, chaotic neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

---

**Senses** passive Perception 8

**Languages** Giant

**Challenge** 6 (2,300 XP)

**Poor Depth Perception.** The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

### Actions

---

**Multiattack.** The cyclops makes two greatclub attacks.

**Greatclub.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

## Death Dog

Medium monstrosity, neutral evil

**Armor Class** 12

**Hit Points** 39 (6d8 + 12)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

---

**Skills** Perception +5, Stealth +4

**Senses** darkvision 120 ft., passive Perception 15

**Languages** —

**Challenge** 1 (200 XP)

**Two-Headed.** The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

### Actions

---

**Multiattack.** The dog makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

## Djinni

Large elemental, chaotic good

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft., fly 90 ft.

---

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

---

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 16

Languages Auran

Challenge 11 (7,200 XP)

**Elemental Demise.** If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

**Innate Spellcasting.** The djinni's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell

attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*,  
*thunderwave*

3/day each: *create food and water* (can create wine instead of water), *tongues*, *wind walk*

1/day each: *conjure elemental* (air elemental only),  
*creation*, *gaseous form*, *invisibility*, *major image*,  
*plane shift*

### Actions

---

**Multiattack.** The djinni makes three scimitar attacks.

**Scimitar.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

**Create Whirlwind.** A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentrating (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

## Fire Giant

*Huge giant, lawful evil*

**Armor Class** 18 (plate)

**Hit Points** 162 (13d12 + 78)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

---

**Saving Throws** Dex +3, Con +10, Cha +5

**Skills** Athletics +11, Perception +6

**Damage Immunities** fire

**Senses** passive Perception 16

**Languages** Giant

**Challenge** 9 (5,000 XP)

### Actions

---

**Multiattack.** The giant makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

**Rock.** *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage

## Galeb Duhr

*Medium elemental, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 85 (9d8 + 45)

**Speed** 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	11 (+0)

---

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, poisoned, petrified

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 11

**Languages** Terran

**Challenge** 6 (2,300 XP)

**False Appearance.** While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

**Rolling Charge.** If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

### Actions

---

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Animate Boulders (1/Day).** The galeb duhr magically animates

up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

## Gargoyle

*Medium elemental, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft., fly 60 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

---

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

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

**Languages** Terran

**Challenge** 2 (450 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

### Actions

---

**Multiattack.** The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

## Giant Scorpion

*Large beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

---

**Senses** blindsight 60 ft., passive Perception 9

**Languages** --

**Challenge** 3 (700 XP)

### Actions

---

**Multiattack.** The scorpion makes three attacks: two with its claws and one with its sting.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two sets of claws, each of which can grapple only one target.

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much on a successful one.



## Goblin

Small humanoid (goblinoid), neutral evil

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

---

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

---

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

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

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on 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.

## Goblin Boss

Small humanoid (goblinoid), lawful evil

**Armor Class** 11 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

---

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

---

**Skills** Intimidation +2

**Senses** passive Perception 10

**Languages** Goblin, Common

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

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

### Actions

**Multiattack.** The boss makes two melee attacks.

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

## Gorgon

Large monstrosity, unaligned

**Armor Class** 19 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

---

**Skills** Perception +4

**Condition Immunities** petrified

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Terran

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

**Trampling Charge.** If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

### Actions

**Gore.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

**Hooves.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

**Petrifying Breath (Recharge 5-6).** The gorgon exhales petrifying gas in a 30-foot-cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

## Griffon

*Large monstrosity, unaligned*

**Armor Class** 12

**Hit Points** 59 (7d10 + 21)

**Speed** 30 ft., fly 80 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

---

**Skills** Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** --

**Challenge** 2 (450 XP)

**Keen Sight.** The griffon has advantage on Wisdom (Perception) checks that rely on sight.

### Actions

---

**Multiattack.** The griffon makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

## Helmed Horror

*Medium construct, neutral*

**Armor Class** 20 (plate, shield)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft., fly 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

---

**Skills** Perception +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

**Damage Immunities** force, necrotic, poison

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 14

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

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

**Magic Resistance.** The helmed horror has advantage on saving throws against spells and other magical effects.

**Spell Immunity.** The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

### Actions

---

**Multiattack.** The helmed horror makes two longsword attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

## Hill Giant

*Huge giant, chaotic evil*

**Armor Class 13** (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 40ft.

---

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

---

**Skills** Perception +2

**Senses** passive Perception 12

Languages Giant

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

### Actions

---

**Multiattack.** The giant makes two greatclub attacks.

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

**Rock.** Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

## Mage

*Medium humanoid (any race), any alignment*

**Armor Class 12** (15 with *mage armor*)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

---

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

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

**Senses** passive Perception 11

Languages any four languages

**Challenge** 6 (2,300 XP)

**Spellcasting.** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

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

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

### Actions

---

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

## Medusa

Medium monstrosity, lawful evil

**Armor Class** 15 (natural armor)

**Hit Points** 127 (17d8 + 51)

**Speed** 30 ft.

---

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

---

**Skills** Deception +5, Insight +4, Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common

**Challenge** 6 (2,300 XP)

**Petrifying Gaze.** When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

## Actions

---

**Multiattack.** The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

**Snake Hair.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

## Minotaur

Large monstrosity, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

---

**Skills** Perception +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Abyssal

**Challenge** 3 (700 XP)

**Charge.** If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

**Labyrinthine Recall.** The minotaur can perfectly recall any path it has traveled.

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

## Actions

---

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

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

## Minotaur Skeleton

*Large undead, lawful evil*

**Armor Class** 12 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

---

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Abyssal but can't speak

**Challenge** 2 (450 XP)

**Charge.** If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

### Actions

---

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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

## Mouth of Grolantor

*Huge giant (hill giant), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 50 ft.

---

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	5 (-3)	7 (-2)	5 (-3)

---

**Skills** Perception +1

**Condition Immunities** frightened

**Senses** passive Perception 11

**Languages** Giant

**Challenge** 6 (2,300 XP)

**Mouth of Madness.** The giant is immune to *confusion* spells and similar magic.

On each of its turns, the giant uses all its movement to move toward the nearest creature or whatever else it might perceive as food. Roll a d10 at the start of each of the giant's turns to determine its action for that turn:

- 1–3. The giant makes three attacks with its fists against one random target within its reach. If no other creatures are within its reach, the giant flies into a rage and gains advantage on all attack rolls until the end of its next turn.
- 4–5. The giant makes one attack with its fist against every creature within its reach. If no other creatures are within its reach, the giant makes one fist attack against itself.
- 6–7. The giant makes one attack with its bite against one random target within its reach. If no other creatures are within its reach, its eyes glaze over and it becomes stunned until the start of its next turn.
- 8–10. The giant makes three attacks against one random target within its reach: one attack with its bite and two with its fists. If no other creatures are within its reach, the giant flies into a rage and gains advantage on all attack rolls until the end of its next turn.

### Actions

---

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (3d6 + 5) piercing damage, and the giant magically regains hit points equal to the damage dealt.

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

## Orog

Medium humanoid (orc), chaotic evil

**Armor Class** 18 (plate)

**Hit Points** 42 (5d8 + 20)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

---

**Skills** Intimidation +5, Survival +2

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

**Languages** Common, Orc

**Challenge** 2 (450 XP)

**Aggressive.** As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

### Actions

**Multiattack.** The orog makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

## Skeleton

Medium undead, lawful evil

**Armor Class** 13 (armor scraps)

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

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

---

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

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

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

### Actions

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

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

## Storm Giant Quintessent

Huge giant (storm giant), chaotic good

**Armor Class** 12

**Hit Points** 230 (20d12 + 100)

**Speed** 50 ft., fly 50 ft. (hover), swim 50 ft.

---

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	17 (+3)	20 (+5)	19 (+4)

---

**Saving Throws** Str +14, Con +10, Wis +10, Cha +9

**Skills** Arcana +8, History +8, Perception +10

**Damage Resistances** cold; bludgeoning, piercing, and slashing

from nonmagical attacks

**Damage Immunities** lightning, thunder

**Senses** truesight 60 ft., passive Perception 20

**Languages** Common, Giant

**Challenge** 16 (15,000 XP)

**Amphibious.** The giant can breathe air and water.

### Actions

**Multiattack.** The giant makes two Lightning Sword attacks or uses Wind Javelin twice.

**Lightning Sword.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 40 (9d6 + 9) lightning damage.

**Wind Javelin.** The giant coalesces wind into a javelin-like form and hurls it at a creature it can see within 600 feet of it. The javelin is considered a magic weapon and deals 19 (3d6 + 9) piercing damage to the target, striking unerringly. The javelin disappears after it hits.

### Legendary Actions

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

**Gust.** The giant targets a creature it can see within 60 feet of it and creates a magical gust of wind around it. The target must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet in any horizontal direction the giant chooses.

**Thunderbolt (2 Actions).** The giant hurls a thunderbolt at a creature it can see within 600 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

**One with the Storm (3 Actions).** The giant vanishes, dispersing itself into the storm surrounding its lair. The giant can end this effect at the start of any of its turns, becoming a giant once more and appearing in any location it chooses within its lair. While dispersed, the giant can't take any actions other than lair actions, and it can't be targeted by attacks, spells, or other effects. The giant can't use this ability outside its lair, nor can it use this ability if another creature is using a *control weather* spell or similar magic to quell the storm.

## Tiger

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 37 (5d10 + 10)

**Speed** 40ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

---

**Skills** Perception +3, Stealth +6

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

**Languages** --

**Challenge** 1 (200 XP)

**Keen Smell.** The tiger has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

### Actions

---

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

## Veteran

Medium humanoid (any race), any alignment

**Armor Class** 17 (splint)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

---

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

---

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

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

### 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 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## Warlord

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate)

**Hit Points** 229 (27d8 + 108)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

---

**Saving Throws** Str +9, Dex +7, Con +8

**Skills** Athletics +9, Intimidation +8, Perception +5, Persuasion +8

**Senses** passive Perception 15

**Languages** any two languages

**Challenge** 12 (8,400 XP)

**Indomitable (3/Day).** The warlord can reroll a saving throw it fails. It must use the new roll.

**Survivor.** The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

### Actions

---

**Multiattack.** The warlord makes two weapon attacks.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

### Legendary Actions

---

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

**Weapon Attack.** The warlord makes a weapon attack.

**Command Ally.** The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

**Frighten Foe (Costs 2 Actions).** The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.



## Wight

Medium undead, neutral evil

**Armor Class** 14 (studded leather)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

---

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

---

**Skills** Perception +3, Stealth +4

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

**Sunlight Sensitivity.** While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

---

**Multiattack.** The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This 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 by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## Wyvern

Large dragon, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 20 ft., fly 80 ft.

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

---

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 6 (2,300 XP)

### Actions

---

**Multiattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

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

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

**Stinger.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

## Appendix 5. Administrator Guide

The section provides guidance on running *Ark of the Mountains* as a D&D Epics™ event for your game day or convention.

