

The Road to Ironbridge

A 5th Edition Dungeons & Dragons Adventure for Characters Level 1-3

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The Start

The campaign can start in any medium- to large city in the game world, as the location is primarily used as a springboard to the actual adventure (see Plot Hooks, below).

In the *Forgotten Lore* setting, the campaign can start in Evensong, a city of 15,000 souls on the borderlands between the human kingdom of Arresh and the elvish kingdom of Tal Nadesh. The city is ruled by Arresh, but there is a large population of elves and half-elves and a significant trade between the two kingdoms. That trade is somewhat one-sided, however, as the elvish kingdom does not allow outsiders to pass within its borders. This allows elvish merchants to dominate the trade arrangements, especially given the high value of elven crafts within Arresh. However, there is enough money to be made off of the trade that the human overlords of the city are willing to tolerate the arrangement. Because of the active commerce in the city, any standard adventuring gear can be found for the prices listed in the *Player's Handbook*.

Ironbridge is located a few days' travel from Evensong, further north from the core areas of both kingdoms. The area is a notorious borderland and frequent tales are told about the terrible things to be found in the lands beyond the Wilderush River. But there have also been people who have gone into that frontier and returned with great riches and potent magical items, along with accounts of terrible monsters and great peril that seem too wild to be true.

As one band of would-be adventurers sets out on the road to Ironbridge, they will soon find out for themselves if the stories are true.

Plot Hooks

The following ideas can be used to provide player characters reasons to be on the road to Ironbridge. These hooks can be combined in any way desired by the players and the DM.

1. Characters may have heard about wealth and fame that can be won on the far side of the Wilderush River, including ancient ruins and hidden caches purported to contain fortunes in coin and magic.
2. A character with the Noble or Acolyte background might have been sent to Ironbridge to look after the interests of either their family or religious organization, respectively.
3. Rather than being interested in heading *to* Ironbridge, the character might have an interest in leaving the civilized core lands and heading to the frontier. That

trouble might be legal (e.g., for a character with the Criminal background), or maybe there are family issues that encourage them to make themselves scarce for a while at home. An elf or half-elven character might be interested in getting far from the borders of Tal Nadesh, perhaps due to a clash with a powerful family from the noble caste. Or alternatively, a human or half-orc character might have insulted a well-connected elven merchant, leaving them vulnerable to reprisals.

4. The party could be hired by a merchant concern to bring a wagon full of cargo (or a smaller amount of luxury goods) to Ironbridge.

Whatever the hooks, the party should meet as they prepare for the journey to Ironbridge. Feel free to seed rumors that the roads to the frontier are dangerous, and that wise travelers journey together for safety.

The road becomes more desolate and less tended as the party departs civilized lands. After the first two days, the scattered villages and other settlements give way to a wild expanse of hills and forests. They do come upon the occasional mile marker or campsite that indicates the people do come this way, but they haven't seen anyone when they come upon a ruined tower sitting atop a hill alongside the road.

Encounter: The Ruined Tower

This encounter should take place as the party is approaching the end of a long day of travel. There is another campsite along the side of the road near the base of the hill, but the outline of the ruined tower is clearly visible, silhouetted by the light of the fading sun.

The tower is a wreck, with its wooden upper floors completely gone save for a few rotten planks. The site looks like it has been abandoned for decades, if not longer. Its main door is gone, with just a few streaks of rust left where the hinges used to be. The top is open to the sky, and scattered bits of filth and debris suggest that creatures have used the site for a lair more than once. A few humanoid bootprints can be found (Survival DC15), but they look to be at least a few months old.

When the player characters enter the ruin for the first time, they will likely encounter the three **giant centipedes** that are currently using the tower for a lair. The creatures have made a nest under one of the piles of debris and will attack anyone that pokes around inside the tower. If players listen for danger

GIANT CENTIPEDE						
<i>Small beast, unaligned</i>						
Armor Class 13 (natural armor)						
Hit Points 4 (1d6 + 1)						
Speed 30 ft., climb 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)	
Senses blindsight 30 ft., passive Perception 8						
Languages —						
Challenge 1/4 (50 XP)						
ACTIONS						
Bite. Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.						

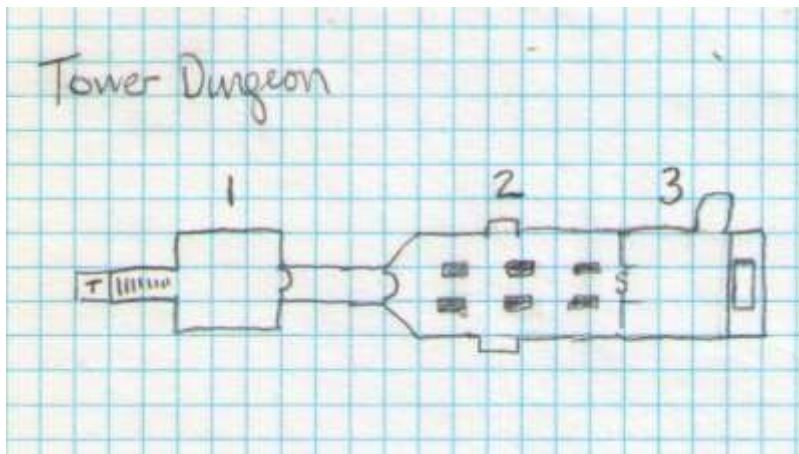
before entering the tower, make a Perception check against the centipedes' Stealth check (+2) to see if they are detected before they move inside.

The floor is made of stone blocks. One of those blocks is actually a trap door, but it is sealed with an *Arcane Lock* and is very difficult to find (Perception DC20). There is no lock or mechanism that players can find. Without the proper "key" it is almost impossible to open (Athletics DC25). See "The Ghost's Plea" below for more information.

The tower is considered by locals to be haunted (the characters can hear the story if they ask around in Ironbridge) and is thus avoided. As it happens, the local rumor does have a basis in fact. If the party makes camp either inside the tower or at the camp at the base of the hill, they will be visited in the night by the **ghost** of a thief who was killed while trying to steal from the tomb hidden under the hill. This ghost lacks the power to attack or possess living things, but it begs the party to help release it from its captivity. It says that it was killed while trying to enter the tomb, but that it was bound there by some force that is keeping its soul from escaping to the next life. It didn't get a good look at what killed him, except that it was roughly man-shaped, fast, and stank of rot. It says that if the party can find his bones and bury him outside the tower it believes that its soul will be freed.

If the party is willing, the ghost can say how he got into the tower: the trapdoor has a rune upon it that glows in natural moonlight. If a character traces that rune upon the stone with a finger, the trapdoor opens, revealing a set of stone steps leading down to another area below. The ghost does not know about the skeletal guardians, as they were not animated until after he broke the seal into the inner tomb.

The key to the tomb complex is provided below.



1. Entry

The stairs from the tower lead down into a plain stone cellar. The chamber has a vaulted ceiling supported by thick stone buttresses in the corner. In the center of the east wall is an archway that leads to a passageway with a low ceiling (5' high, requiring

tall characters to stoop to get through). Five feet into the passageway, two steel spikes have been driven into the floor, jamming a pressure plate that activated a spear trap. If the spikes are removed and more than twenty pounds of pressure is placed on the plate, a pair of spears will shoot out from narrow sockets in the walls (+4 attack, 1d8+1 piercing damage).

2. Outer Tomb

This chamber has a little more headroom than the entry passage, but still feels cramped, with a 9' vaulted ceiling that descends to 6' along the edges. Thick pillars made of bricks help support the ceiling and subdivide the room into a number of small side-chambers. The sides of the room contain a number of bricked-in tombs; a few of those have been broken open, revealing only scattered bones and the ragged remains of once-fine funereal garments.

When a living creature passes the central pillars, or approaches one of the open tombs, the scattered bones start to shift and come together, forming a pair of **skeletons** that will attack intruders until they are destroyed. The skeletons do not have weapons or armor, but will attack with their bony claws.

The door leading to area 3 was once secret, but is now obvious as it was left slightly open. Runes are carved into the jam and across the interior surface of the door; a DC15 Arcana check reveals that they were intended to keep restless spirits from entering the tomb (but work the same way in reverse, apparently).

