



# Night's Dark Terror

5th Edition Conversion  
by G.M.



## NIGHT'S DARK TERROR CONVERSION TO 5<sup>TH</sup> EDITION

The adventure is calibrated for a **3<sup>rd</sup> level** party composed of 7 PCs.  
**XP Thresholds** by character level are the following:

Easy	Medium	Hard	Deadly
525	1,050	1,575	2,800

If you play with a lower number of PCs I suggest to utilize 3<sup>rd</sup> - 4<sup>th</sup> level adventurers.

## Chapter 1: Siege at Sukiskyn



### On the Bank [EL 2,700 = Deadly]

- No. 01 Reaver of the Iron Ring [**Bandit Captain** MM page 344] Challenge 2 (450 XP)
- No. 04 Hounds of the Iron Ring (bowmen) [**Bandit** MM page 343] Challenge 1/8 (25 XP)
- No. 06 Hounds of the Iron Ring (boarders) [**Bandit** MM page 343] Challenge 1/8 (25 XP)

On the boat:

**Kalanos** - boatman [he's not evil but for stat use the block for **Thug** MM page 350] Challenge 1/2 (100 XP). He's equipped with a dagger (not a mace) and he doesn't have the heavy crossbow.

- No. 07 ordinary crewmen [**Commoner** MM page 345] Challenge 0 (10 XP)
- No. 01 Reaver of the Iron Ring (thief) [**Spy** MM page 349] Challenge 1 (200 XP)

### W1. Misha's Ferry (Map K) [EL 200 = Easy]

- No. 01 **Brow Bear** [MM page 319, maximum hp 52] Challenge 1 (200 XP)

### Journey to Sukiskyn [EL 700 = Medium]

- No. 01 **Worg** [MM page 341] Challenge 1/2 (100 XP)
- No. 05 **Wolf** [MM page 341] Challenge 1/4 (50 XP)

**Ambush!** [EL(a) 1,000 = Medium; EL(b) 1,875 = Deadly; EL(c) 500 = Easy ]

- a. No. 08 Wolfskull (Loss-lunk) **Goblin** [MM page 166] Challenge 1/4 (50 XP)
- b. No. 05 Wolfskull (Loss-lunk) **Goblin** [MM page 166] Challenge 1/4 (50 XP)  
No. 05 **Worg** [MM page 341] Challenge 1/2 (100 XP)
- c. No. 05 Red-blade (Gnhasska) **Goblin** [MM page 166] Challenge 1/4 (50 XP)

## The Long Night

### SE2. Snipers [EL 600 = Medium]

No. 06 Red-blade (Gnhasska) **Goblin** [MM page 166] Challenge 1/4 (50 XP)

### SE3. Foray [EL 3,300 = Deadly]

No. 02 Wolfskull **Goblin Boss** [MM page 166] Challenge 1 (200 XP)

No. 02 **Worg** [MM page 341] Challenge 1/2 (100 XP)

No. 10 Wolfskull **Goblin** [MM page 166] Challenge 1/4 (50 XP)

**TABLE 1 – COMBAT ABILITIES SUMMARY FOR PYOTR'S CLAN**

Name	Stat Reference	Block	MM Pag.	hp	Note
Pyotr	Knight		347	51	AC 19 (chain mail, <i>shield+1</i> ), <i>longsword+1</i>
Darya	Tribal Warrior		350	13	AC 12 (leather)
Taras	Scout		349	18	Battleaxe two-hand (1d10+2), short bow (1d6+2)
Alfana	Commoner		345	4	Dagger (1d4-1)
Irina	Acolyte		342	11	Cleric of Zirchev 1 <sup>st</sup> level. Sling (1d4+2)
Matvery	Commoner		345	4	Stealth +3, Perception +1
Kuzma	Priest		348	15	Cleric of Zirchev 3 <sup>st</sup> level. Spell Slots. 4/2
Masha	Commoner		345	3	
Stellios	Commoner		345	4	Sling (1d4)