### Participants

---

The adventure requires the following participants to run smoothly.

#### 8 or more Groups

A minimum of eight groups is required to run the adventure.

- Each group needs 3-7 players. All players in a group must belong to the same tier (i.e. level 1-4, level 5-10, or level 11-16).
- There's no limit to how many groups can participate (see "Adjustments for Event Size" below).
- Groups can belong to any tier and not all tiers need to be represented.

#### Dungeon Masters (one per Group)

Each table has one Dungeon Master.

- Dungeon Masters should read the adventure beforehand and prepare an encounter for each of the four sectors ("Main Deck", "Bridge", "Gun Deck" and "Engine Room").

#### Group Leaders (one per Group)

Each table has one player who's responsible for reporting events to the Tier Commanders.

- Players chose their Group Leader once the group has mustered.
- The Group Leader is responsible for delivering completed quest sheets to headquarters or to the nearest Tier Commander.

#### 1+ Tier Commanders

Each section has a Tier Commander who adjudicates interactive events and answers questions posed by DMs.

- Tier Commanders assign quest sheets to Dungeon Masters in their section.
- Tier Commanders assume the role of legendary monsters as needed.
- Tier Commanders liaise between tables to adjudicate the "Request Aid" action and other interactive events.

#### General

The General oversees the whole event. In *Ark of the Mountains* it's vital that players can hear the General's announcements.

- The General compiles a **battle log** from completed quest sheets and announces important events in the ongoing sky battle.
- The General tracks the **victory pile** and adjudicates the success or failure of the overall adventure goal.

### Setup

---

The following steps are important for ensuring the event runs smoothly.

#### Step 1. Prepare Headquarters

Headquarters (or "HQ") is an area set aside for the administrative staff. The following important elements are on display here:

- **War Map.** The war map from Appendix 6 shows a view of *Thunderbound* and spaces representing sectors within the *Ark of the Mountains*. During play, the Tier Commanders place banners to the war map to show where each group is fighting on the Ark. If projector equipment is available, the war map can be projected onto a large screen.
- **Critical quests.** Quest sheets 1-8 from Appendix 6 are placed in a pile at HQ and assigned to the first eight Dungeon Masters who muster.
- **Hidden quests.** Quest sheets 9-16 are placed in a second pile. These quests are unlocked by the completion of the critical quests.
- **Sector Quests.** Quest sheets 17-20 are printed multiple times and placed in four separate piles (see "Adjustments for Event Size", below). These quests are assigned if more than eight groups muster or existing groups run out of quests.
- **Victory Pile.** Completed quest sheets are added to the victory pile.

#### Step 2. Prepare Tables

One table is required for each group.

- Each table must have a table number displayed prominently on its surface, so administrators can locate specific tables during the event.
- All tables need a good view of HQ so they can see and hear the General's updates.

### Step 3. Muster Groups

During muster, each Dungeon Master receives a quest sheet from Headquarters.

- The eight critical quests (numbered 1-8) are assigned first.
- When the critical quests are gone, the Tier Commanders assign sector quests to the remaining groups. Tier Commanders should spread the quests evenly between groups.
- Tier Commanders note the table numbers and starting sectors of the groups in their section and place banners for them on the war map.

### Step 4. Count Groups

To calculate victories, the administrators need to know how many groups are playing (see “Adjustments for Event Size”, below).

- Count the banners on the war map, and check they match the number of active tables.

### Step 5. Prepare Enemy Actions

The General secretly picks two enemy actions for *Thunderbound* (see “Battle Updates”, below).

### Step 6. Play!

When play begins, the General reads the briefing aloud to the assembled players (see “Beginning the Adventure”).

## Adjustments for Event Size

To destroy *Thunderbound*, each group must triumph in **three** quests. Therefore, the number of groups present determines how many quest sheets must be added to the victory pile for the players to win.

### Victory Pile

Groups	25%	50%	75%	100%
8	6	12	18	24
9	6	13	20	27
10	7	15	22	30
11	8	16	24	33
12	9	18	27	36
13+		Round down		+3 per group

### Printing Quests

Quests for Dungeon Masters are provided in Appendix 6: “Administrator Handouts”.

- No matter how many groups are present, quest sheets 1-16 are only printed once.
- Print two runs of quest sheets 17-20 for every group present and arrange them into four piles.

For example, if eight groups were present, each quest would have sixteen copies.

## Core Rules

### Banners

Whenever a group moves to a new sector on the map, the Group Leader announces the move to their nearest Tier Commander. The Tier Commander moves the group’s banner to the new sector on the war map.

### Quests

Each group receives its own quest. The quest sheet provides the DM with instructions for play.

**Administrator Handout 2: “Quest Summary” summarizes the quests available.**

- When the group’s quest goals are complete, the Group Leader delivers the completed quest sheet to the nearest Tier Commander.
- The Tier Commander hands the quest sheet to the General so he or she can prepare the next battle update (see “Battle Updates”, below).
- Critical quests unlock **hidden quests**. When this occurs, the General uses the war map to assign the specified hidden quest to a valid group. The group must be active in one of the sectors specified on the hidden quest sheet.
- Critical quests and hidden quests both trigger **battle events**. The General notes which events have occurred and incorporates them into his or her next battle update (see “Battle Updates”, below).
- If a group runs out of quests, the group must move to a new sector and request a **sector quest** from the nearest Tier Commander.

### Quest Example

1. Table 3 completes critical quest 3: “Summon the Iron Archers”. Their Group Leader delivers the completed quest sheet to their nearest Tier Commander.
2. The Tier Commander hands the completed quest sheet to the General, who checks the “Quest Results” sections and sees that this quest unlocks hidden quest 13 and triggers the “Iron Archers” battle event.
3. The General incorporates the “Iron Archers” battle event into her next battle update.
4. The General takes locked quest 13 from the pile and checks the “Quest Assignment” section. Using the war map, the General assigns the quest to a group on the Main Deck, Bridge or Gun Deck.

5. A Tier Commander delivers the quest sheet to the Dungeon Master of that group. When the group's current encounter is resolved, they begin the new quest.

### Victory Conditions

The success or failure of the event is determined by quests.

- Completed quest sheets are added to the victory pile.
- The number of quests needed to win depends on how many groups are playing (see "Adjustments for Event Size", above).
- As the victory pile accrues quest sheets, the General announces **victory events** in the next battle update (see "Battle Updates", below).

If the mission succeeds, *Thunderbound* is destroyed! The *Ark of the Mountains* is permanently crippled by the battle, but the players have saved Beregost!

### Mission Failure

If the players fail to amass enough completed quest sheets by the end of the final phase, the General offers them a challenge: one character must take hold of the "Gale Wheel" and ram the Ark into *Thunderbound* while the other heroes evacuate. As it strikes, the pilot must self-destruct the Ark's Engine Room and blow both vessels to pieces. Nothing but a *wish* spell can bring the sacrificed character back to life!

### Battle Updates

The event plays out over eight **phases**, each lasting 30 minutes. After each phase, the General delivers a battle update to the assembled players.

- The General composes a battle update on a piece of paper. This paper is called the **battle logsheet**.
- At the start of the phase, the General secretly picks two **enemy actions** from the list below. The General can't pick actions from locations destroyed by quest events.
- As completed quest sheets are handed in, the General summarizes the quests on the battle logsheet. All **quest events** that took place during that phase must be recorded.
- Some quest events cancel out enemy actions (e.g. "Ark Shields" prevents "Rock Throwers", "Catapults" or "Dragon Harpoon"). The General narrates these clashes on the battle logsheet.
- The General adds completed quest sheets to the victory pile. Any notable victory events are incorporated into the battle logsheet.

- At the end of the phase, the General reads the battle update to the assembled players, and then begins the process anew.

### Battle Update Example

1. The phase begins, and the General secretly selects the "Catapults" and "Hang Gliders" enemy actions.
2. During the phase, the players hand in five completed quest sheets. This results in one quest event: "Ark Shields".
3. Using the quest sheets, the General jots down the basic narrative of each completed quest on her battle log, shining the spotlight on different groups and characters.
4. The "Ark Shields" event cancels "Catapults", so the General adds a line to describe how the Ark's shields thud into place just as the catapult barrage rains down. The "Hang Gliders" event makes it through, causing one of the Ark's sectors to be breached by enemy pirates.
5. With eight groups playing, the completed quests trigger the 25% complete victory event. The General adds a line to narrate this.
6. At the end of the phase, the General reads her battle update to the assembled players. The General places a breached marker on the war map to indicate the sector that has fallen to enemy boarders.

### Enemy Actions

At the start of each phase, the General picks two enemy actions for Baron Rajiram. The General can't pick actions from locations that have been destroyed by quest events.

**Catapults.** Giant-sized catapults barrage the Ark with boulders. Choose one of the Ark's sectors. All groups present in that sector suffer "Battle Damage" (see Appendix 3: "Battle Events").

**Dragon Harpoon.** The giants fire *Thunderbound's* dragon harpoon, hurling a 20-foot long adamantite spear through the Ark's hull. Choose a group at random: one random character in that group must succeed on a DC 20 Dexterity saving throw or take 130 (20d12) piercing damage.

**Hang Gliders.** Rajiram's pirates use hang-gliders sewn from dragon skin to infiltrate the Ark. Choose one of the Ark's sectors: that sector is now "Breached" (see Appendix 3: "Battle Events"). Place a **breach marker** on the Ark map to indicate this to the DMs.

**Rock Throwers.** Hill giants gathered on *Thunderbound's* deck bombard the Ark with thrown boulders. Choose one of the Ark's sectors. All groups present in that sector suffer "Battle Damage" (see Appendix 3: "Battle Events").

**Roc Riders.** Rocs airdrop troops onto the Ark. Choose one of the Ark's sectors: that sector is now "Breached" by Elite Boarders (see Appendix 3:

“Battle Events”). Place a **breach marker** on the Ark map to indicate this to the DMs.

**Shaman.** Baron Rajiram’s cloud giant shaman weaves powerful magic to bolster his allies. Choose one “Breached” sector. The most powerful enemy facing each group in that sector is healed to maximum hit points.

**Skull Totem.** The evil totem on *Thunderbound’s* quarterdeck flares with malign energy. Choose one sector: all groups in that sector can’t use healing spells or healing potions for the duration of the next phase (i.e. 30 minutes).

### Quest Events

Quest events are triggered by completing core and locked quests. Unless specified otherwise, each quest event can only occur once during the sky battle. If an event has no effect, save it for a later phase.

**Iron Archers (Quest 3).** The Ark’s guardians rain hell on the Baron’s invading forces. This event cancels one “Hang Gliders” or “Roc Riders” enemy action, or removes one breach marker from the Ark map.

**Ark Shields (Quest 4).** Adamantine shields thud into place around the Ark’s hull, shielding it from attack. This event cancels one “Rock Throwers”, “Catapults” or “Dragon Harpoon” enemy action.