3. Inner Tomb

The inner tomb contains a single stone coffin that sits upon a slightly raised tier against the east wall. The walls and floor are made of stone blocks, but one of those blocks in the north wall has been torn away to form a niche that extends about six feet into the earth beyond. The niche is the nest of the chamber's occupant, a **ghoul**. The nest contains the gnawed and split bones of both the former inhabitant of the coffin and the

SKELETON

Medium undead, lawful evil

Armor Class 11
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
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it spoke in life but can't speak
Challenge 1/4 (50 XP)

ACTIONS

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

GHOUL

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

thief. The ghoul has destroyed most of the thief's possessions, but a crowbar (used by the ghoul to pry open the wall, only to find it still could not escape the wards protecting the tomb) and a pouch holding 14 silver pieces can be found among the wreckage with a DC10 Perception check.

The coffin's lid has been crafted into the shape of a robed figure holding up a hand as if in greeting or farewell. It was left slightly open by the ghoul; if pushed fully open (Athletics DC10) it is found to be empty save for some shreds of fabric that might have once been a robe similar to the one depicted on the lid. However, within those scraps of fabric is the entombed lord's final treasure: a *periapt of health* on a thin silver chain.

The party can allow the thief's trapped spirit to escape the tomb if they either collect the bones and bury them outside the tower, or if they damage the markings upon the door of the inner tomb. If they do this at night, the spirit appears briefly to offer a silent gesture of thanks before he fades into nothingness.

Felderhavn

This small settlement in the Nobbs has a population that is 90% gnomish, with buildings sized to match. The total population is about 250, with another 200 or so in the outlying farms and settlements. The village is surrounded by a stockade wall that is 12' high and is actively patrolled by the local militia during both the night and day. The two-story inn, the general store, and the local temple to Sorevas are among the structures sized for tall folk. Most of the rest of the buildings are gnome-sized, with elaborate decoration in wood along the facings and plenty of flower and vegetable gardens to fill the spaces between.



Key locations in the village:

1. The Tower. This stone structure stands atop a low hill. It is the tallest site in the village, although the tower itself is only about 15' high. The arms for the local militia are kept here. Most of the militia work rotating duty (with 6 members assigned watch responsibilities each week), with two permanent soldiers (gnome **Guards**) under the supervision of a gnome **Veteran**, Chief of the Watch Parnam Tullwyn. Parnam is famed for being the best shot in the village, and is rarely encountered without his +1 *shortbow*.
2. The Gathering Place. This inn is the largest building in the village, with sleeping rooms and a common area sized for humans and other big folk. The innkeeper's name is Gustav Geld. His daughters Fanny and Ingred work as servers. The local beer is particularly notable. Guests are mostly locals, but there is a richly-dressed human merchant named Jonas Sarren, who likes to spend time in the common room, gambling with the local craftsmen (aided by his marked cards and loaded dice).
3. Mercantile Hall. This building has one large interior room, where a dozen craftsmen and traders offer goods for sale from market stalls. Members of the Crafts Association prominently display their guild seals. Quality is generally good, but the prices for adventuring gear are 1.2x standard PH rates.

The village council is made up entirely of gnomes, and includes the following notables. All are **commoners** unless otherwise noted.

- Fhalfighar: has served as mayor for 42 years.
- Feldorwynn: head of the local Crafts Association, an informal trade guild that provides a bronze seal to affiliated business (which tend to prominently display those certifications in the entry to their stores). He is a 2nd level illusionist, and primarily uses that talent to put on elaborate shows for the village's children.
- Feldaris: a retired tracker and **scout**, his advice about the lands surrounding the village is valued by the council.
- Fhonghol: a goldsmith who wears a massive set of spectacles. He is nearly as deaf as he is blind, but understands more than he lets on.
- Jannisa: the only woman on the council, she is the head of the Baker's Guild. She is no-nonsense and is not above waving around the rolling pin she keeps tucked into her apron to punctuate a point. All of the other council members are at least a little bit scared of her.

Arrival in Felderhavn

The player characters should arrive in Felderhavn a few hours after they leave the tower. They see smoke rising from the village's chimneys just as the first of the outlying farms come into view. Everything seems strangely quiet, with just a handful of gnomes out working in the fields. When they hear the wagon they look up furtively before returning to their labors. The group occasionally sees a gnome with a bow sitting on a rooftop, keeping watch.

If you would like to encourage the party to spend some time here, you can have one of their wagons develop a problem on the road; one of the metal axle supports gives way, causing the entire wagon to shimmy and rattle but not preventing them from making it into the village. With a bit of asking around (Investigate DC10), they can find a wagonwright (Master Feldhever) who is willing to do the repair for 5gp in labor and materials, with the work to be completed in three days (for 20gp he will agree to move the project to the head of the queue, ready tomorrow).

When the player characters arrive in Felderhavn, they sense the same sense of disquiet they detected on the road. If they ask for directions they will generally be directed to the inn. News of their arrival will spread quickly, and it's likely that they'll be visited by a delegation from the village council before they finish their first beer.

Felderhavn is in turmoil because of a recent series of attacks on the outlying settlements and travelers on the back roads and side paths that connect them to the village. Most of the farms that supply the village are within sight of the walls, but there are some as far as three miles out. These sites are generally interdependent, but the attackers have been particularly stealthy, leaving behind few traces except for small bootprints and a few fragments of gear like broken arrows and bits of cloth and leather. Thus far there have been four attacks, with a total of nine gnomes going missing. In one case an entire farm was looted, the older couple who had been living there vanishing without a trace along with their hired hand.

The gnomes know that humanoid bands are common in the region, though most have traditionally lived across the Whiterush river. A band of goblins used to lair in the canyons a day's travel to the northeast, but they were eradicated by a group of traveling adventurers about five years ago. There have been other instances of banditry in the area in the past, especially along the trade road to the east, but there haven't been any direct attacks upon the village or its inhabitants in recent memory. More and more farmers have been moving to protection of the village, staying with friends or family members there, but they cannot stay long without jeopardizing the coming harvest.

The council is eager to see if the new arrivals, who clearly look capable from their armor and weapons, can be persuaded to investigate. But even as the conversation is developing a small group of militia burst into the inn, reporting that an alarm signal—a plume of reddish-colored smoke—has been sighted to the northwest. The most likely source is the Tannerhosk farm, located two miles away in the hills outside Felderhavn. There are six gnomes living at the farm, including two small children.

Fhalfighar orders the militia called up, but he begs the player characters to head to the farm immediately. He hastily gets a pledge from the Crafts Association to pay 50 gold pieces if they are able to stop whatever is happening at the Tannerhosk farm.

Trouble at the Farm

If the players agree, Feldaris orders Fen, a young gnome **Scout**, to guide the party to their destination. The militia will follow, a force of twenty gnome **commoners** accompanied by the two **guards** led by Parnam.

If they move quickly, the party can reach the farm (area B on the Nobbs map) in about an hour. The path twists and turns through the hills, but is in decent shape. If the party elects to go overland by a more direct route, the difficulty of the terrain ends up making the journey take roughly the same length of time. By the time that the party gets to the farm they will find that the attack is already over; two of the Tannerhosks were wounded, and they killed one of the attackers, an ugly, blue-skinned humanoid barely larger than a gnome (a **xvart**). The farmers report that the creatures attacked from the forest, critically injuring one of the men before they could do anything. Fortunately, one of the farm hands had a bow, and he was able to delay the attackers long enough for the gnomes to get to the farmhouse and barricade themselves in. They exchanged arrow fire with the attackers for a while. They were able to keep the xvarts—the accounts vary in number, from four to a dozen—from getting in, but they could not prevent the humanoids from rounding up all of their livestock and vanishing back into the forest to the east. The last of them disappeared about fifteen minutes before the player characters arrived.

FEN (SCOUT)

Small humanoid (gnome), chaotic good

Armor Class 13 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 25 ft.