### SE5. Aerial Attack [EL 500 = Easy]

No. 05 **Giant Bat** [MM page 323] Challenge 1/4 (50 XP)

### Just Before Dawn [EL Variable = N.A.]

No. 01 **Gnhass (king goblin)** [see new monster] Challenge 2 (450 XP)

No. 04 Red-blade **Goblin Bodyguards (Boss)** [MM page 166] Challenge 1 (200 XP)

No. 43 (max) Red-blade (Gnhasska) **Goblin** [MM page 166] Challenge 1/4 (50 XP)

## Tracking the Horse-Thieves

### W2. Scene of Battle [EL 800 = Medium]

No. 04 Swarm of Insects [MM page 338] Challenge 1/2 (100 XP)

No. 01 Viper (Jaggadash) **Goblin** [MM page 166] Challenge 1/4 (50 XP)

### W3. Bandit Camp [EL 1,100 = Hard]

No. 01 Fyodorll (Elf female) **Bandit Captain** [MM page 344, Cantrip **prestidigitation**] Challenge 2 (450 XP)

No. 04 **Bandit** [MM page 343] Challenge 1/8 (25 XP)

## Chapter 2: South of the River



### Wilderness Events

#### **WE1. Lucky Find**

The party find a **potion of greater healing** (4d4+4)

#### **WE5. Vlack's Retinue [EL(a) 500 = Easy; EL(b) 3,600 = Deadly]**

- a. No. 05 **Giant Bat** [MM page 323] Challenge 1/4 (50 XP)
- b. No. 01 **Vlack Hobgoblin King (Captain)** [MM page 186] Challenge 3 (700 XP)
  - No. 01 **Winter Wolf** [MM page 340] Challenge 3 (700 XP)
  - No. 04 Bloodhead (Vlackkag) **Hobgoblin** [MM pag 186] Challenge 1/2 (100 XP)

### **Fixed Encounters**

#### **W4. Ilyakana [EL 450 = Easy]**

No. 01 **Kalanos – Berserker** boatman [MM page 344] Challenge 2 (450 XP)

### Goblin Lairs

#### **W9. Red-blade Lair (map W9)**

##### **Rats! [EL 900 = Medium]**

No. 12 **Giant Rats** [MM page 327] Challenge 1/8 (25 XP)

##### **W9a. Guardroom [EL 300 = Easy]**

No. 06 **Stirges** [MM page 284] Challenge 1/8 (25 XP)

##### **W9b. Strongroom [EL 600 = Medium]**

No. 06 **Swarm of Rats** [MM page 339] Challenge 1/4 (50 XP)

## **W10. Viper Lair (map W10)**

### **W10b. Barricade [EL 875 = Medium]**

No. 07 Viper (Jaggadash) **Goblins** [MM page 166] Challenge 1/4 (50 XP)

### **W10c. "Last Stand" [EL 2,400 = Deadly]**

No. 01 Viper (Jaggadash) **Goblin Boss** [MM pag 166] Challenge 1 (200 XP)

No. 09 Viper (Jaggadash) **Goblins** [MM page 166] Challenge 1/4 (50 XP)

No. 03 **Constrictor Snake** [MM page 320] Challenge 1/4 (50 XP)

Treasure: **potion clairvoyance**, **potion animal friendship** and **potion hill giant strenght**

## **W11 Lake of Lost Dreams (Map W11)**

### **Crossing the Lake [EL 600 = Medium]**

No. 06 **Pixies** [MM page 253] Challenge 1/4 (50 XP)

### **W11a. Pixie Village [EL 2,100 = Deadly]**

No. 14 **Pixies** [MM page 253] Challenge 1/4 (50 XP)

### **W11c. Skeleton Guardians [EL 7,800!! = Deadly]**

No. 39 **Skeletons** [MM page 272] Challenge 1/4 (50 XP)

### **W11d. Ladder Trap [Setback]**

**Shocking Grasp** magical trap. 1d8 lightning damage (Dexterity ST [DC 10] for half damage. Disadvantage on ST if worn armor made of metal)

### **W11e. Dart Trap [Dangerous]**

**Poison Darts** mechanical trap [see DMG pag. 123]. +8 bonus to hit a random target within 10 feet. Inflicts 2(1d4) piercing damage and target hit must make a DC 15 Constitution ST or take 11(2d10) poison damage.