**Ark Maneuver (Quest 9).** The pilot takes evasive action to steer the Ark away from harm. This event cancels one enemy action of any type.

**Broadside (Quest 11).** The Ark’s ballistas hurl explosive bolts into *Thunderbound*, destroying the location specified by the group on their quest sheet. Place a destroyed marker on the war map to indicate this.

**Fortify Shields (Quest 15).** This event grants a second use of the “Ark Shields” event.

**Fuel Burn (Quest 12).** Dwarven spirits are pumped into the Ark’s engines, giving it a boost of speed. This event cancels one “Rock Riders” or “Hang Gliders” enemy action.

**Reload (Quest 13).** This event grants a second use of the “Broadside” event. The General must ask the assembled players to shout out a target location for the attack.

**Ram Thunderbound (Quest 16).** The Ark plunges its spinning ram into *Thunderbound’s* hull, destroying the location specified by the group on their quest sheet. Place a destroyed marker on the war map to indicate this. In addition, all sectors on the Ark suffer “Battle Damage”.

**Stone Cannon (Quest 10).** The Ark’s mighty stone cannon destroys the location specified by the group

on their quest sheet. Place a destroyed marker on the war map to indicate this.

**Storm Thunderbound (Quest 14)** Heroes infiltrate *Thunderbound* and destroy the location specified by the group on their quest sheet. Place a destroyed marker over it on the war map to indicate this.

### Victory Events

**25% Complete.** With the battle in full swing, *Thunderbound* swoops alongside the Ark and Rajiram’s pirates swarm onboard. All groups in the event must fight “Reinforcements” (see Appendix 3: “Battle Events”). No sectors count as breached.

**50% Complete.** Both vessels are now aflame. Baron Rajiram sends his legendary villains into the fray (see “Legendary Villains” below).

**75% Complete.** *Thunderbound* starts to list dangerous, and explosions ripple across its decks. The alliance forces cheer! All characters gain the benefit of a short rest.

**100% Complete.** *Thunderbound* explodes and crashes to the ground in pieces. The alliance has won! If this event occurs before the final phase, the General should delay it until the end of the event.

### Legendary Villains

Legendary villains roam the war map and attack different tables. The Tier Commanders assume the roles of these villains.

- Each tier has its own villain, as described below. If there are no groups in that tier, the villain doesn’t appear.
- The villains come into play when the victory pile reaches 50% complete. This is likely to occur during the second hour of the event.
- When a villain comes into play, the Tier Commander playing the villain notes down all the tables in that villain’s tier.
- The Tier Commander then moves from table-to-table, attacking different groups (see below).
- If the villain is killed, the Tier Commander notes down the name of the character who landed the killing blow and reports back to the General, who incorporates the story into his or her next battle update.

### Villain Attacks

- When the Tier Commander arrives at a table, the villain enters the battle and immediately takes an action. This interrupts any turn currently in play.

- If the group is using miniatures, the administrator places the villain anywhere on the edge of the battle map.
- After resolving the villain's action, play resumes as normal. After one full round, the Tier Commander can use the villain's Legendary Action at the end of any turn to retreat from the combat. The Tier Commander stays at the table for however long seems right.

#### Tier 1-4 Villain: Boff Badcrack

Boff Badcrack is a famished and disease-ridden hill giant **mouth of Grolantor**, who Baron Rajiram keeps in a cage hanging from *Thunderbound's* prow. When his enemies defy him, the Red Baron releases Boff to sow chaos through their lands.

Boff has the following legendary powers:

- Boff has the Legendary Resistance trait (three times a day, he can choose to succeed on a failed saving throw).
- Boff can take 3 Legendary actions per round, which he can use at the end of another creature's turn. He can use these actions to use Bite or Fist, or to escape from combat. If the APL is 1 or 2, these attacks deal minimum damage and instead knock the character prone.
- Boff has hit points equal to 25 multiplied by the number of tables participating in Track 1 (minimum 144 hit points). For example, if ten tables participate, Boff has 250 hit points.

#### Tier 5-10 Villain: Baron Rajiram

Baron Rajiram is a **cloud giant smiling one**. The Baron wears no armor in battle, and hides his face behind a fearsome red mask: one side of which is smiling, and the other grimacing.

Baron Rajiram wields a *staff of thunder and lightning* and has the following legendary powers:

- The Baron has the Legendary Resistance trait (three times a day, he can choose to succeed on a failed saving throw).
- The Baron can take 3 Legendary actions per round, which he can use at the end of another creature's turn. He can use these actions to cast a spell, use the *staff of thunder and lightning*, or escape from combat.
- Baron Rajiram has hit points equal to 60 multiplied by the number of tables participating in Track 2 (minimum 200 hit points). For example, if five tables participate, Rajiram has 300 hit points.
- If he is killed, the group who defeated him can claim the staff from his corpse.

#### Tier 11-16 Villain: Sláturhaust

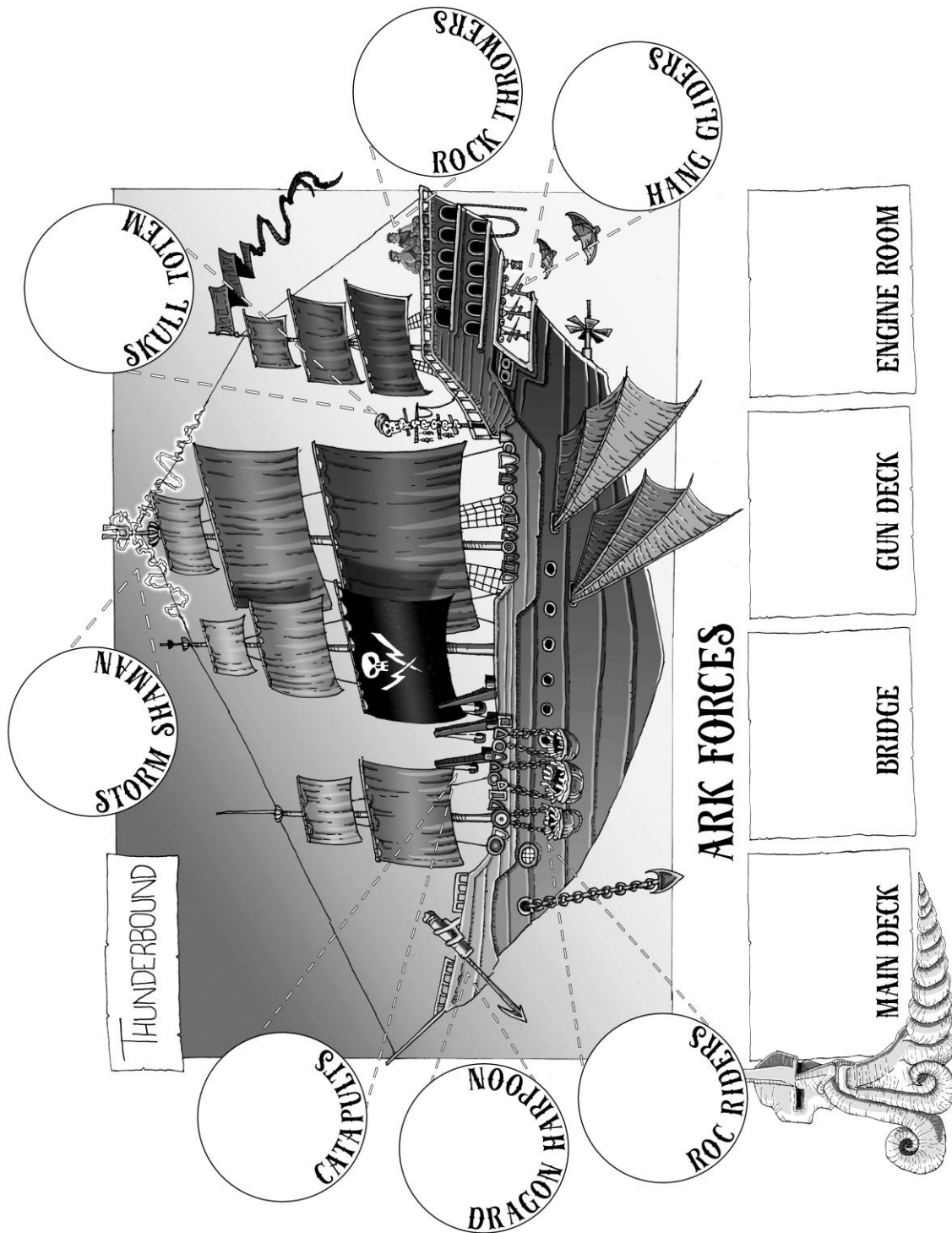
The dying storm giant Sláturhaust conjures the howling storm that surrounds *Thunderbound*. Sláturhaust is a **storm giant quintessent** who wields weapons and armor crafted from lightning and ice. Sláturhaust craves nothing less than a death worthy of the chronicles.

Sláturhaust has the legendary powers listed under the **storm giant quintessent** stat block. In addition:

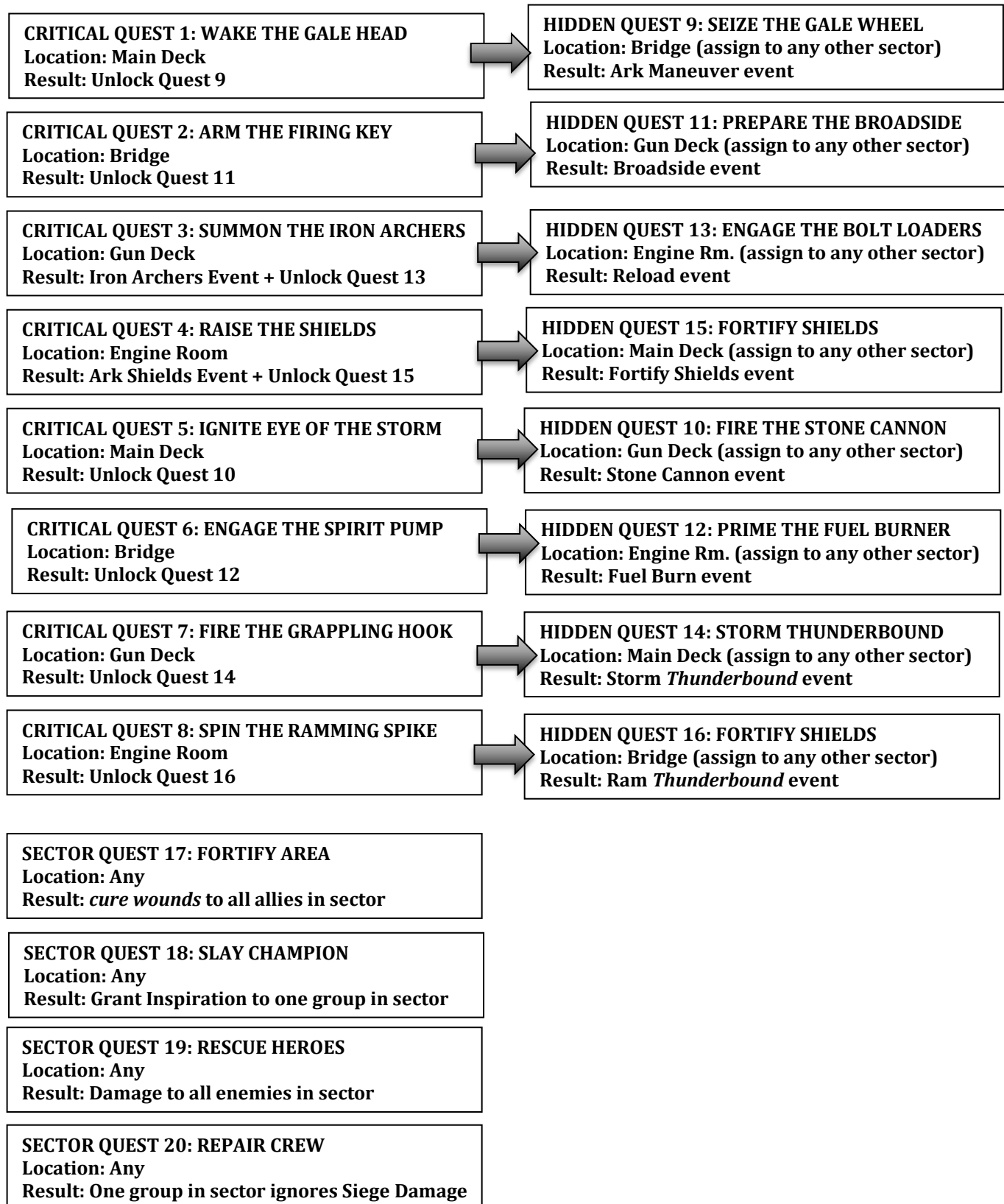
- Sláturhaust has the Legendary Resistance trait (three times a day, she can choose to succeed on a failed saving throw).
- Sláturhaust has hit points equal to 80 multiplied by the number of tables participating in Track 3 (minimum 400 hit points). For example, if five tables participate, Sláturhaust has 400 hit points.