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

Skills Nature +5, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Gnomish

Challenge 1/2 (100 XP)

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

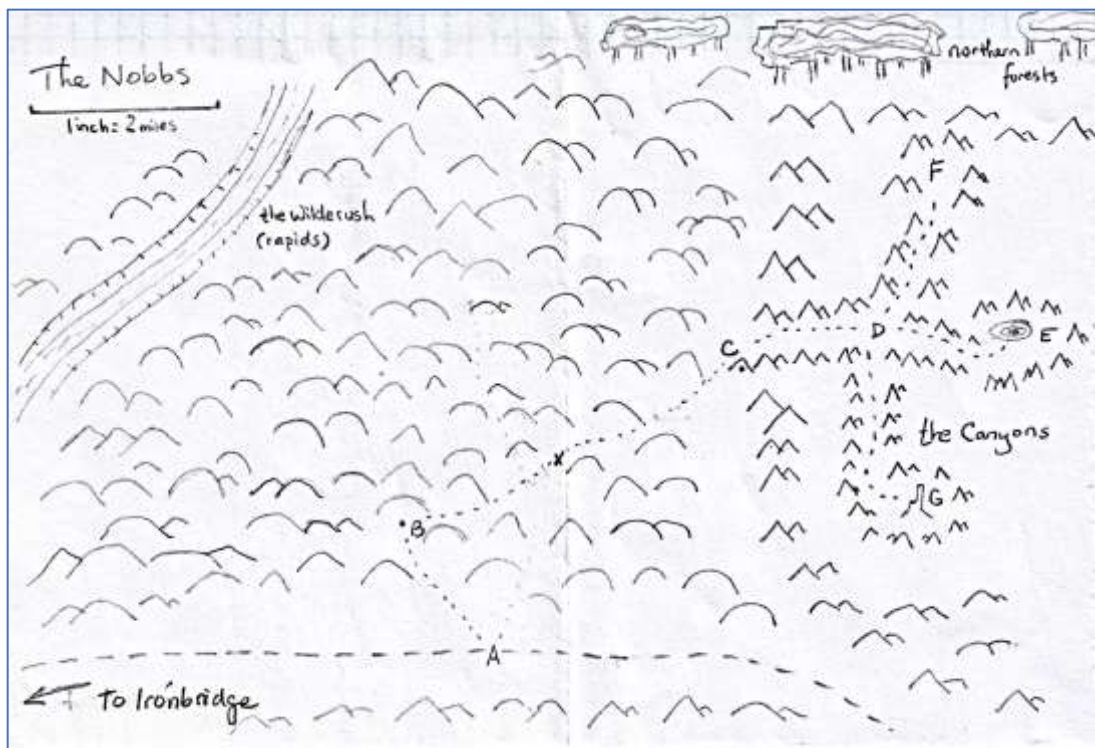
Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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.



The farmers are grateful for any healing or other aid, but they beg the party to intervene. They say that the humanoid must be living in the old goblin caves in the canyons to the northeast, but if the party can intercept them before they get there they can recover the farmers' animals (two cows, six goats, and an assortment of chickens) and anything else they stole.

If the party doesn't do anything, the militia force arrives a short time later. Parnam is reluctant to track the fleeing humanoids, insisting that they report back to the council in Felderhavn.

If the party does agree to follow the attackers, they should have no trouble following their tracks (Survival DC5). The xvarts are slowed by their looted treasures, but they have set a rear guard to delay any pursuit. The ambushers hide in the undergrowth along the trail, preparing to strike from ambush. The ambush will take place roughly at the spot marked with the small "x" on the map.

The ambush party includes four **xvarts**, accompanied by two **giant rats**. The xvarts will send the rats to rush the party, while they wait to attack from concealment once the enemy is engaged. If two of the xvarts are killed, the rest will disengage and try to lose their foes in the dense growth that surrounds the trail.

XVART

Small humanoid (xvart), chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 8

Languages Abyssal

Challenge 0 (10 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 ft. of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

If the party defeats the ambushers and continues to chase the looters, they encounter the cows and goats abandoned in a gully a few miles northeast of the farm, along with some of the heavier tools and other items stolen from the farm. Freed of their heavier burdens, the rest of the band should be able to reach the Canyons ahead of their pursuers. If the party presses on you can continue with the next part of the adventure, but note that night is approaching and the landscape is growing increasingly rugged ahead.

The Freed Prisoner

This encounter can happen while the party is pursuing the fleeing xuart band, or it can happen after they have returned to Felderhavn to report what happened. Either way, they encounter an old gnome who has returned from the Canyons within the Nobbs with an amazing story.

The prisoner is an aged gnome named Feskar Albridge, a retired farmer (**commoner**) who was kidnapped from his farm with his wife six days ago. He was injured in the ambush, and was not taken to the spire with the other captives. He is familiar with the redoubt (area C on the Nobbs map) and from what he saw he has guessed that the xvarts have more than one base of operations within the canyons. He never saw more than a dozen xvarts together at any one time, but he believes that there are many more back in the canyons.

He is disconsolate because of the loss of his wife, Ginny, who talked back to the xvarts and was killed for her trouble. Feskar is guilty because he was sick from his wounds at the time, and only found out later what happened. He saw a family of three gnomes being taken into the canyons shortly after he arrived, including a young girl.

Feskar was left to die, but despite his grief he rallied and recovered enough to walk. The xuart leader came to speak with him, asking questions about Felderhavn. Feskar made up a bunch of wild stories for answers, but he isn't sure if he was convincing. The xuart, who called himself "Kvellik," said that they only needed the gnomes to help finish a construction project and that they would be released once it was finished. As a gesture of goodwill, he said he would release Feskar as long as he passed that information to the leaders of the village. He said that if the gnomes sent a delegation of five workers to the entrance of the canyon complex, including at least two skilled at stoneworking, he would release the child and her mother.

Feskar does not believe anything that Kvellik said, but he has no idea what the gnomes can do against a dug-in force like the xuart tribe. He is frail and exhausted, and will ask the party to help him get to Felderhavn so he can pass on his grim news to the village council.

The Adversary

A tribe of xvarts moved into the region about three years ago. When their Speaker died, shortly after their arrival, a notable figure rose to a position of leadership. Kvellik had the inherent intellect that was the natural prerequisite for such a position, but he also had an unusual trait for one of his kind: the ability to use that intelligence to think of creative solutions to the problems confronting the tribe.

The xvarts moved into the vacated goblin caves, but they were cramped and barely sufficient for the tribe. Kvellik's scouts found a nest of giant ants in a nearby canyon, but the xvart leader came up with a solution to keep that threat contained. The scouts then identified a unique feature in the southernmost canyon, a solitary stone spire. Kvellik immediately saw the possibilities; the spire offered the possibility of a defensible lair. But the xvarts lacked the necessarily talents to transform it into the fortress the new chief pictured in his mind.

That led to the eventual plan to capture gnomes to complete the work. Kidnapping was already part of xvart culture, but instead of sacrificing them to Raxivort, Kvellik decided instead to enslave them. The other members of the tribe were reluctant to embrace this new approach at first, but as their new lair takes on form, they are starting to come around.

Despite his intelligence, Kvellik's world-view is severely limited by his limited perspective and experience. He has not thought through the full potential consequences of his actions, especially the retaliation that his decision to attack the village may invite. He assumes that once he has extorted the necessary labor from the gnomes, he and the tribe will move into their new home, where they will be safe from any foes. In fact, he has recently begun to consider other possible advantages to not sacrificing the prisoners once their usefulness as workers has come to an end. He has even envisioned Felderhavn becoming a sort of tributary state to the xvarts, allowing them to improve their standard of living in the future.

Despite their weak and cowardly nature, the xvart tribe is a considerable force in its entirety. A wise party will take advantage of their currently dispersed status to wear away at its strength, rather than making a beeline for the fortified main camp around the unfinished spire. Note that the creatures in the keyed area below have been provided without considering casualties from past raids or random patrols. Feel free to edit the encounter areas based upon player actions, including attrition or ambushes designed to reduce the xvart tribe's strength. Conversely, if the player characters are doing exceptionally well or are particularly strong in numbers or ability you may add to the number of foes to ensure that they have a reasonable challenge.