### **W11f. The Mirror [EL 1,350 = Hard]**

No. 02 Gargoyle [MM page 140] Challenge 2 (450 XP)

## **W12 Gold Mine (Map W12)**

### **Shroud Spider [EL 600 = Medium]**

No. 01 **Shroud Spider** [see new Monster] Challenge 3 (700 XP)

### **Orcs [EL Variable = N.A.]**

No. 21 **Black Web (Nyy-akk) Orcs** [MM pag. 246] Challenge 1/2 (100 XP)

**Longsword:** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 8 (1d10+3) slashing damage.

**Handaxe:** Ranged weapon attack: +5 to hit, range 20/60 ft. one target. Hit 6 (1d6+3) slashing damage.

No. 01 **Black Web (Nyy-akk) Orcs War Chief** [MM pag. 246] Challenge 4 (1,100 XP)

**Longsword:** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 13 (1d10+4 plus1d8) slashing damage.

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**Handaxe:** Ranged weapon attack: +6 to hit, range 20/60 ft. one target. Hit 11 (1d6+4 plus 1d8) slashing damage.

### **W12b. Miner's Quarters [EL 225 = Easy]**

**Vissaryon (Rock)Gnome, commoner** [MM pag. 345]—**Mine owner**, Challenge 0 (10 XP)  
No. 08 **Dwarf (Hill) miners, commoner** [MM pag. 345] Challenge 0 (10 XP)

### **W12c. Old Tunnels [Variable = N.A.]**

y. **Yellow mould**. No. 01 **Gas Spore** [MM pag. 138] Challenge 1/2 (100 XP)

z. **Roof collapse (note: it isn't a trap)**. [see DMG pag. 122] DC 10 Investigation [Intelligence] check to detect it. Can't be disarmed. Can be avoided. The first creature that enter the area and the two nearest to him, musy succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save or half as much damage on a successful one.

### **W12e. Ancient Guardians [EL 1,250 = Hard]**

No. 10 **Living Statues, Silver** [see new Monster] Challenge 1/4 (50 XP)

### **W12g. Slurp! [EL 450 = Easy]**

No. 01 **Ochre Jelly** [MM pag. 243] Challenge 2 (450 XP)

### **W12j & k. Smaller Caverns [EL 450 = Easy]**

#### **Orcs [EL 1,000 = Medium]**

No. 05 **Black Web (Nyy-akk) Orcs** [MM pag. 246] Challenge 1/2 (100 XP)

**Longsword:** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 8 (1d10+3) slashing damage.

**Handaxe:** Ranged weapon attack: +5 to hit, range 20/60 ft. one target. Hit 6 (1d6+3) slashing damage.

### **W12l. Hidden Entrance [EL 450 = Easy]**

#### **Orcs [EL 1,000 = Medium]**

No. 05 **Black Web (Nyy-akk) Orcs** [MM pag. 246] Challenge 1/2 (100 XP)

**Longsword:** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 8 (1d10+3) slashing damage.

**Handaxe:** Ranged weapon attack: +5 to hit, range 20/60 ft. one target. Hit 6 (1d6+3) slashing damage.

### **W13-W15. Tombs on the Ridge**

#### **W13. Circle of Night [EL 1,000 = Medium]**

No. 05 **Shadows** [MM pag. 269] Challenge 1/2 (100 XP)

#### **W13a. Entrance**

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Inside the tomb is always active a **bane** (PH pag. 216) spell. Every character who enters the tomb must make a DC 15 Charisma saving throw or be affected by the evil enchantment for all the time spent inside the grave.