# Appendix 6. Administrator Handouts

## Administrator Handout 1: War Map



## Administrator Handout 2. Quest Summary

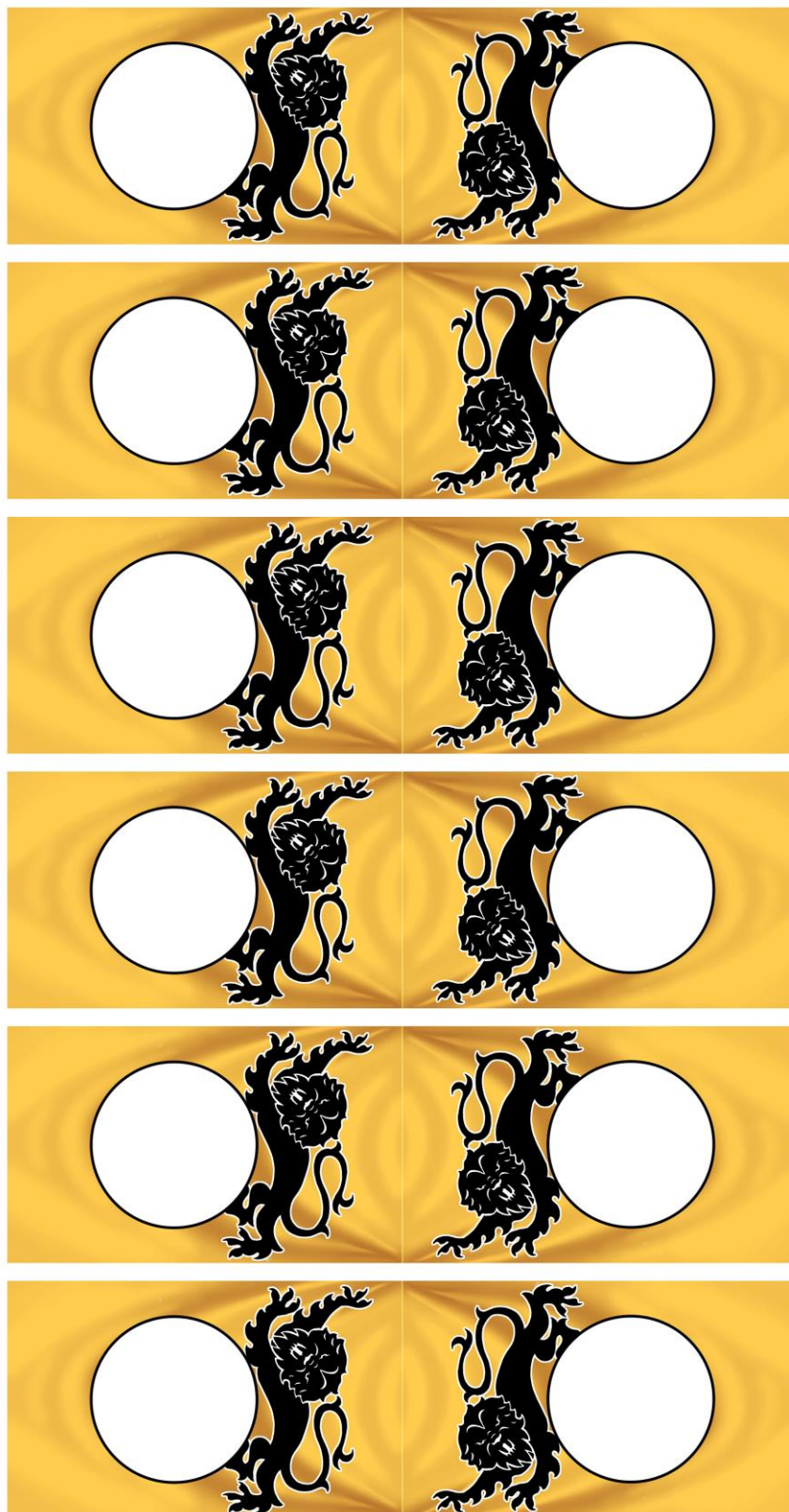




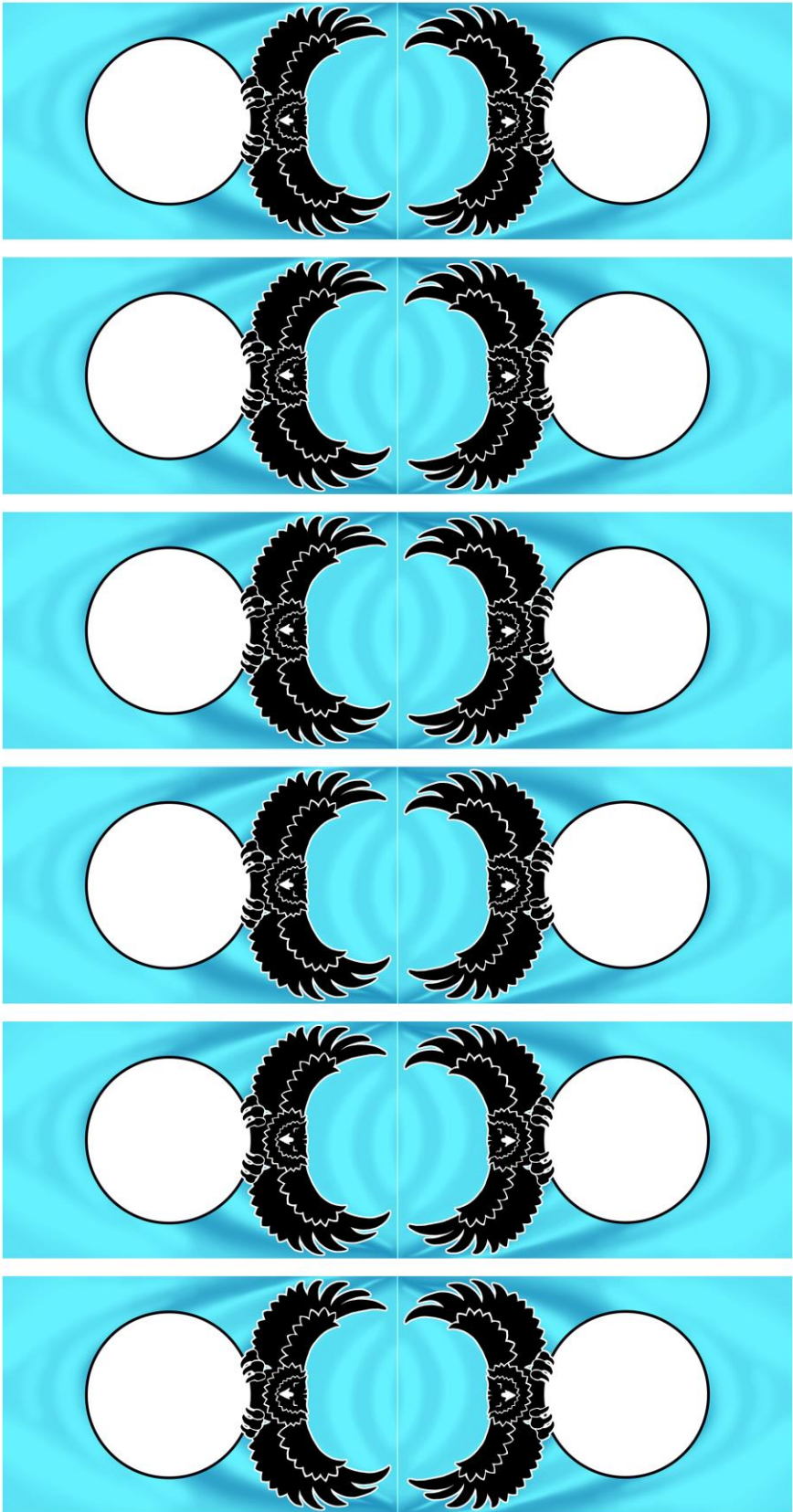
## Map Markers (Banners)