Overland Encounters

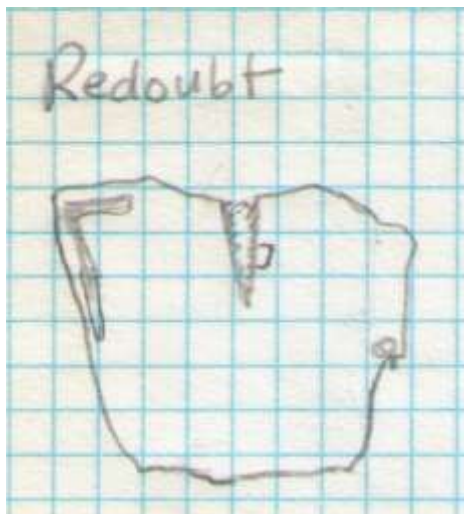
There aren't many encounters in the Nobbs, in part because the combined presence of the gnomes and the xvarts have reduced the number of hostile creatures in the area. Roll for an encounter every six hours, with a 1 in 12 indicating an encounter. Feel free to select a creature from the table below if the indicated encounter doesn't make sense given the current context.

Roll d6	Encounter
1	Party of gnome hunters (1d4+1 commoners , led by a scout)
2	A single giant poisonous snake
3	A group of 1d4 hill deer
4	An aggressive giant boar
5	1d4+1 blood hawks . If only two are encountered, they are a nesting pair that will defend their nest to the death.
6	Hunting party of 1d4+1 xvarts . If outnumbered, they will try to avoid a fight.

The Canyons

The canyons range from twenty to sixty feet across, with walls between sixty and a hundred feet high. There is ample brush and loose boulders to hide behind, and occasional caves and niches that offer potential shelter and cover. The xvarts are quite familiar with this entire area. Random encounters in the canyons will always be with xvart patrols, unless you want to have a group of foraging ants slip past the barrier near the sinkhole (area F).

C. The Redoubt



The xvarts have set up a small outpost at the entrance to the canyons. If the raiders have successfully returned, this site will be on alert. If no alert has been received, one of the defenders will be on watch while the rest gamble for worthless trinkets near the access cleft.

The outpost is atop a large outcrop of stone situated about 100 feet from the mouth of the canyon. It is the size of a large house, roughly forty feet square and twenty-five feet high at its tallest point. At that point, along the northwest corner, the xvarts have created a small breastwork out of piled stones mortared with

mud. This improvised fortification grants the xvarts excellent cover from below (+5 to AC), but it does make the position relatively obvious to a party approaching from the hills (Perception DC10 to spot).

Along the northern edge of the outcrop is a cleft that widens into a natural staircase of sorts, giving easy access to the top (“easy” as in not requiring an Athletics check, but still difficult terrain). Anyone trying to climb the outcrop elsewhere must make a DC15 Athletics check. The xvarts have constructed a wooden cage near the base of the cleft where they have imprisoned a very irate captured **giant badger**. A rope leads from the front of the cage up to the top of the outcrop; if the xvarts are alerted to danger one of them will be holding that rope, ready to free the badger if anyone tries to ascend.

The defenders include six **xvarts**. If two of them are killed, the rest will retreat to the center of the outcrop, where they are not visible to anyone below. One will keep an eye on the cleft while the other survivors retreat to the far eastern side of the stone formation, where they have secured a rope to a spike embedded in the rock. They will try to sneak away, moving quickly once they have made it to the relative security of the canyon entrance. The one holding the rope will be the last to escape.

The space behind the redoubt shows signs of having been used as a camp recently. There are a few bits of frayed rope and soiled clothing that looks like it might have belonged to gnomes from Felderhavn. The xvarts used this area as a staging site for their prisoners, prior to bringing them to the spire (see “The Freed Prisoner” above).

D. The Dead Giant

The intersection where the various canyons meet is immediately notable for the presence of a dead hill giant, lying against the canyon wall in the southeastern part of the area. From the ferocious stink and the decay of its body it has been here for a few weeks, at least. Various tiny arrows have punctured its body, but those pinpricks were inflicted post-mortem; the actual cause of the giant’s death was accidental. When it came to the Nobbs the giant encountered the canyon, blocking its advance. Its dim brain came up with the solution of climbing down, but no sooner had it clambered over the rim of the 100-foot cliff but it slipped. It fell awkwardly and landed face-first in the uneven rocks of the canyon floor. Even that didn’t kill it instantly, but it was barely able

GIANT BADGER

Medium beast, unaligned

Armor Class 10
Hit Points 13 (2d8 + 4)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

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

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

to push itself up before the internal damage caught up to it and slumped back down—this time, for good.

The giant's body has been thoroughly looted. If inspected the party will find several thousand three-inch beetles feeding on the underside of the corpse, but nothing else of note. A search of the area (Survival DC10) turns up xuart and rat tracks heading down all of the canyons; a DC15 result will reveal that most of the recent traffic is to the south, with only occasional visits to the eastern fork.

E. The Sinkhole

As the canyon approaches this area it narrows, the walls coming together until they finally reach a spot where they are only 15 feet apart. At this spot an elaborate barrier has been strung across the canyon. The barrier consists of multiple layers of rope, vines, and other organic matter woven together into a fairly dense mesh. The barrier is attached to the canyon walls with multiple spikes and hooks, and rises at least 20 feet off the canyon floor. A number of sharp thorns and small, rusty blades have been attached to it, but they are easily avoided unless the intruder is especially careless.

The mesh barrier isn't especially tough (AC12, hp 18 to cut a man-sized opening). But its deterrent comes in the form of the stink. A number of small clay posts containing a foul-smelling paste have been attached to the mesh. The odor they produce is so strong that the party may smell the barrier before they see it, especially if the wind is blowing their way. The paste is made from ground up seeds and a few other ingredients that the xvarts have learned has a natural repellent effect upon the ants dwelling in the sinkhole. The humanoids kept a watch here for a time, but since the ants have found an alternative route to their foraging grounds east of the canyons they have more or less ignored the place except for occasional checks on the integrity of the barrier.

The sinkhole is the location of a nest of **giant ants**. If the player characters watch they will be able to see a steady stream of ants moving out of the sinkhole and up a cleft on the far wall of the canyon. The ants forage across a wide area that extends for several miles to the east.

If player characters move past the barrier, they will likely attract the attention of 1d6 giant ants. Ants release

GIANT ANT					
<i>Small beast, unaligned</i>					
Armor Class 13 (natural armor)					
Hit Points 9 (2d6 + 2)					
Speed 30 ft., climb 30 ft.					
STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	1 (-5)	7 (-2)	5 (-3)
Senses blindsight 30 ft., passive Perception 8					
Languages —					
Challenge 0 (10 XP)					
Keen Smell. The giant ant has advantage on Wisdom (Perception) checks that rely on smell.					
ACTIONS					
Bite. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC12). Until the grapple ends, the ant can't bite another target.					

chemicals to communicate with each other. The prevailing winds blow to from east to west, which may give the party a chance to press on a bit before the entire nest is roused. Alternatively, they could bring some of the xvarts' stinkpots with them; the smell will repel the ants unless the substance is brought into the lair (in which case the ants will try to remove the offender).

The sinkhole is forty feet across and descends to an underground chamber thirty feet below. The sides are crumbling, and anyone attempting a descent must make a DC10 Dexterity saving throw. Failure means that the character loses their footing and slides rapidly to the chamber floor, taking 1d6 bludgeoning damage and landing prone. Getting out of the sinkhole without a rope or other aid requires a DC10 Athletics check; failure on that check requires another saving throw to avoid the fate noted above. The ants, with their climb speed, have no difficulty climbing in or out.

The nest is not mapped. The space at the bottom of the sinkhole contains dozens if not hundreds of smaller openings that lead to a maze of smaller chambers. The side passages are so small that only a Small creature can enter, and even they have to squeeze to fit (1 extra foot for every foot of movement, and they have disadvantage on Attack rolls and Dexterity Saving Throws. Attack rolls against the creature have advantage while it is in the smaller space). If players express an interest in exploring these tunnels, you may want to dissuade them (perhaps by mentioning the ants coming and going from them in a constant stream).