### **W13b. Passage of Corpses [EL 450 = Easy]**

No. 01 **Ghast** [MM pag. 148] Challenge 2 (450 XP)

### **W13c. Crystal Coffin [EL 450 = Easy]**

No. 01 **Ogre Zombie** [MM pag. 316] Challenge 2 (450 XP)

**Morningstar:** Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit 14 (2d8+5) bludgeoning damage

The mace is a **morningstar +1, +2 vs. undead**

### **W14. Tomb of Warriors**

#### **W14a. Pillaged Chamber [EL 3,300 = Deadly]**

No. 02 **Wyrd** [see new Monster] Challenge 4 (1,100 XP)

#### **W15. Fool's Gold**

#### **W15c. Touch of Death [EL 1,800 = Deadly]**

No. 01 **Living Rock/Ooze statue** [see new Monster] Challenge 5 (1,800 XP)

### **W16. Wolfskull Lair (see Maps K and W16)**

#### **The Petrified Forest [EL 500 = Easy]**

No. 05 **Giant Bat** [MM page 323] Challenge 1/4 (50 XP)

#### **Goblin Patrol [EL 1,500 = Hard]**

No. 02 **Worg** [MM page 341] Challenge 1/2 (100 XP)

No. 08 Wolfskull **Goblin** [MM page 166] Challenge 1/4 (50 XP)

#### **W16a. Black Rivers [EL 1,200 = Easy to Hard]**

No. 01 to 03 **Swarm of Quippers** [MM pag. 338] Challenge 1 (200 XP)

*Note: there are three swarm of piranha infesting this part of the black river. They're located, approximately on correspondence of each letter a on the map. When a swarm hits a prey and blood fills the water, the other swarms arrive as soon as possible.*

#### **W16c. Guardroom [EL 1,500 = Hard]**

No. 02 **Worg** [MM page 341] Challenge 1/2 (100 XP)

No. 08 Wolfskull **Goblin** [MM page 166] Challenge 1/4 (50 XP)

#### **W16d. Wolf Pens [EL 1,200 = Hard]**

No. 06 **Worg** [MM page 341] Challenge 1/2 (100 XP)

**W16e. Prison Guards [EL 1,375 = Hard]**

No. 01 **Goblin Boss** [MM page 166] Challenge 1 (200 XP)

No. 07 Wolfskull **Goblin** [MM page 166] Challenge 1/4 (50 XP)

**W16f. Cell**

No. 01 Babushka, **commoner** [MM page 345] Challenge 0 (10 XP)

**W16g. Chief's Chamber [EL 2,000 = Deadly]**

No. 01 **Kloss (king goblin)** [see new monster] Challenge 2 (450 XP)

No. 02 Wolfskull **Goblin Bodyguards (Boss)** [MM page 166] Challenge 1 (200 XP)

No. 03 Wolfskull **Goblin** [MM page 166] Challenge 1/4 (50 XP)

Note: *substitute potion of delusion with a **potion of poison** [DMG pag. 188] and shield +2 with a **shield +1** (worn during battle by Kloss for a total AC 18).*

**W16i. Hollow Log [EL 2,000 = Deadly]**

**Trap door** [see DMG pag. 122]) DC 10 Investigation [Intelligence] check to detect it. Can't be disarmed. Can be avoided. The first creature that enter the area must succeed on a DC 15 Dexterity saving throw, or fall to the river (and the piranha! See **W16a** below).

**W16j. Hobgoblins' Room [EL 500 = Easy]**

No. 08 **Giant Weasel** [MM page 329] Challenge 1/8 (25 XP)

**W16k. Vlack's Room [EL 1,200 = Medium]**

No. 03 **Thouls** [see new monster] Challenge 1 (200 XP)

**Petrified crashing branch trap** [see DMG pag. 122]) DC 15 Investigation [Intelligence] check to detect it. DC 15 to disarm it. All creatures in the room must succeed on a DC 15 Dexterity saving throw or take 4d10 points of damage (or half on a successful save).