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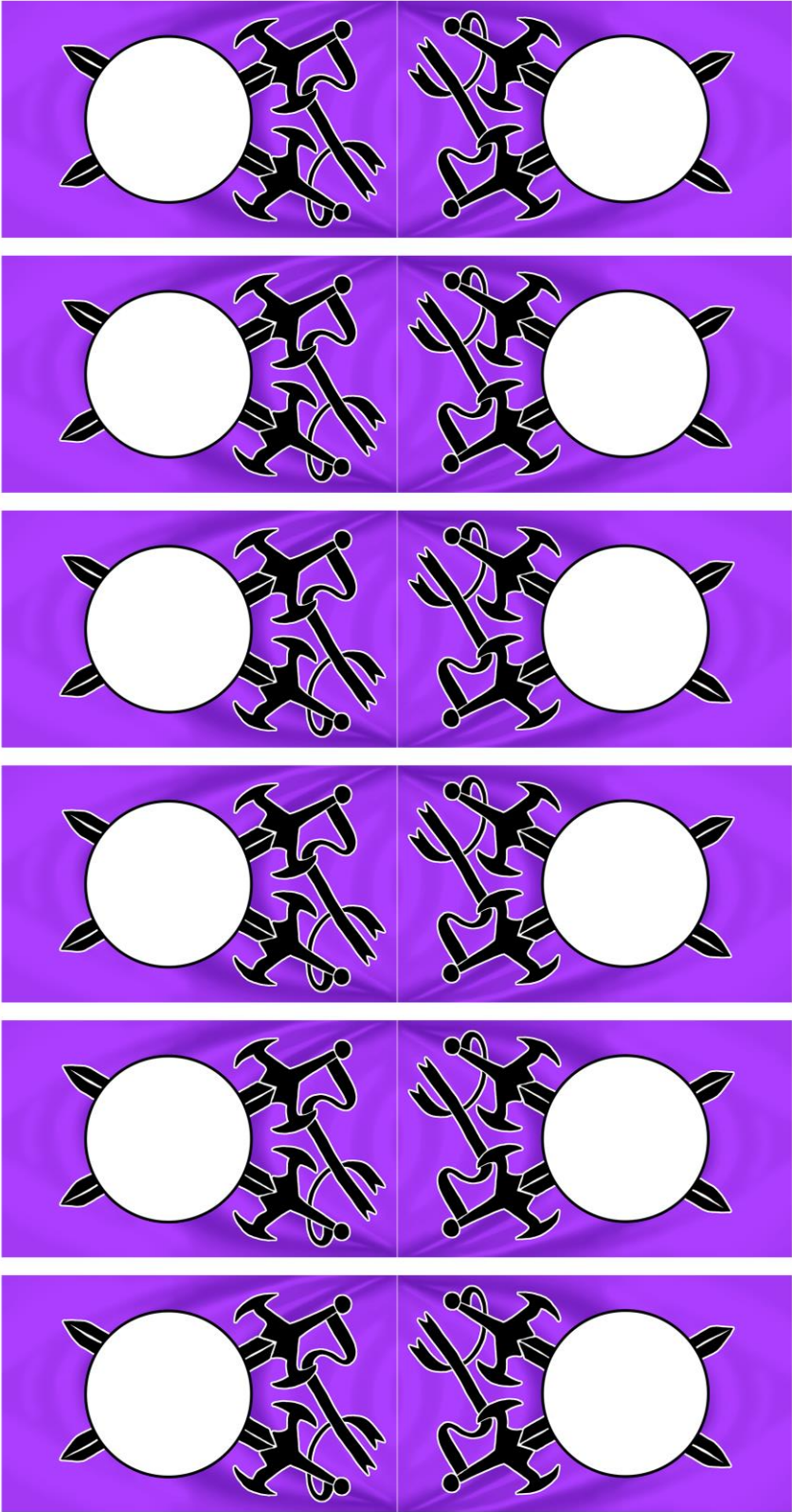
Tier 1-4 Banners.



Tier 5-10 Banners.



Tier 11-16 Banners.



Map Markers (Battle Events)

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## Critical Quest 1. Wake the Gale Head

Start sector  
Main Deck

### Player Information

Your orders are to wake the “Gale Head”: the carved face on the mainmast that supplies wind to the mainsail. If you whisper the correct words into its ear, the Gale Head will bend to our will. If all goes well, we can then steer the Ark from the bridge. The runestone tablet has revealed the command words as MARNAG LIEBZ MORINIT.

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start the **Main Deck** encounter.
2. One character must climb to the central armored platform and whisper the command words in the Gale Head’s ear (“MARNAG LIEBZ MORINIT”).
3. When the Gale Head awakens, the group must answer its riddle to bind it to the Alliance’s service (see “The Riddle”, below).

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### The Riddle

When a character whispers the command words into the Gale Head’s ear, read:

The Gate Head’s eyes grind open. It yawns – almost blowing you from the balcony! - and then speaks in a voice that makes your insides shake.

“You’re not Durlag! In that case, you must prove your worth by whispering the answer to my riddle in my ear. Think carefully: if your words don’t ring true, I’ll blow you away like a feather!

“What breaks when you speak its name?”

The correct answer is “silence”. If a character whispers this into the Gale Head’s ear, the Gale Head pledges its aid to the Alliance and the characters complete their quest!

**Incorrect answers.** If the wrong answer is given, the Gale Head roars and a vortex of wind billows from its maw. All creatures on the armored platform

must succeed on a DC 15 Constitution saving throw or be blown from the platform to tumble off the Ark! Unless they can fly, they crash into the ground 150 feet below. Creatures that succeed on the save are knocked prone on the platform. The characters can try to answer the riddle again: with the same penalty for failure!

### Requesting Help

If the players are stumped by the riddle, the Group Leader can visit another table to see if they can guess the answer.

## Quest Results

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group awoke the mighty “Gale Head” on the mainsail, allowing the Alliance to steer the ship from the Bridge!

#### **Character Name:**

This character solved the riddle to awaken the Gale Head!

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **Assign “Quest 9: Seize the Gale Wheel”. This hidden quest can’t be assigned to the group listed above.**
- **Add this quest to the victory pile.**

## Critical Quest 2. Arm the Firing Key

Start sector  
Bridge

### Player Information

Your orders are to seize the Bridge and recover Durlag's *firing key*. The runestone tablet hints that one of the Ark's immortal guardians carries the key. When you have it, you must turn it in one of the control panels on the Bridge. If you succeed, we'll be able to call in an artillery broadside from the Gun Deck.

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start the **Bridge** encounter. The guardian champion has the *firing key* on a chain around its neck. None of the control panels have visible keyholes.
2. Kill the guardian champion and retrieve the *firing key* from its body (see "The Firing Key", below).
3. Turn the key in the keyhole of the correct control panel (see "The Firing Key", below).

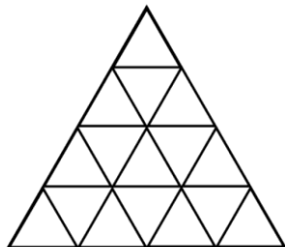
When all quest goals are complete, ask the Group Leader to fill in the "Quest Results" section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### The Firing Key

When a character takes the firing key from the champion's body, read:

This bronze key has a tiny crystal lens set into its bow and teeth crafted in a complex pattern. Etched into its tongue is the following phrase "Count your way to victory".

Copy the symbol below and give it to your players: this is the shape of the key's teeth.



If a character looks at the room through the lens, read the following:

Looking through the lens, you see glowing numeric symbols hovering above the control panels and ghostly keyholes set into their metalwork. The symbols are 15, 17, 20, 26, 27, and 30.

If they turn the key in control panel 27, the other control panels descend into the floor and a booming voice says "Preparing Broadside". The characters have completed their quest!

**Wrong Keyhole:** If a character turns the key in any other keyhole, monsters emerge from the canisters (see below). This happens each time the key is turned in an incorrect keyhole.

- Tier 1-4: Three dwarf **skeletons**.
- Tier 5-10: Three **minotaur skeletons**.
- Tier 11-16: Three **wights**.

### Requesting Help

If the players are stumped by the puzzle, the Group Leader can fetch a player from another table to see if they can help figure it out.

## Quest Results

Fill in the following section when this quest is complete.

### Quest Report

**Group Name:**

This group recovered Durlag's *firing key* from the Ark's bridge. The Alliance can now prepare a mighty artillery broadside from the Gun Deck!

**Character Name:**

This character solved the puzzle to turn the firing key.

**Character Name:**

These characters perished during the mission.

### General Guidance

- Assign "Quest 11: Prepare the Broadside". This hidden quest can't be assigned to the group listed above.
- Add this quest to the victory pile.

## Critical Quest 3. Summon the Iron Archers

Start sector  
Gun Deck

### Player Information

Your orders are to summon the Iron Archers from their compartments under the Ark's gun deck. To rouse them from their slumber, you must pull a secret lever hidden under one of the artillery pieces on the gun deck. If you succeed, the archers will rain hell on the *Thunderbound*!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start the **Gun Deck** encounter.
2. One character must pull the lever hidden under the central ballista. To find it, a character must succeed on a DC 10 Intelligence (Investigation) check.
3. When the archers appear, the group must deal lightning damage to subdue an archer and then hijack its metal brain (see "Iron Archers", below).

When all quest goals are complete, ask the Group Leader to fill in the "Quest Results" section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Iron Archers

When a character pulls the lever on the ballista, read:

Hatches in the ceiling grind open and a battalion of iron soldiers descends on chains from above. They look like armored dwarves clutching crossbows, with arcane sigils embossed on their foreheads. As they emerge, the archers turn their crossbows on your fellow heroes! Something is wrong!

The Iron Archers are **helmed horrors** that wield arcane crossbows instead of longswords (+6 to hit, 1d10 + 4 piercing damage). An archer's Multiattack power applies to its crossbow. The number of Iron Archers present in the group's area is determined by their tier:

- Tier 1-4: One **helmed horror**.
- Tier 5-10: Three **helmed horrors**.

- Tier 11-16: Eight **helmed horrors**.

The archers roll Initiative and attack as soon as they emerge.

Character who succeed on a DC 10 Intelligence (Arcana) check decipher the sigils on the Iron Archers as "Lightning". Each time an Iron Archer takes lightning damage, it kneels and a hatch pops open in the back of its head.

A complex mechanism of gears and pistons fills the Iron Archer's head cavity, with a bronze cable plugged into a socket marked "JOUSVEFS". Three nearby sockets are marked "CFUSBZ", "TVJDJEF" and "EJTBSN".

If a character reconnects the plug, the hatch snaps shut and the Iron Archers are reprogrammed:

- CFUSBZ terminal: The archers target the Ark Guardians and the players complete their quest!
- TVJDJEF terminal: The archers target the explosive bolts to destroy the Ark.
- EJTBSN terminal: The archers return to their compartments. The group must pull the lever again to summon them.

## Quest Results

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group awoke the Iron Archers from their compartments under Gun Deck!

#### **Character Name:**

This character reprogrammed the Iron Archers to join the battle on our side!

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **Prepare the "Iron Archers" quest event.**
- **Assign "Quest 13: Engage the Bolt Loaders". This hidden quest can't be assigned to the group listed above.**
- **Add this quest to the victory pile.**

## Critical Quest 4. Raise the Shields

---

Start sector  
Engine Room

### Player Information

Your orders are to break into the Engine Room and power up the Ark's shields. To do so, you must hijack a fuel crane and use it to flood dwarven spirits into the drive mechanism. The runestone tablet hints that this engine is embossed with a dwarf's head. If you succeed, adamantine shields will emerge from the Ark's hull and shelter us from *Thunderbound's* attacks.

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start the **Engine Room** encounter.
2. One character must use the control panel at the rear of the fuel crane to reposition the arm and begin pumping fuel into the drive mechanism (see "Fuel Crane", below).
3. The group must defend the crane for 3 rounds until fuel has finished pumping.