The lair contains dozens of ants, and a queen that is not accessible (she is in the deepest chamber within the nest). The ants do not collect treasure. The main reason the player characters might want to descend into the sinkhole at all is due to the subterranean chamber's one unique feature: there is a pool of water near the center of the space. A soft blue glow comes from within, barely visible from the rim of the sinkhole (Perception DC15 during daytime, and DC10 at night). The glow comes from an object at the bottom of the 10' deep pool: a magical *wand of size mastery*. The silver shaft of the wand is covered with crystallized minerals, leaving only the glowing gem visible. The wand's power has slowly diffused into the pool, contributing to the gradual growth of the ants over a period of decades. If the DM likes, the wand may be damaged; restoring it may require another quest to secure ingredients such as a new gemstone, blood from other giant insects, and/or the pituitary gland of a hill giant. Restoring the wand can improve its charges to 7, with 1d6+1 charges regained per day, or grant it additional powers at the DM's discretion.

Wand of Size Mastery

Requires Attunement by a Spellcaster

This wand consists of a faintly glowing blue crystal attached to a slender silver shaft.

This wand has 3 Charges. While holding it, you can use an action to expend 1 of its Charges to cast the *enlarge/reduce* spell (save DC 13) from it. The effect lasts for one minute.

The wand regains 1 expended Charge daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Getting the wand without stirring up the entire nest may require a creative solution; the DM should be flexible in giving the players' ideas a reasonable chance of success. If the nest is roused, however, the party will likely need to retreat in a hurry. The ants will not pass beyond the xvarts' barrier unless the stink pots are removed.

F. The Old Lair



This set of natural caves served as the lair of a tribe of goblins, before they were wiped out by passing adventurers. When the xvarts arrived they took it over, but it quickly became obvious that the site wasn't big enough for them. Most of the xvarts are now at the new camp in area G, but a large force of noncombatants remains, mostly elders who are less capable than the standard adults. Letting these feebler members of the community continue to live is another one of Kvellik's innovations; they are given food as long as they are able to work, mostly doing basic crafts in the back cavern (area 4), making armor out of hides, braiding rope, repairing weapons, and the like. All told there are seventeen xvarts here, but only a few will fight if the site is assaulted.

The leader here is a feisty **xvart** named Korox, who carries a large cleaver as a weapon (treat as a hand axe). Various xvarts will be visible outside the main entrance to the cave at any time of day or night; if they detect intruders, they will rush inside to get help. Korox will set up an improvised line of defense in the entry cave (area 1). He will order the xvarts' pets, a **swarm of rats**, to attack from their warren (area 2), while half a dozen elders armed with tiny spears (treat as darts, +3 attack, 20/60 range, 1d4+1 damage) cower behind a hastily-assembled barrier of crude furnishings, sacks, and assorted trash near the entrance of the sleeping cave (area 3). The barrier grants +2 to the xvarts' AC, but it is easily vaulted by a Medium creature (no movement penalty).

XVART ELDER

Small humanoid (xvart), chaotic evil

Armor Class 12 (leather armor)

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	8 (-1)	8 (-1)	7 (-2)	7 (-2)

Skills Stealth +5

Senses darkvision 30 ft., passive Perception 8

Languages Abyssal

Challenge 0 (10 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart elder has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart elder's allies is within 5 ft. of the target and the ally isn't incapacitated.

Ravivort's Tongue. The xvart elder can communicate with ordinary bats and rats, as well as giant bats and giant rats.

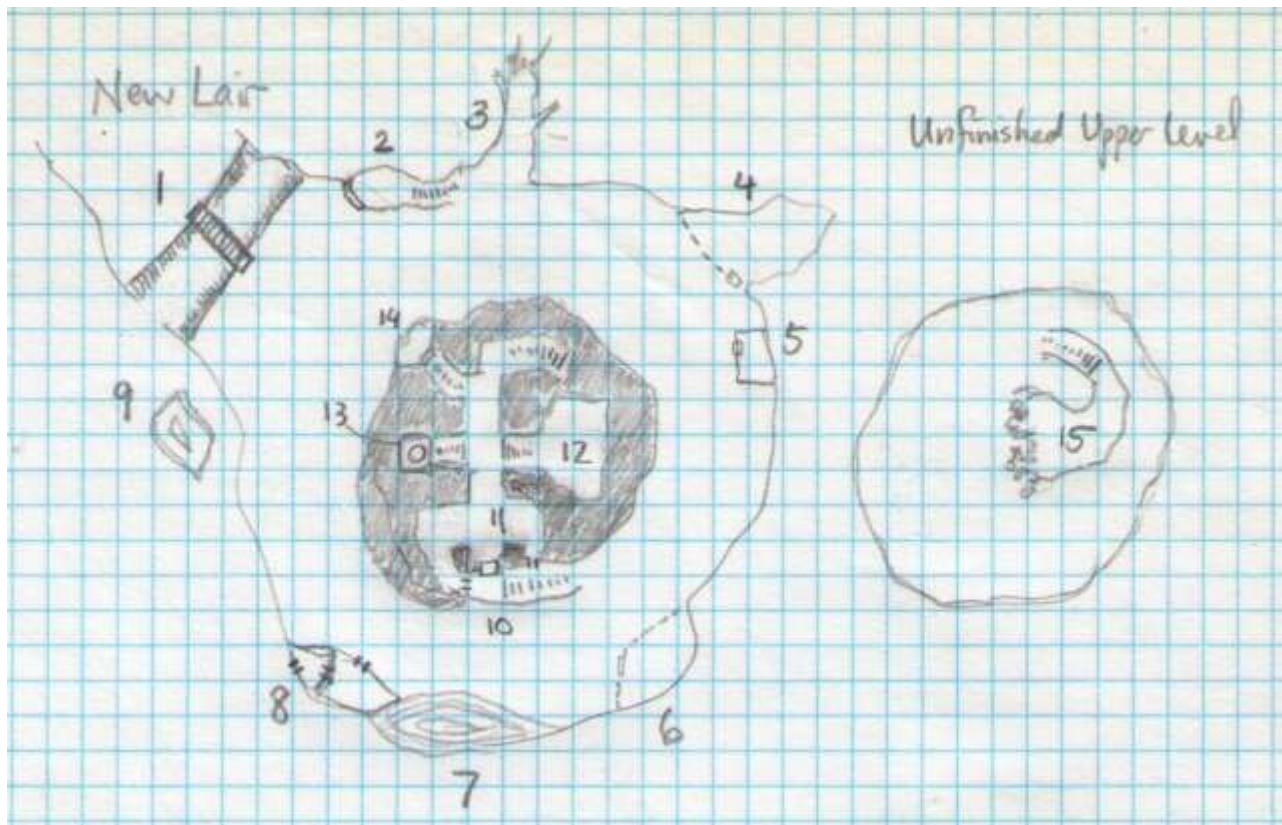
ACTIONS

Sharp Stick. Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Even with Korox's urging, only 1d4 of the elders will actually hurl their missiles on any given round. If the leader is killed, the remaining xvarts will immediately flee into the rearmost caves and cower in terror.

There is hardly any treasure to be found here; a detailed search of the cave complex will only turn up 14cp, 5sp, and a few odds and ends (select a few assorted items from the list in the *Player's Handbook*). Korox's prize possession, besides his cleaver, is a small silver mirror (20gp value), engraved with the words "To My Dearest Leyna" on the back.

G. The Spire



General Overview: the spire is still under construction, but even in its current state it represents a hard target for a second-level party. There are 14 xvarts (including Kvellik) and 8 giant rats at the site, enough to wipe out a careless group if engaged at once. Fortunately, the occupants are rather spread out when the party arrives, but even so the DM may want to offer cautionary clues if the group is about to find itself facing the bulk of the xuart tribe all at once, whether through bad choices or bad luck.

If any xvarts escaped from the Redoubt or the Old Lair, Kvellik will be expecting trouble. However, he expects the watchers atop the cliffs at area 9 to report the approach of intruders, and he continues his focus upon the construction project. Each morning at dawn the xuart leader goes to the lookout (area 14) with a basket of overripe fruit. The

local bats know that if they show up they'll get a free meal, which Kvellik uses to get an update about potential threats in the local area. If the party is within 10 miles of the spire between sunset and dawn, roll a Perception check by the bats against the party's Stealth to see if they are detected.