Note: *substitute the 5 arrows +2 with **5 arrows +1**.*



### **W17. Wolves' Den (see Maps K and W17)**

#### **Wolf Pack [EL Variable = (Probably) Deadly]**

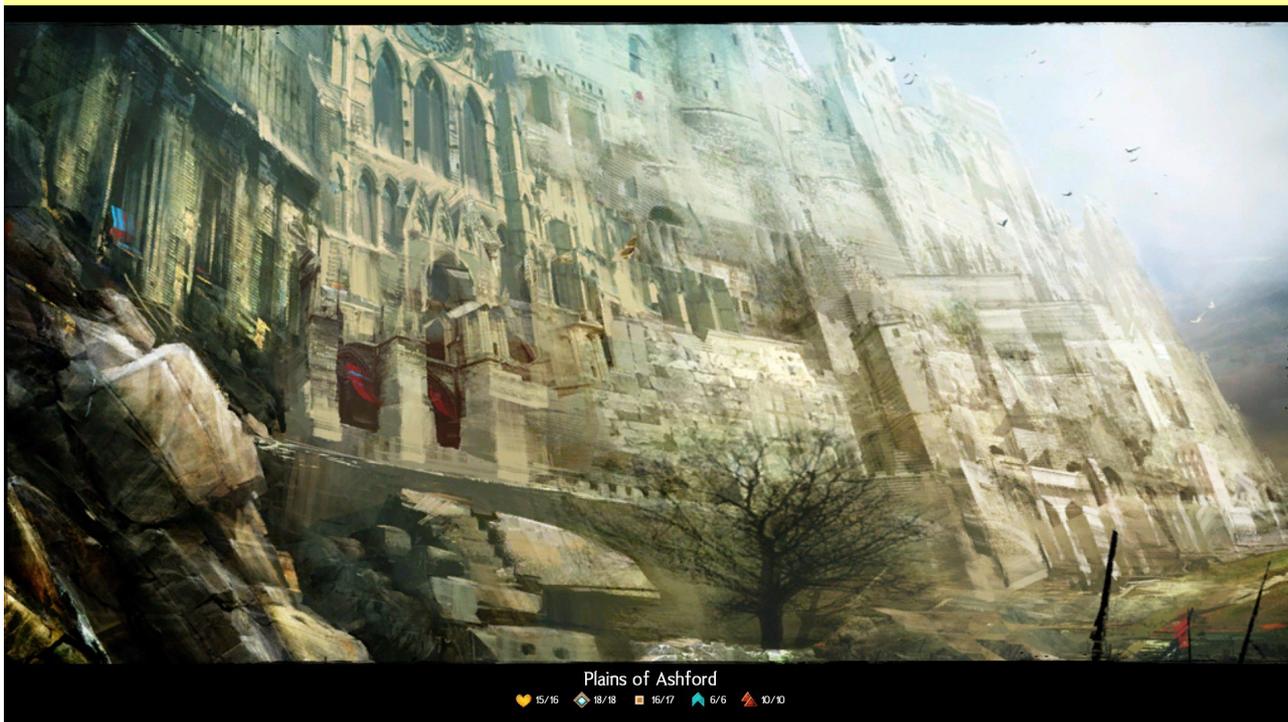
No. 01 **Bailakask**, female **Werewolf** [MM page 211, hp 68] Challenge 3 (700 XP)

No. 01 **Kalkask**, young male **Werewolf** [MM page 211, hp 48] Challenge 3 (700 XP)

No. 11 **Wolf** [MM page 341] Challenge 1/4 (50 XP)

Note: If **Bailakask** is killed by PCs half the wolves of the pack remained alive will flee away. **Kalkask** instead will fight to the death. The other wolves survived will flee after the young werewolf's death.