When all quest goals are complete, ask the Group Leader to fill in the "Quest Results" section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Fuel Crane

A character manning the control panel can understand how to operate it with a successful DC 10 Intelligence (Arcana) check. Using their action, they can swing the arm into position and start pumping fuel into the drive mechanism. It takes 3 full rounds to fill the mechanism with dwarven spirits. At the start of each round of pumping, Ark Guardians emerge from secret hatches in the engines and attempt to recapture the fuel crane:

- Tier 1-4: Two dwarf **skeletons**.
- Tier 5-10: Two **azers**.
- Tier 11-16: Two **wights**.

The reinforcements roll Initiative and attack as soon as they emerge. After 3 rounds, the drive mechanism is fully fueled and the reinforcements stop. To raise the shields, a character must pull the lever on the drive mechanism:

The engine thunders into life. Throughout the Ark, you hear cogs and gears thump into action as the adamantine shields are hoisted into position!

This action completes the quest!

### Quest Results

---

Fill in the following section when this quest is complete.

#### Quest Report

**Group Name:**

This group broke into the Engine Room and raised the Ark's adamantine shields!

**Character Name:**

This character operated the fuel crane to refuel the shield drive.

**Character Name:**

These characters perished during the mission.

#### General Guidance

- **Prepare the "Ark Shields" event.**
- **Assign "Quest 15: Fortify Shields". This hidden quest can't be assigned to the group listed above.**
- **Add this quest to the victory pile.**



## Critical Quest 5. Ignite the Eye of the Storm

Start sector  
Main Deck

### Player Information

Your orders are to light the “Eye of the Storm”: an arcane searchlight situated on the top of the foremast. The runestone tablet hints that four magic lanterns must be lit to ignite the Eye. If you succeed, you can use the Eye to pinpoint targets for the Ark’s powerful Stone Cannon. Good luck!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start the **Main Deck** encounter.
2. Light the four lanterns in the correct order (see “Magic Lanterns”, below).

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Magic Lanterns

The magic lanterns hang from lamp posts around the deck, in the positions shown on the map. Each lantern has a different creature etched into its casing:

- **Aft:** “Fly”
- **Stern:** “Spider”
- **Port:** “Bird”
- **Starboard:** “Cat”

A lantern magically ignites if its command phrase is spoken aloud by a character within 5 feet of it. When the fourth lantern is lit, the Eye of the Storm ignites if the lanterns were lit in the order shown above. The group completes their quest!

With a bright flash, the huge bronze eye at the top of the foremast blazes with green flame. A beam of light cuts through the storm, painting the way for the Ark’s weapons!

**Wrong order:** If a lantern is lit out of sequence, all the lanterns are extinguished. A wave of necrotic energy washes from the lanterns and all creatures within 10 feet must make a Constitution saving throw on the “Effects by Tier” table (Appendix 3). On

a failure, they take necrotic damage as listed. To ignite the Eye of the Storm, the characters must relight the lanterns in the correct order.

### Requesting Help

If the players are stumped by the puzzle, the Group Leader can fetch a player from another table to see if they can help figure it out.

### Quest Results

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group lit the Eye of the Storm: the arcane searchlight situated at the top of the foremast.

#### **Character Name:**

This character figured out the correct method to light the Eye of the Storm.

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **Assign “Quest 10: Fire the Stone Cannon”. This hidden quest can’t be assigned to the group listed above.**
- **Add this quest to the victory pile.**

## Critical Quest 6. Engage the Spirit Pump

Start sector  
Bridge

### Player Information

Your group has been chosen to seize the Bridge and engage the “Spirit Pump”. The runestone tablet hints that this will flood the Ark’s engines with dwarven spirits and boost its speed. It’s dangerous, but could help us get an edge over *Thunderbound!* Just look for a lever carved like a tankard. If you succeed, our forces can ready the burner in the engine room and carry out the maneuver on your orders.

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start the **Bridge** encounter.
2. Pull the tankard-shaped lever.
3. Activate the correct control panel (see “Spirit Pump”, below).

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Spirit Pump

If a character examines the tankard-shaped lever and succeeds on a DC 12 Wisdom (Perception) check, they find a message etched onto it:

*You’ve found the spirit, now find the pump.*

When a character pulls the tankard-shaped lever, read:

As you pull the lever, glowing numeric symbols appear in the air above the control panels. It seems your work is not yet done – another step is needed. Clockwise from the north, the numbers are 8, 16, 21, 9, 13, and 4.

To engage the spirit pump, the characters must activate the control panels in the following order: 16, 21, 13, 16 (if numbers are substituted for letters, this spells “pump”). When the characters complete the sequence, the control panels descend into the floor and a booming voice announces “Spirit Pump

Engaged”. The characters have completed their quest!

**Wrong Order:** If a character operate a control panel out of sequence, monsters emerges from the canisters (see below). This happens each time a control panel is operated out of sequence.

- Tier 1-4: Three dwarf **skeletons**.
- Tier 5-10: Three **minotaur skeletons**.
- Tier 11-16: Three **wights**.

### Requesting Help

If the players are stumped by the puzzle, the Group Leader can take fetch a player from another table to see if they can help figure it out.

## Quest Results

Fill in the following section when this quest is complete.

### Quest Report

#### Group Name:

This group broke into the Bridge and flooded the engines with dwarven spirits. Another group must now light the burner in the Engine Room to boost the Ark’s speed!

#### Character Name:

This character figured out how to flood the engines with dwarven spirits.

#### Character Name:

These characters perished during the mission.

### General Guidance

- **Assign “Quest 12: Prime the Fuel Burner”. This hidden quest can’t be assigned to the group listed above.**
- **Add this quest to the victory pile.**

## Critical Quest 7. Fire the Grappling Hook

---

Start sector  
Gun Deck

### Player Information

Your orders are to strike *Thunderbound* with a grappling hook fired from one of the Gun Deck ballistas. If you succeed, your allies on the Main Deck can use the line to mount a daring raid on the enemy vessel!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start the **Gun Deck** encounter.
2. Mount the grappling hook onto a ballista (see “Grappling Hook”, below).
3. Fire the grappling hook at *Thunderbound*.

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Grappling Hook

The grappling hook is fixed to a mighty chain wrapped around one of the Gun Deck pillars (as shown on the sector map). It’s magically heavy: when a creature unfastens it from its hook, it thumps to the deck and can’t be moved by any amount of force. Etched into the hook is the following inscription:

*When I rest, I am like a looking glass.  
When I run, I can cut through stone.*

If a character splashes water on the hook, it sparkles with magical light and can be moved with ease. Firing the hook from the ballista completes the quest!

### Requesting Help

If the players are stumped by the riddle, the Group Leader can fetch a player from another table to see if they can help figure it out.

## Quest Results

---

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group fired a grappling line over to *Thunderbound*, hooking the Ark onto to the enemy vessel! Our forces are now preparing a boarding action!

#### **Character Name:**

This character solved the riddle to release the grappling hook.

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **Assign “Quest 14: Storm *Thunderbound*”. This hidden quest can’t be assigned to the group listed above.**
- **Add this quest to the victory pile.**

## Critical Quest 8. Spin the Ramming Spike

---

Start sector  
Engine Room

### Player Information

Your orders are to break into the engine room and power up the ramming spike on the Ark's prow. The runestone tablet tells us that the engine you're looking for can be identified by a medusa's head embossed on its surface. If you succeed, our allies on the bridge can steer the Ark into a devastating ramming action on the enemy vessel!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start the **Engine Room** encounter.
2. One or more characters must crank the engine to fire it up (see "Turning the Crank", below).

When all quest goals are complete, ask the Group Leader to fill in the "Quest Results" section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Turning the Crank

A heavy iron crank protrudes from the side of the engine. To engage the motor, this crank must be turned for five successive rounds by one or more creatures with a combined Strength of at least 12. Only two creatures can operate the crank at a time, and it takes both hands to turn. As an action, a creature turning the crank can attempt a DC 15 Strength check to reduce the time remaining by an extra round (i.e. two rounds instead of one). If they fail the check, they turn the crank at the normal speed.

If a creature holding the crank takes damage, it must succeed on a Strength saving throw to hold onto the crank. The DC of this check equals 5 plus the damage dealt. If the creature fails the save, it lets go and the crank spins back to its starting position.

Engaging the engine completes the group's quest. When the characters engage the engine, read:

The engine thunders to life. A huge flywheel turns underfoot, rotating a colossal axle shaft that runs the length of the deck. At the prow of the Ark, the figurehead's elongated beard begins to spin.

## Quest Results

---

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group activated the engine that spins the ramming spike at the prow of the Ark. Our forces on the bridge can now steer the Ark on a devastating ramming action!

#### **Character Name:**

These characters turned the iron crank to spin the ramming spike.

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **Assign "Quest 16: Ram Thunderbound". This hidden quest can't be assigned to the group listed above.**
- **Add this quest to the victory pile.**

## Hidden Quest 9. Seize the Gale Wheel

### Quest Location

Bridge

### Quest Assignment

- This quest is triggered by the completion of Quest 1: “Wake the Gale Head”.
- Assign this quest to a group present in the **Main Deck, Gun Deck, or Engine Room**. It can't be assigned to the same group that completed the quest mentioned above.

### Player Information

Your allies on the Main Deck have awoken the “Gale Head” on the mainmast, and it's now ready to blow wind into the Ark's sails. The alliance has chosen your group to seize the Gale Wheel on the Ark's Bridge and steer the Ark into battle!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Go to the **Bridge** and start that encounter.
2. Deal with the **Genie** that appears when the Gale Wheel is touched (see “Gale Wheel”, below).

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Gale Wheel

Place the Gale Wheel next to the command crystal. It is a large, upright ship's wheel with the embossed head of a dwarf in its center. When a character touches the Gale Wheel, read:

As you grip the wheel, a rippling projection of the view outside the Ark appears in the air before you. The Ark is now under your control! Before you can act, the green gas swirls around you and materializes into a tall, turbaned man clutching a scimitar. The figure looks at you with scorn.

“Tell me. Why should I let a mere mortal control Durlag's wondrous machine?”

The **djinn** was imprisoned in the wheel centuries ago, tasked with guarding the Ark's controls. With Durlag dead, the spells binding the genie to the Ark have weakened and it may not stand in the

character's way if he or she impresses it. Roleplay the encounter, bearing in mind the following personality traits:

- The genie is incredibly vain. It appreciates compliments and doesn't take kindly to insults or threats.
- The genie is bored after centuries of imprisonment. If the characters provide some amusement, it looks kindly on them.
- The genie is keen on gambling. It's more than happy to participate in a wager and may even suggest one (e.g. a duel with a single character, or a game of dice).

If the genie tires of the characters, it attacks the group. The Ark guardians avoid attacking the genie.

### Requesting Help

A hostile djinn can easily overwhelm a lower tier party. If combat ensues, the Group Leader can request help from a higher tier group. If they're willing, one or two players from that group can join the table for the duration of the combat. Alternatively, the djinn could kill one or two characters and then offer a wager for the lives of the rest.