If an alarm is sounded, not much changes in terms of the distribution of forces. The basic plan is to wait until enemies have crossed the bridge in area 1, then collapse it behind them. The xuart in area 3 orders the giant rats to attack the party once the bridge has fallen. The xvarts in areas 2 and 14 will support the attack with their slings. Kvellik orders the guards in area 11 to take up their stations guarding the spire entrance, then goes to the lookout at area 14 to see for himself what is happening. The guards in area 15 lead the prisoners back to the cage in area 4. Once they are locked in (which takes 2 minutes from when the alarm is sounded), those guards will reinforce the main force, leaving the pair of guards at area 5 to keep watch over the prisoners.

If the fight in the canyon goes against the xvarts they will withdraw to the spire, unless the enemy force is utterly overwhelming, in which case they will make for the ladders leading up out of the canyon (area 8). Kvellik is smart enough to know that he is unlikely to be treated with leniency after what they've done to the gnomes, so he will not surrender unless he has no other option.

1. The Bridge: the entrance to the box canyon holding the new xuart lair is blocked by a 15' deep gully. A narrow wooden bridge offers an easy route across. Getting out of the gully requires a DC10 Athletics check. Falling into the gully inflicts 1d6 bludgeoning damage.

A single **xuart** is stationed under the bridge. If a general alert is sounded he crawls up under the bridge (Athletics DC10), where he waits for a second signal from the spire. If that signal comes, he pulls the pins that cause the bridge to split in two and fall into the gully. Anyone on the bridge when that happens takes 1d6 bludgeoning damage from the fall.

2. Sentry Post: this ledge is 10' above the canyon floor. A 3' wall of piles stones offers cover and concealment for a pair of **xvarts**. If an alarm is sounded, they will hide until the signal is given to drop the bridge.
3. Rat Warren: a broad crevice in the canyon wall here rapidly narrows to a series of smaller passages that serve as a lair for the tribe's rat allies. Six **giant rats** are here at the moment, along with a **xuart** who serves as their handler.
4. Slave Quarters: this crevice in the cliff wall is fenced in by a cage made out of branches tied together with leather throngs. A rudimentary gate allows prisoners to exit. During the day, two gnome prisoners, a young wife (Gisella) and a 6 year old child (Tinnah), are held here while the other gnomes work in the spire. At night all eight of the prisoners are kept in the cell. The xvarts only check in infrequently during the day, but at night at least one sentry is watching the cage at all times.

5. Sentry Hut: this hut contains a pair of **xvarts** whose primary task is to keep an eye on the prisoners. During the day the two spend most of their time sleeping. If they fail to hear the alarm being raised (Perception DC10), they'll definitely be woken when the guards bring the rest of the slaves here from area 15.
6. Animal Pen: the xvarts keep animals they've stolen from the gnome settlements here. At the moment the only residents are a pair of ragged-looking sheep and a single goat.
7. Pool: this pool gathered at the low point of the canyon, and provides water for the entire tribe. When it rains the water level rises as high as the base of the spire, but the xvarts have built that into their planning (thus the raised entry to area 10).
8. Ladders: the cliffs that surround the spire are 60' high. Three crude ladders lead up to the top via a series of ledges. Each ladder is 20' long. The ladders are rather frail; if over 100 pounds of weight is put onto them, there is a cumulative 25% chance that it breaks. If the climber is near the top of the cliffs when that happens, allow a DC10 Dexterity save to grab onto the nearest ledge (after taking falling damage to that point). If they fail, they fall all the way to the base of the cliffs, taking 1d6 damage per 10 feet fallen.
9. Lookout Point: the area atop the cliffs consists of broken, uneven rocks and is considered difficult terrain. A stone outcrop here serves as a lookout for two **xvarts** that watch both the canyon approach and the surrounding area. If they spot intruders, they will give the signal (a hawk's hunting cry). If the party is within 100' of the spire at that point, they will also hear the signal. A DC10 Nature check will reveal that the cry was not made by an actual hawk.

There are a number of small caves in this area. Any cave entered during the day has a 50% chance of containing a few dozen **bats**, who keep the xvarts informed of any interesting sights they encounter during their nocturnal hunts in the area. The bats are generally not hostile unless provoked.

10. Spire Entry: the xvarts have fortified the entrance to their citadel. Rough-hewn steps lead up to a heavy wooden door 10' above the canyon floor. The door is barred from inside (Athletics DC15 to force open, AC15/hp18 to destroy). The entrance is flanked by a pair of narrow slits. If the guards from area 11 have been alerted, they will be manning their stations behind the slits (which grant +5 to their AC).
11. Guard Room: a pair of **xvarts** are taking their rest here. They each have a light crossbow that was stolen from the gnomes, along with 10 bolts. If alerted, they will grab their weapons and take up position at the entrance to the spire (area 10). The room is a mess, with multiple bedrolls and assorted trash scattered along the walls. Both xvarts wear fancy shirts that were obviously stolen from the gnomes over their armor.

12. Kvellik's Quarters: the xuart leader has made this unfinished chamber his home. Unless there has been an alert, he will be found here. Kvellik is a mundane xuart with 13 Intelligence. He carries two prizes from the raids against the gnomes: a shortsword with a silver badger's head carved into the hilt, with a pair of tiny rubes for eyes belonging to Karentos (50gp value), and a gold wedding ring belonging to Gisella (35gp value). The room contains a small bed covered in dirty furs (and a plush quilt stolen from the gnomes), an empty cask that he uses as a chair, and a foul nest where his constant companions, a pair of **giant rats**, reside. A small assortment of items stolen from the gnomes are scattered around the room, including several pewter cups, a few pieces of silverware, and a couple of tiny clockwork constructions that have been quite thoroughly broken. Buried under the nest is a small wooden chest, decorated with elaborate scrollwork in a floral motif (also stolen from the gnomes). The chest's lock is broken. It contains 165 silver pieces, a carving of a hunting cat made of ivory (10gp value), a fine silk scarf that had belonged to Feskar's wife (15gp value), and a scroll of *silent image*.
13. Cistern: this small chamber, which includes a shaft 4' across and 7' deep, was designed to function as an emergency water storage for the fortress. Unfortunately, Kvellik has been unable to prevent the other xvarts from using it as a sewer, creating a heroic stench that fills most of the lower level.
14. Watch Station: a single **xvart** usually keeps watch from this ledge, which is 20' above the canyon floor. A coiled rope attached to a spike is kept here in case there is a need to escape the spire. The sentry keeps a brass whistle, which he blows to signal that the bridge in area 1 should be dropped. If the initial alarm has been sounded, the sentry lies flat, giving advantage on stealth checks unless the one viewing has a higher vantage.
15. Upper Level: this area is under construction. Five gnomes work here under the watchful eye of two **xvarts**. The gnomes have simple picks that they are using to excavate the chamber. Progress is slow, but the gnomes have already done far better than the xvarts had to this point, which has contributed to Kvellik's idea to recruit more slaves to finish the work.

The prisoners are all **commoners** unless noted, and include:

- Karentos, a gnome **guard**, and his wife Jena. Karentos has experience with the local militia, but he didn't get a chance to put up a fight before the xvarts broke into his house and captured his daughter, Tinnah. Now they are using her to enforce her parents' compliance. Kvellik isn't actually planning on letting any of his slaves go, though he makes promises in order to give the gnomes hope and encourage them to work harder.
- Sully and Gevas, a pair of middle-aged farm laborers. They were the first taken prisoner by the xvarts and have developed a somewhat fatalistic attitude.

- Klydens, a young gnome farmer. His wife, Gisella, is kept in the slave pen during the day to take care of Tinnah.