## Chapter 3: Ruins of Xitaqa



### **River Crossing [EL 1,562 = Hard]**

No. 01 Reaver of the Iron Ring [**Bandit Captain** MM page 344] Challenge 2 (450 XP)  
No. 07 Hounds of the Iron Ring [**Bandit** MM page 343] Challenge 1/8 (25 XP)

No. 08 Riding Horses [MM page 336] Challenge 1/4 (50 XP)

### **A Wild Welcome [EL 1,000 = Medium]**

No. 05 Rock Baboon [**Ape**, MM page 317] Challenge 1/2 (100 XP)

### **The Street of Xitaqa [EL 1,375 = Hard]**

No. 05 Yellow-fang **Goblin** [MM page 166] Challenge 1/4 (50 XP)  
No. 03 Rock Baboon [**Ape**, MM page 317] Challenge 1/2 (100 XP)

### **The High Ground [EL 1,000 = Medium]**

No. 08 **Giant Bat** [MM page 323] Challenge 1/4 (50 XP)

### **Minor Buildings (B.G.S.E) [EL Variable = N.A.]**

#### **B. Wild Baboon Lairs [EL 1,000 = Medium]**

No. 05 (2d4) Rock Baboon [**Ape**, MM page 317] Challenge 1/2 (100 XP)

#### **G. Goblin Lairs [EL 50 to 1,625 = Easy to Deadly]**

(80% chance) No. 2-5 (1d4+1) Yellow-fang **Goblin** [MM page 166] Challenge 1/4 (50 XP)  
(50% chance) No. 1-4 Rock Baboon [**Ape**, MM page 317] Challenge 1/2 (100 XP)

### **Yellow-fang Headquarters (X1, X2 e X3)**

### **X1 e X3 Front and Rear Lobbies [EL 1,000 = Medium]**

No. 08 Yellow-fang **Goblin** [MM page 166] Challenge 1/4 (50 XP)

### **X2 Hall [EL 2,750 = Deadly]**

No. 01 **Plak (king goblin)** [see new monster] Challenge 2 (450 XP)

No. 02 Yellow-fang **Goblin Bodyguards (Boss)** [MM page 166] Challenge 1 (200 XP)

No. 05 Yellow-fang **Goblin** [MM page 166] Challenge 1/4 (50 XP)

### **GOLTHAR'S TOWER [EL 300 = Easy]**

No. 03 **Giant Bat** [MM page 323] Challenge 1/4 (50 XP)

### **X4 - X5 Plaza and Entrance Hall [EL 1,000 = Medium]**

No. 05 Bloodhead (Vlackkag) **Hobgoblin** [MM page 186] Challenge 1/2 (100 XP)

### **X6 Crypt [EL 1,350 = Hard]**

No. 02 **Gelatinous Cube** [MM page 242] Challenge 2 (450 XP)

### **X7 Old Library [EL 600 = Easy]**

No. 02 **Giant Spider** [MM page 328] Challenge 1 (200 XP)

### **X8 Vlack's Quarters [EL 700 to 2,100 = Medium to Deadly]**

No. 01 **Winter Wolf** [MM page 340] Challenge 3 (700 XP)

and if still alive from encounter WE5:

No. 01 **Vlack Hobgoblin King (Captain)** [MM page 186] Challenge 3 (700 XP)

note: Vlack, the hobgoblin king, has two "pets" but in this encounter only one is encountered because the fight would be too deadly with EL 4200!!!

### **X10 "Empty Room" [EL 700 = Medium]**

No. 01 **Minotaur** [MM page 223] Challenge 3 (700 XP)

*Note: I've substituted the longsword +1 with a magic **greataxe +1** which is a more indicated weapon for a minotaur. Its user can cast 1/day the arcane spell **see invisibility***

For the complete statistics of **Stephan** consult the NPCs section.

### **X11 Art Gallery [EL 700 = Medium]**

Note: Traps on the paints have the effect of a **shocking grasp** spell that hit automatically.