## Quest Results

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group fought their way onto the Bridge and seized the ship's wheel. The Ark is now under the alliance's control!

#### **Character Name:**

This character overcame the genie that guarded the ship's wheel.

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **Prepare the “Ark Maneuver” quest event.**
- **Add this quest to the victory pile.**

## Hidden Quest 10. Fire the Stone Cannon

### Quest Location

Gun Deck

### Quest Assignment

- This quest is triggered by the completion of Quest 5: “Ignite the Eye of the Storm”.
- Assign this quest to a group present in the **Main Deck, Bridge, or Engine Room**.

### Player Information

Your allies on the Main Deck have activated the “Eye of the Storm”, and its searchlight has pinpointed a target for the Ark’s weapons. Your orders are to break into the Gun Deck and fire the “Stone Cannon”: a devastating magic weapon that petrifies its targets. Durlag laid traps to protect his cannon, so tread carefully!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Go to the **Gun Deck** and start that encounter. The central ballista shown on the map is the magical Stone Cannon.
2. Survive the traps surrounding the Stone Cannon (see “Petrification Puzzle”, below).
3. Fire the Stone Cannon.

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Petrification Puzzle

The Stone Cannon looks like a giant bronze cannon with the head of a medusa. The medusa’s eyes are closed and won’t open until the following puzzle is solved. Until then, the weapon cannot fire.

- Four urns surround the Stone Cannon, smoking with green vapors. The urns are spaced in a square formation. If a creature steps onto the floor within this square, they must succeed on a DC 15 Constitution saving throw or be petrified.
- If an urn is removed from the floor, the trap’s magic is dispelled until the urn is replaced. Characters can change the area of the trap by shifting the urns, but the urns must remain in

square formation. The urn’s magic doesn’t work outside this location.

- If a creature examines the urns and succeeds on a DC 10 Wisdom (Perception) check, they discover the same phrase etched in tiny writing around their bases: “Three points shape our future”. If one urn is removed and the remaining three are arranged as an equilateral triangle around the Stone Cannon, the medusa’s eyes open and the weapon can be fired.

### Requesting Help

If the players are stumped by the puzzle, the Group Leader can fetch a player from another table to see if they can help figure it out.

### Quest Results

Fill in the following section when this quest is complete.

#### Quest Report

##### **Group Name:**

This group fired the “Stone Cannon”: an arcane weapon that turns its targets to stone.

##### **Location Targeted:**

The group chose this location to destroy.

##### **Character Name:**

This character solved the petrification puzzle to arm the Stone Cannon.

##### **Character Name:**

These characters perished during the mission.

#### General Guidance

- **Prepare the “Stone Cannon” quest event.**
- **Add this quest to the victory pile.**

## Hidden Quest 11. Prepare the Broadside

---

Quest Location  
Gun Deck

### Quest Assignment

- This quest is triggered by the completion of Quest 2: “Arm the Firing Key”.
- Assign this quest to a group present in the **Main Deck, Bridge, or Engine Room**.

### Player Information

Your allies on the Bridge have turned Durlag’s firing key, arming the ballistas on the Ark’s Gun Deck. Your orders are to seize the deck and prepare an artillery broadside. To fire the ballistas, you must recover a magic horn from one of the Ark’s guardians and blow it three times. Good luck!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Go to the **Gun Deck** and start that encounter.
2. Recover the magic horn from the champion’s body (if the sector has been breached, the pirate champion has claimed the horn).
3. Blow the horn three times to trigger the broadside (see “Magic Horn”, below).

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Magic Horn

The magic horn is crafted from bronze, and has the following inscription etched around it in dwarven:

*Strong of body, strong of magic, fleet of foot.*

Blowing the horn takes an action.

- The first time the horn is blown, the wielder must succeed on a DC 18 Constitution saving throw or take 11 (2d10) thunder damage per tier.
- On the second blow, the wielder is drained of an unused spell slot of the highest level they have available. If they have no spell slots available, they take 16 (3d10) necrotic damage per tier.
- On the third blow, a 25-ft radius sphere of rippling energy surrounds the wielder. All spaces within

the sphere count as difficult terrain. The air inside the sphere rapidly heats up: if the character hasn’t escaped the area by the end of their turn, they take automatic necrotic damage as listed on the “Effects by Tier” table (Appendix 3). The sphere disappears after it deals damage.

### Quest Results

---

Fill in the following section when this quest is complete.

#### Quest Report

##### **Group Name:**

This group fired the broadside from the Ark’s Gun Deck.

##### **Location Targeted:**

The group chose this location to destroy.

##### **Character Name:**

These characters blew the magic horn to launch the broadside.

##### **Character Name:**

These characters perished during the mission.

#### General Guidance

- **Prepare the “Broadside” quest event.**
- **Add this quest to the victory pile.**

## Hidden Quest 12. Prime the Fuel Burner

---

Quest Location  
Engine Room

### Quest Assignment

- This quest is triggered by the completion of Quest 6: “Engage the Spirit Pump”.
- Assign this quest to a group present in the **Main Deck, Bridge, or Gun Deck**.

### Player Information

Your allies on the Bridge have engaged the Spirit Pump, flooding the Ark’s engines with dwarven spirits. Your orders are to break into the Engine Room and prime the fuel burner so the Ark’s pilot can summon a burst of speed. According to the runestone tablet, you must “ignite the pilot light on the fuel crane”. Good luck!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Go to the **Engine Room** and start that encounter.
2. One character must climb onto the fuel crane and pour alcohol into the mouth of the pilot light (see “Pilot Light”, below).
3. When the pilot light has been sated, the group must ignite its breath with a naked flame.

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Pilot Light

The engraved head of a dwarf wearing a miner’s helmet peers out from the end of the crane’s arm. If a creature climbs onto the crane and approaches within 5 feet of the head, it springs to life:

The metal head at the end of the crane comes to life and licks its lips. “Sure am thirsty”, it says.

The pilot light is a form of *magic mouth* that is only programmed to utter this one phrase. As an action, a character at the end of the arm can pour liquid into the dwarf’s mouth. If the liquid is nonalcoholic, the dwarf spits it out in disgust and shakes its head violently. All creatures standing on the crane must

succeed on a DC 15 Dexterity saving throw or fall to the ground below. If alcohol is poured into the dwarf’s mouth, it utters a satisfied belch and then starts to blow out a stinking, flammable gas. If a naked flame is held to the dwarf’s lips within one round, the gas ignites as a steady flame. If the gas is lit any later than that, an explosion deals 5 (1d10) fire damage to all creatures in the room for each round of delay, but the pilot light remains lit.

### Quest Results

---

Fill in the following section when this quest is complete.

#### Quest Report

**Group Name:**

This group primed the fuel burner in the Engine Room, allowing the Ark to call forth a burst of speed.

**Character Name:**

This character lit the pilot light on the fuel burner.

**Character Name:**

These characters perished during the mission.

#### General Guidance

- **Prepare the “Fuel Burn” event quest event.**
- **Add this quest to the victory pile.**



## Hidden Quest 13. Engage the Bolt Loaders

Quest Location  
Engine Room

### Quest Assignment

- This quest is triggered by the completion of Quest 3: “Summon the Iron Archers”.
- Assign this quest to a group present in the **Main Deck, Bridge, or Gun Deck**.

### Player Information

Your allies on the Gun Deck have summoned the Iron Archers to defend the Ark. Your orders are to break into the Engine Room and engage the “Bolt Loaders”. These machines supply ammunition for the Iron Archers to load onto the ballistas. The runestone tablet suggests that four cranks must be turned in the correct sequence to trigger the Bolt Loaders. Durlag left us a mysterious clue: “The answer is amid the machines”. Good luck!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Go to the **Engine Room** and start that encounter.
2. Turn the four cranks in the correct order (see “Control Cranks”, below).

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Control Cranks

Each engine has a crank protruding from its side and a different creature embossed on its surface: an Azer, a Medusa, an Intellect Devourer and a Dwarf. If the cranks are turned in that order, the bolt loaders thunder to life and the group completes their quest (the first letter of each monster’s name combine to spell “amid”).

**Wrong order.** If a crank is turned out of sequence, hatches open in the sides of the machines and Ark Guardians emerge to attack the intruders. This happens every time a crank is turned out of sequence.

- Tier 1-4: Two dwarf **skeletons**.
- Tier 5-10: Two **azers**.
- Tier 11-16: Two **wights**.

### Requesting Help

If the players are stumped by the puzzle, the Group Leader can fetch a player from another table to see if they can help figure it out.

### Quest Results

Fill in the following section when this quest is complete.

#### Quest Report

**Group Name:**

This group fought their way into the Engine Room and engaged the “Bolt Loaders”. These ancient machines supply ammunition to the gun deck.

**Character Name:**

This character solved the puzzle to engage the bolt loaders.

**Character Name:**

These characters perished during the mission.

#### General Guidance

- **Prepare the “Reload” event.**
- **Add this quest to the victory pile.**

## Hidden Quest 14. Storm Thunderbound

### Quest Location

Main Deck

### Quest Assignment

- This quest is triggered by the completion of Quest 7: “Fire the Grappling Hook”.
- Assign this quest to a group present in the **Bridge**, **Gun Deck**, or **Engine Room**.

### Player Information

Your allies on the Gun Deck have fired a grappling line over to *Thunderbound*! Your orders are to use this line to cross over to the enemy galleon and plant a bomb. This quest is exceptionally dangerous. Only accept it if you aren't afraid to die for the Alliance!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Go to the **Main Deck** and start that encounter. The Group Leader is given a keg of smokepowder to plant on the enemy vessel.
2. Kill the enemies to secure the area.
3. Climb to the northern armored platform and cross over to *Thunderbound* on the zipline (see “Zipline”, below).
4. Kill the enemies on deck (see “Raid”, below).
5. Plant the smokepowder keg and escape.

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Zipline

Characters who choose to fly instead of using the zipline risk being attacked by rocs. When the characters mount the zipline, read:

Hooking yourself onto the line, you leap out into the sky. Your harness screeches as you hurtle towards the enemy galleon: swooping past hang-gliders, boulders, rocs, and explosions!

Each character on the line must succeed on a DC 8 Dexterity (Acrobatics) check to dodge past the explosions. On a failure, they must succeed on a DC

15 Dexterity saving throw or their harness breaks and they plunge to the ground 300 feet below.

### Raid

When the characters touch down on *Thunderbound*, read:

You land on one of *Thunderbound*'s many decks. Horns bellow around you, and the ground shakes with the footfalls of giants!

The battle takes place on an empty section of deck. The group must kill the following enemies and then plant the smokepowder keg. Once the fuse is lit, the characters can cut the grappling line and swing back to the Ark.

Tier	Enemies
1-4	A <b>hill giant</b> and two <b>berserkers</b> .
5-10	A <b>fire giant</b> , a pirate <b>mage</b> , and two <b>veterans</b> .
11-16	Two <b>fire giants</b> , two pirate <b>mag</b> es, and two <b>veterans</b> .