Aftermath

If the party is able to defeat the xvarts and return the gnome captives to Felderhavn, the village council will be extremely grateful. In addition to the 50 gold pieces they promised, the village will offer the following rewards:

- If any of the gnomes' stolen heirlooms were returned to them, the freed prisoners might offer them to a party member in thanks, or their families could offer something of similar value.
- The crafts guilds of the village combine to create a fine quality suit of clothes for each party member. If the party is willing to remain in Felderhavn for a while, the skilled metal crafters collaborate on a suit of splint armor for a member of the group.
- Feldorwynn is willing to let a party wizard copy spells from his book, donating the necessary supplies. He has the spells *color spray*, *comprehend languages*, *detect magic*, *identify*, and *unseen servant* in his spellbook.

When the party is ready to move on, they can continue their journey to Ironbridge, which is another two days' travel to the southwest.

Dungeons & Dragons Character Sheet

Name:

Human female barbarian
Background: Folk Hero

Level: **1**

Experience: **0** (300 experience points needed for 2nd level)

Armor Class **14**

(Armor class determines how easy it is to hit the character in combat. Barbarians are proficient with light or medium armor.)

Hit Points **14**

(Hit Points determine how much damage a character can take. Barbarians use a 12-sided dice to determine hit points per level.)

Proficiency Bonus: **+2**

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

<u>Ability Scores</u>	<u>Value</u>	<u>Modifier</u>	<u>Save</u>
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Strength	16	+3	+5*
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Strength modifies melee attacks and carrying capacity.

Dexterity	14	+2	+2
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Dexterity modifies armor class, initiative, and ranged attacks.

Constitution	15	+2	+4*
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Constitution modifies hit points per level.

Intelligence	9	-1	-1
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Wisdom	13	+1	+1
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Charisma	11	+0	+0
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Speed: 30

Attacks:

Initiative: +2

Greataxe: +5 melee (1d12+3 damage)
Javelin +5 ranged (1d6+3 damage, range 30/120)

Treasure: 10 gold pieces

Skills:

(* indicates proficient)

Acrobatics (Dex): +2

Animal Handling* (Wis): +3

Athletics* (Str): +5

Deception (Cha): +0

History (Int): -1

Insight (Wis): +1

Intimidation (Cha): +0

Investigation (Int): -1

Medicine (Wis): +1

Nature (Int): -1

Perception* (Wis): +3

Performance (Cha): +0

Persuasion (Cha): +0

Religion (Int): -1

Sleight of Hand (Dex): +2

Stealth (Dex): +2

Survival* (Wis): +3

Equipment:

Greataxe

2 Handaxes

4 Javelins

Shovel, Iron Pot

Woodcarver's tools

Explorer's Pack (with waterskin,

10 days trail rations, bedroll, 10

torches, mess kit, 50' rope, and

flint and steel)



Class Abilities:

Rage (2/day, +2 rage damage, advantage on STR checks and saves, resistance to physical attacks, lasts one minute)

Unarmored Defense (when not wearing armor, add Dex and Con modifiers to AC)

Dungeons & Dragons Character Sheet

Name:

Half-elf female cleric
Background: Hermit

Level: **1**

Experience: **0** (300 experience points needed for 2nd level)

Armor Class **18**

(Armor class determines how easy it is to hit the character in combat. Tempest clerics can wear any armor.)

Hit Points **10**

(Hit Points determine how much damage a character can take. Clerics use an 8-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

<u>Ability Scores</u>	<u>Value</u>	<u>Modifier</u>	<u>Save</u>	
Strength	14	+2	+2	Strength modifies melee attacks and carrying capacity.
Dexterity	10	0	0	Dexterity modifies armor class, initiative, and ranged attacks.
Constitution	14	+2	+2	Constitution modifies hit points per level.
Intelligence	8	-1	-1	
Wisdom	16	+3	+5*	
Charisma	15	+2	+4*	Charisma modifies spellcasting for bards.



Speed: 30

Attacks:

Warhammer: +4 melee (1d8+2 damage)

Light Crossbow +2 ranged (1d8 damage)

Special Abilities:

Wrath of the Storm: when hit by an enemy within 5', can blast them with 2d8 lightning or thunder damage (Dex save DC 13 for half). Can use 3/long rest.

Skills:

(* indicates proficient)

Acrobatics (Dex) +0

Animal Handling (Wis): +3

Athletics (Str): +2

Deception (Cha): +2

History* (Int): +1

Insight* (Wis): +5

Intimidation (Cha): +2

Investigation (Int): -1

Medicine* (Wis): +5

Nature (Int): -1

Perception (Wis): +3

Performance (Cha): +2

Persuasion (Cha): +2

Religion* (Int): +1

Sleight of Hand (Dex): +0

Stealth (Dex): +0

(disadvantage due to armor)

Survival (Wis): +3

Spells (save DC 13):

Cantrips Known (cast at will): Light, Sacred Flame, Thaumaturgy

Spells Prepared (can cast 2/day):

1/**Bane** (hinders 3 enemies within 30 feet, lasts one minute)

1/**Cure Wounds** (heal 1d8+3 on touch)

1/**Fog Cloud** (20' radius cloud up to 120' away, obscures area)

1/**Guiding Bolt** (ranged spell attack +5, 120 feet, 4d6 damage)

1/**Shield of Faith** (+2 AC to self or ally within 60 feet)

1/**Thunderwave** (2d8 thunder damage and pushes everyone within 5' of you 10' back, Con save for half and avoid push)

Equipment:

Chainmail

Warhammer

Shield

Light Crossbow

Case with 20 bolts

Explorer's Pack (with

waterskin, 10 days trail

rations, bedroll, 10

torches, mess kit, 50' rope,

and flint and steel)

Holy Symbol

Herbalism Kit

Treasure:

5 gold pieces

Dungeons & Dragons Character Sheet

Name:

Human male fighter
Background: Soldier

Level: **1**

Experience: **0** (300 experience points needed for 2nd level)

Armor Class **19**

(Armor class determines how easy it is to hit the character in combat. Fighters can wear any sort of armor.)

Hit Points **12**

(Hit Points determine how much damage a character can take. Fighters use a 10-sided dice to determine hit points per level.)

Proficiency Bonus: **+2**

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

<u>Ability Scores</u>	<u>Value</u>	<u>Modifier</u>	<u>Save</u>
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Strength	16	+3	+5*	Strength modifies melee attacks and carrying capacity.
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Dexterity	11	+0	+0	Dexterity modifies armor class, initiative, and ranged attacks.
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Constitution	15	+2	+4*	Constitution modifies hit points per level.
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Intelligence	9	-1	-1	
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Wisdom	14	+2	+2	
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Charisma	13	+1	+1	
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Speed: 30

Attacks:

Longsword: +5 melee (1d8+3 damage)
L. Crossbow: +2 ranged (1d8 damage, range 80/320)

Fighting Style: Defense
(+1 to AC)

Initiative: +0

Treasure: 10 gold pieces

Skills:

(* indicates proficient)

Acrobatics (Dex): +0
Animal Handling (Wis): +2
Athletics* (Str): +5
Deception (Cha): +1
History (Int): -1
Insight (Wis): +2
Intimidation (Cha): +1
Investigation (Int): -1
Medicine (Wis): +2
Nature (Int): -1
Perception* (Wis): +4
Performance (Cha): +1
Persuasion (Cha): +1
Religion (Int): -1
Sleight of Hand (Dex): +0
Stealth (Dex): +0
(disadvantage due to armor)
Survival* (Wis): +4

Equipment:

Chain mail
Shield
Longsword
Light Crossbow
20 bolts
Explorer's Pack (with waterskin, 10 days trail rations, bedroll, 10 torches, mess kit, 50' rope, and flint and steel)

Dungeons & Dragons Character Sheet

Name:

Half-orc male rogue

Background: Outlander

Level: 1

Experience: 0 (300 experience points needed for 2nd level)

Armor Class 13

(Armor class determines how easy it is to hit the character in combat. Rogues can wear light armor.)

Hit Points 11

(Hit Points determine how much damage a character can take. Rogues use an 8-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

<u>Ability Scores</u>	<u>Value</u>	<u>Modifier</u>	<u>Save</u>
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Strength	12	+1	+1	Strength modifies melee attacks and carrying capacity.
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Dexterity	14	+2	+4*	Dexterity modifies armor class, initiative, and ranged attacks.
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Constitution	16	+3	+3	Constitution modifies hit points per level.
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Intelligence	12	+1	+3*
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Wisdom	13	+1	+1
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Charisma	8	-1	-1
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Speed: 30

Attacks:

Rapier: +4 melee (1d8+2 damage)

Treasure: 10 gold pieces

Initiative: +2

Shortbow: +4 ranged (1d6+2 damage, range 80/320)

Skills:

(* indicates proficient, ** indicates expertise)

Acrobatics (Dex): +2

Animal Handling (Wis): +1

Athletics* (Str): +3

Deception (Cha): -1

History (Int): +1

Insight (Wis): +1

Intimidation* (Cha): +1

Investigation (Int): +1

Medicine (Wis): +1

Nature* (Int): +3

Perception** (Wis): +5

Performance (Cha): -1

Persuasion (Cha): -1

Religion (Int): +1

Sleight of Hand* (Dex): +4

Stealth** (Dex): +6

Survival* (Wis): +3

Special Abilities:

Sneak Attack: +1d6 damage if you have advantage or an ally adjacent to target

Darkvision 60'

Relentless Endurance: if reduced to 0 hit points, drop to 1 hit point instead (1/long rest)

Savage Attacks: melee criticals add one die of damage

Equipment:

Leather armor

Rapier

Shortbow

20 arrows

2 daggers

Thieves' Tools

Dungeoneer's Pack (with waterskin, 10 days trail rations, crowbar, hammer, 10 pitons, 10 torches, 50' rope, and flint and steel)

Hunting trap

Dungeons & Dragons Character Sheet

Name:

Tiefling female sorcerer

Background: Criminal (burglar)

Level: **1**

Experience: 0 (300 experience points needed for 2nd level)

Armor Class **11**

(Armor class determines how easy it is to hit the character in combat. Sorcerers are not proficient in any armor.)

Hit Points **8**

(Hit Points determine how much damage a character can take. Sorcerers use a 6-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

Ability Scores Value Modifier Save

Strength **10** 0 0 Strength modifies melee attacks and carrying capacity.

Dexterity **12** +1 +1 Dexterity modifies armor class, initiative, and ranged attacks.

Constitution **14** +2 +4* Constitution modifies hit points per level.

Intelligence **14** +2 +2

Wisdom **8** -1 -1

Charisma **17** +3 +5* Charisma modifies spellcasting for sorcerers.



Special abilities:

Darkvision (60')

Hellish Resistance (resist fire damage)

Wild Magic Surge (1 in 20 chance)

Tides of Chaos (gain advantage on one roll per day)

Speed: 30

Initiative: +1

Attacks:

Mace: +2 melee (1d6 damage)

Ranged Spell Attack: +5 ranged

Proficient Skills:

Acrobatics (Dex): +1
Animal Handling (Wis): -1
Arcana* (Int): +4
Athletics (Str): +0
Deception* (Cha): +5
History (Int): +2
Insight (Wis): -1
Intimidation* (Cha): +5
Investigation (Int): +2
Medicine (Wis): -1
Nature (Int): +2
Perception (Wis): -1
Performance (Cha): +3
Persuasion (Cha): +3
Religion (Int): +2
Sleight of Hand (Dex): +1
Stealth (Dex): +1
Survival* (Wis): +1

Spells (save DC 13):

Cantrips Known (cast at will):
Acid Splash, Message, Minor Illusion, Prestidigitation, Thaumaturgy

Spells Known (cast 2/day):
1/Chromatic Orb (ranged attack 3d8 damage of choice)
1/Disguise Self (change appearance for 1 hr)

Equipment:

Mace
Two daggers
Explorer's Pack (with waterskin, 10 days trail rations, bedroll, 10 torches, mess kit, 50' rope, and flint and steel)
Arcane Focus
Crowbar

Treasure: 15 gold pieces

Dungeons & Dragons Character Sheet

Name:

Human female wizard
Background: Sage

Level: **1**

Experience: 0 (300 experience points needed for 2nd level)

Armor Class **11**

(Armor class determines how easy it is to hit the character in combat. Wizards are not proficient in any armor.)

Hit Points **8**

(Hit Points determine how much damage a character can take. Wizards use a 6-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

Ability Scores Value Modifier Save

<u>Ability Scores</u>	<u>Value</u>	<u>Modifier</u>	<u>Save</u>	
Strength	9	-1	-1	Strength modifies melee attacks and carrying capacity.
Dexterity	13	+1	+1	Dexterity modifies armor class, initiative, and ranged attacks.
Constitution	14	+2	+2	Constitution modifies hit points per level.
Intelligence	16	+3	+5*	Intelligence modifies spellcasting for wizards.
Wisdom	15	+2	+4*	
Charisma	11	+0	+0	



Speed: 30

Initiative: +1

Skills:

(* indicates proficient)

Acrobatics (Dex): +1
Animal Handling (Wis): +2
Arcana* (Int): +5
Athletics (Str): -1
Deception (Cha): +0
History* (Int): +5
Insight* (Wis): +4
Intimidation (Cha): +0
Investigation* (Int): +5
Medicine (Wis): +2
Nature (Int): +3
Perception (Wis): +2
Performance (Cha): +0
Persuasion (Cha): +0
Religion (Int): +3
Sleight of Hand (Dex): +1
Stealth (Dex): +1
Survival (Wis): +2

Attacks:

Dagger: +1 melee (1d4+1 damage)
Fire Bolt: +5 ranged, 120' range (1d10 damage)

Spells (save DC 13):

Cantrips Known (cast at will):
Dancing Lights, Fire Bolt, Mage Hand

Spells in Spellbook (prepared spells with *, cast 2/day):
1/**Charm Person*** (Wis save or friendly for 1 hr)
1/Feather Fall
1/Identify
1/**Mage Armor*** (AC14 for 8 hrs)
1/**Magic Missile*** (3 darts 1d4+1)
1/**Sleep*** (5d8hp of creatures)

Class abilities:

Arcane Recovery

(recover 1 spell slot/day with short rest)

Treasure: 10 gold pieces

Equipment:

Dagger
Scholar's Pack (with book of lore, bottle of ink, quill, small knife, 10 sheets of parchment, bag of sand)
Component Pouch
Spellbook

Character Records

	AC: 14	HP: 14	Init: +2	Notes:
(Human Barbarian)				
Passive Perception: 13	Condition(s):			

	AC: 18	HP: 10	Init: +0	Notes:
(Half-Elf Cleric)				
Passive Perception: 13	Condition(s):			

	AC: 19	HP: 12	Init: +0	Notes:
(Human Fighter)				
Passive Perception: 14	Condition(s):			

	AC: 13	HP: 11	Init: +2	Notes:
(Half-Orc Rogue)				
Passive Perception: 15	Condition(s):			

	AC: 11	HP: 8	Init: +1	Notes:
(Tiefling Sorcerer)				
Passive Perception: 9	Condition(s):			

	AC: 12	HP: 8	Init: +1	Notes:
(Human Wizard)				
Passive Perception:	Condition(s):			

General Notes

Initiative Tracker

>20					
20					
19					
18					
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≤1					

Creature Combat Tracker

Name	Init	AC	HP	Atk	Dmg
Giant Centipedes	+2	13	4	+4 Bite	1d4+2 and 3d6 poison (DC11 Con for none)
Skeletons	+2	11	13 13	+4 claw	1d4+2
Ghoul	+2	12	22	+2 claw	2d4+2 and paralyze 1 min (DC10 Con)
Xvarts (ambush)	+2	13	7 7	+4 sling +4 sword	1d4+4 1d6+2
Giant Rats	+2	12	7 7	+4 bite	1d4+2
Xvarts (redoubt)	+2	13	7 7 7	+4 sling +4 sword	1d4+4 1d6+2
Giant Badger	+0	10	13	+3 bite & +3 claws	1d6+1 2d4+1
Xvarts (old lair)	+2 +1	13 12	7 5 5	+4 axe +3 stick	1d6-1 1d4+1
Giant Ants	+0	13	9 9 9		
Xvarts (spire)	+2	13	7 7 7 7 7	+4 sling +4 sword	1d4+4 1d6+2
Giant Rats (spire)	+2	12	7 7 7	+4 bite	1d4+2