### Quest Results

Fill in the following section when this quest is complete.

### Quest Report

#### Group Name:

This group infiltrated *Thunderbound* on the grappling line and carried out a devastating raid.

#### Location Targeted:

The group chose this location to destroy.

#### Character Name:

This character planted the smokepowder keg to destroy the location.

#### Character Name:

These characters perished during the mission.

### General Guidance

- **Prepare the “Storm Thunderbound” quest event.**
- **Add this quest to the victory pile.**

## Hidden Quest 15. Fortify Shields

---

### Quest Location

Main Deck

### Quest Assignment

- This quest is triggered by the completion of Quest 4: “Raise the Shields”.
- Assign this quest to a group present in the **Bridge**, **Gun Deck**, or **Engine Room**.

### Player Information

Your allies in the Engine Room have deployed the Ark’s adamantine shields, but the shields protecting the Main Deck are falling fast under enemy fire. Your orders are to fight your way onto the Main Deck and carry out field repairs on the shields. Good luck!

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Go to the **Main Deck** and start that encounter.
2. Repair all five shields (see “Shield Repairs”, below).

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Shield Repairs

Five shields are spaced along the edge of the deck. Each shield is fifteen-feet-wide, twenty-feet-high and blocks line of sight. If you’re using a battle map, sketch the shields along one side of the map.

When the encounter begins, each character is handed a set of mason’s tools and told to repair the shields. To carry out a shield repair, the character must spend an action to make a DC 10 Strength (Mason’s Tools) check. On a success, the shield regains 11 (2d10) hit points. Each shield starts with 15 hit points out of 30. When all the shields have been repaired, the group succeeds in their quest.

Until the shields have been repaired, pirates land via hang-glider at the start of each round.

- Tier 1-4: One **goblin**.
- Tier 5-10: One **veteran**.
- Tier 11-16: One **bandit captain**.

## Quest Results

---

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group repaired the Ark’s adamantine shields.

#### **Character Name:**

This character repaired the most shields.

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **Prepare the “Fortify Shields” quest event.**
- **Add this quest to the victory pile.**

## Hidden Quest 16. Ram Thunderbound

### Quest Location

Bridge

### Quest Assignment

- This quest is triggered by the completion of Quest 8: “Spin the Ramming Spike”.
- Assign this quest to a group present in the **Main Deck, Gun Deck, or Engine Room.**

### Player Information

Your allies in the Engine Room have spun up the ramming spike on the prow of the Ark. Your orders are to break into the bridge and steer the Ark on a collision course with *Thunderbound*. To carry out the maneuver, the runestone tablet hints that we must first disable the Ark’s built-in countermeasures via a command crystal.

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Go to the **Bridge** and start that encounter.
2. One character must grasp hold of the command crystal to receive a vision (see “Command Crystal”, below).
3. An elf, a dwarf, a halfling and a human must each operate the crystal in turn to disable the countermeasures.

When all quest goals are complete, ask the Group Leader to fill in the “Quest Results” section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Command Crystal

When a creature grips the command crystal, they receive the following vision:

Your vision clouds and grey mist swirls around you. Four figures emerge from the haze, dressed in the attire of ancient mariners: an elf, a dwarf, a halfling, and a human. The figures stare at you inscrutably.

These are the spirits of four of Durlag’s crew. If the character holding the crystal shares the same race as any of the figures, that figure bows solemnly and disappears. To disable the countermeasures, creatures of all four races must handle the command

crystal in turn. If the crystal is left for more than a round without being touched, the sequence resets itself.

When a character ends his or her turn holding the command crystal, an Ark Guardian emerges from the canisters.

- Tier 1-4: One dwarf **skeleton**.
- Tier 5-10: One **minotaur skeleton**.
- Tier 11-16: One **wight**.

### Requesting Help

If the group doesn’t contain characters of the required races, the Group Leader can seek out characters from other tables. These players join the table until their duty is complete.

## Quest Results

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group broke into the Bridge and steered the Ark into a collision course to ram *Thunderbound*!

#### **Character Name:**

These characters disabled the countermeasures to enable the ramming action.

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **Prepare the “Ram Thunderbound” quest event.**
- **Add this quest to the victory pile.**

## Sector Quest 17. Fortify Area

---

### Quest Location

Any

### Quest Assignment

- Assign this quest to a group present in any **sector**.
- Each group can play this quest multiple times.

### Player Information

If this is the first time the group has played this quest, read:

Your orders are to fortify this location against enemy attack. Be prepared for enemy reinforcements! If you succeed, allied healers can move up to tend to the wounded.

If this is the second time the group has played this quest, read:

The Baron's forces have infiltrated this location and are using it as a bridgehead for reinforcements. Your orders are to wipe them out and fortify the area so our healers can tend to the wounded.

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Complete an encounter in any sector. If the group is replaying the quest, the sector counts as "Breached" for this encounter.
2. Defeat the elite reinforcements (see "Reinforcements", below).

When all quest goals are complete, ask the Group Leader to fill in the "Quest Results" section below and take this form to the administrators.

### Reinforcements

When all enemies are dead, an elite squad of pirates is airlifted into the area on the backs of rocs. To triumph in their quest, the group must defeat one group of elite boarders (see Appendix 3: "Battle Events").

## Quest Results

---

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group fortified the Ark from enemy attack, allowing allied healers to tend to the wounded.

#### **Sector Name:**

This sector was fortified.

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **Send a Tier Commander to announce that all characters in this sector (including the table that accomplishes this quest) receive one casting of the *cure wounds* spell (1d8 per tier).**
- **Add this quest to the victory pile.**

## Quest 18. Slay Champion

---

### Quest Location

Any

### Quest Assignment

- Assign this quest to a group present in any **sector**.
- Each group can play this quest multiple times.

### Player Information

If this is the first time the group has played this quest, read:

Your orders are to slay an enemy champion. If you succeed, you'll boost the morale of your allies!

If this is the second time the group has played this quest, read:

Baron Rajiram has sent one of his greatest champions to secure this area. Following your earlier success in such matters, your orders are to slay this champion.

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start an encounter in any sector. If the group is replaying the quest, the sector counts as "Breached" for this encounter.
2. Kill the champion present in that encounter (see "Champion", below).

When all quest goals are complete, ask the Group Leader to fill in the "Quest Results" section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Champion

The champion in this encounter has the maximum hit points available and advantage on saving throws versus spells.

## Quest Results

---

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group defeated an enemy champion onboard the Ark.

#### **Character Name:**

This character landed the killing blow on the champion.

#### **Sector Name:**

The champion was killed in this sector.

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **Send a Tier Commander to another group in the sector where the champion was slain. All characters in that group gain inspiration.**
- **Add this quest to the victory pile.**

## Quest 19. Rescue Heroes

---

### Quest Location

Any

### Quest Assignment

- Assign this quest to a group present in any **sector**.
- Each group can play this quest multiple times.

### Player Information

If this is the first time the group has played this quest, read:

A unit of alliance soldiers has stumbled into some serious trouble. Your orders are to reinforce them and pull them out.

If this is the second time the group has played this quest, read:

Baron Rajiram's pirates have boarded the Ark and captured a unit of alliance soldiers. They're threatening to execute the soldiers if we advance on them. Your orders are to infiltrate the area and rescue the soldiers.

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start an encounter in any sector. If the group is replaying the quest, the sector counts as "Breached" for this encounter.
2. Attempt to rescue the allied **veteran(s)** present in that encounter (see "Allies", below).

When all quest goals are complete, ask the Group Leader to fill in the "Quest Results" section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Allies

Place one or more injured veterans anywhere within the area (one per tier). Each veteran is prone, at half hit points, and too injured to perform any action other than the Dodge action.

If the group is replaying the encounter, the captives are restrained by heavy chains and can't take any attacks. Baron Rajiram's champion is poised to attack a captive if he or she spots the characters approaching. The group starts out of sight, and can attempt to sneak into position.

## Quest Results

---

Fill in the following section when this quest is complete.

### Quest Report

#### **Group Name:**

This group fought hard to rescue a unit of allied soldiers in trouble.

#### **Sector Name:**

The veterans were rescued from this sector.

#### **Character Name:**

These characters perished during the mission.

### General Guidance

- **If one or more veterans were rescued, send a Tier Commander to another group in the same sector. All enemies in that encounter take automatic damage from the "Effects by Tier" table (Appendix 3).**
- **Add this quest to the victory pile.**

## Quest 20. Repair Crew

---

### Quest Location

Any

### Quest Assignment

- Assign this quest to a group present in any **sector**.
- Each group can play this quest multiple times.

### Player Information

If this is the first time the group has played this quest, read:

Durlag Trollkiller created a set of magical caskets to repair his Ark from extraplanar damage. When opened, these caskets cast mending spells over the Ark's machinery. Your orders are to plant an open casket in this location and ensure it doesn't fall into enemy hands.

If this is the second time the group has played this quest, read:

One of our repair caskets is malfunctioning and looks like it's going to explode! Your orders are to disable it before the Ark takes damage.

### DM Information

The group must complete the following objectives to succeed in the quest:

1. Start an encounter in any sector.
2. Keep the repair casket open for five rounds OR disable the repair casket within five rounds (see "Repair Casket", below).

When all quest goals are complete, ask the Group Leader to fill in the "Quest Results" section below and take this form to the administrators. The group must finish their encounter before beginning another quest.

### Repair Casket

The casket is an ornate bronze box fitted with carrying handles. When opened, weird green light swirls out of it, creating a 40-foot-diameter sphere. Any Ark Guardians that start their turn within the sphere of green light heal 5 (1d10) hit points per tier. A creature or creatures with a combined Strength score of 15 or greater can carry the casket, but they move at half speed while doing so. The casket is a Medium object with AC 8, 50 hit points, and immunity to poison and psychic damage.

If the casket is reduced to 0 hit points, it starts to malfunction (this is how the casket begins if the group replays this quest). After 5 rounds, the casket explodes and all creatures within 30 feet of it must make a DC 15 Dexterity saving throw, taking 11 (2d10) fire damage per tier on a failed save, and half as much damage on a successful one. In addition, all creatures in the encounter suffer Battle Damage (see Appendix 3).

To disable the casket before it explodes, the group must succeed on three consecutive DC 12 Intelligence (Arcana) or Dexterity (Thieves' Tools) checks. The character making the check must be adjacent to the casket to perform the action. If they fail the check by 5 or more, the casket explodes.

### Quest Results

---

Fill in the following section when this quest is complete.

#### Quest Report

##### **Group Name:**

This group carried out essential repairs on the Ark.

##### **Character Name:**

These characters handled one of Durlag's magic caskets to carry out the repairs.

##### **Character Name:**

These characters perished during the mission.

#### General Guidance

- **Send a Tier Commander to another group in the sector where the champion was slain. That group ignores the next Siege Damage effect they receive.**
- **Add this quest to the victory pile.**