### **X12 Golthar's Room [EL 700 = Medium]**

I've modified the treasure of Golthar. The sacks are eight and each one contains **1250 gold pieces**. Potion of delusion became **potion of greater healing** (they deserve it!). I really do not understand why a wizard who has such an amulet don't use it to query his prisoners. So, he doesn't have it. For my group is time to have its first **bag of holding**. And for yours? The **jewelled silver casket** (1400 gp) contains 15 gems (1x5000gp, 4x1000gp and 10x500) plus a **small ebony box** (300gp) with the magical **silver needle** and the **golden thread**.

## Chapter 4: Journey to Threshold



### Sukiskin to Rifllian

#### **W18. Misha's Ferry**

#### **Misha's Bear [EL 200 = Easy]**

No. 01 **Brow Bear** [MM page 319, maximum hp 52] Challenge 1 (200 XP)

#### **Iron Ring Ambush [EL 2,000 = Deadly]**

**Bors & Hermann**, N. 02 Reavers of the Iron Ring, [**Bandit Captain** MM page 344] Challenge 2 (450 XP)

No. 04 Hounds of the Iron Ring [**Bandit** MM page 343] Challenge 1/8 (25 XP)

#### **WE7. The Slaver's Camp (Map WE7) [EL 6,800 = Absolutely Suicidal!!]**

#### **Slavers**

**Rucker**, N. 01 Reavers of the Iron Ring, [**Cult Fanatic** MM page 345] Challenge 2 (450 XP)

**Sydnor**, N. 01 Reavers of the Iron Ring, [**Bandit Captain** MM page 344] Challenge 2 (450 XP)

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**Sgagast**, N. 01 Reavers of the Iron Ring, [**Bugbear** MM page 33] Challenge 1 (200 XP)

No. 08 Hounds of the Iron Ring [**Bandit** MM page 343] Challenge 1/8 (25 XP)

No. 08 Yellow-fang **Goblin** [MM page 166] Challenge 1/4 (50 XP)

### Slaves

No. 19 human slaves, [**Commoners** MM page 345] Challenge 0 (10 XP)

No. 15 Red-blade **Goblin** [MM page 166] Challenge 1/4 (50 XP)

note: the forces of the slavers are preponderant and a direct attack versus their camp is undoubtedly a suicidal one. However I left their forces substantially unchanged from the original module since my intent is to force the players to develop guerrilla tactics. Hopefully they will free the slaves so these can join them in the fight. Alternatively, if things go wrong for the heroes, **Loshad** and its "body guards" can join them.

### W19. Gnomes' Ferry

#### Other Visitors [EL 937.5 = Medium]

**Aksel** No. 01 Reavers of the Iron Ring, [**Spy** MM page 349] Challenge 1 (200 XP)

No. 07 Hounds of the Iron Ring [**Bandit** MM page 343] Challenge 1/8 (25 XP)

### RIFLLIAN (map R)

#### ON TO THRESHOLD

#### The Mudlark and its Crew

For **Scylla** (riverboat owner/captain), use the **Thug** stats. He has a longsword and no heavy crossbow. [MM pag. 350] Challenge 1/2 (100 XP)

The crew is composed of 10 **commoners** [MM pag. 345] Challenge 0 (10 XP)

#### The Scange [EL 2,250 = Deadly]

**Hrothgar**, is a **Bandit Captain** [MM pag. 344] Challenge 2 (450 XP)

n.04 **Scange archers** are **Bandits** armed with short bows [MM pag. 343] Challenge 1/8 (25 XP)

n.08 **Scange swordsmen** are **Bandits** armed with short sword and shield [MM pag. 343 with AC 14] Challenge 1/8 (25 XP)

note: If **Hrothgar** is killed the bandits survived will flee to their camp. Here they'll be joined by other 8 **bandits**. I maintained unchanged the treasure that the PCs can find, included ***potion of heroism***.

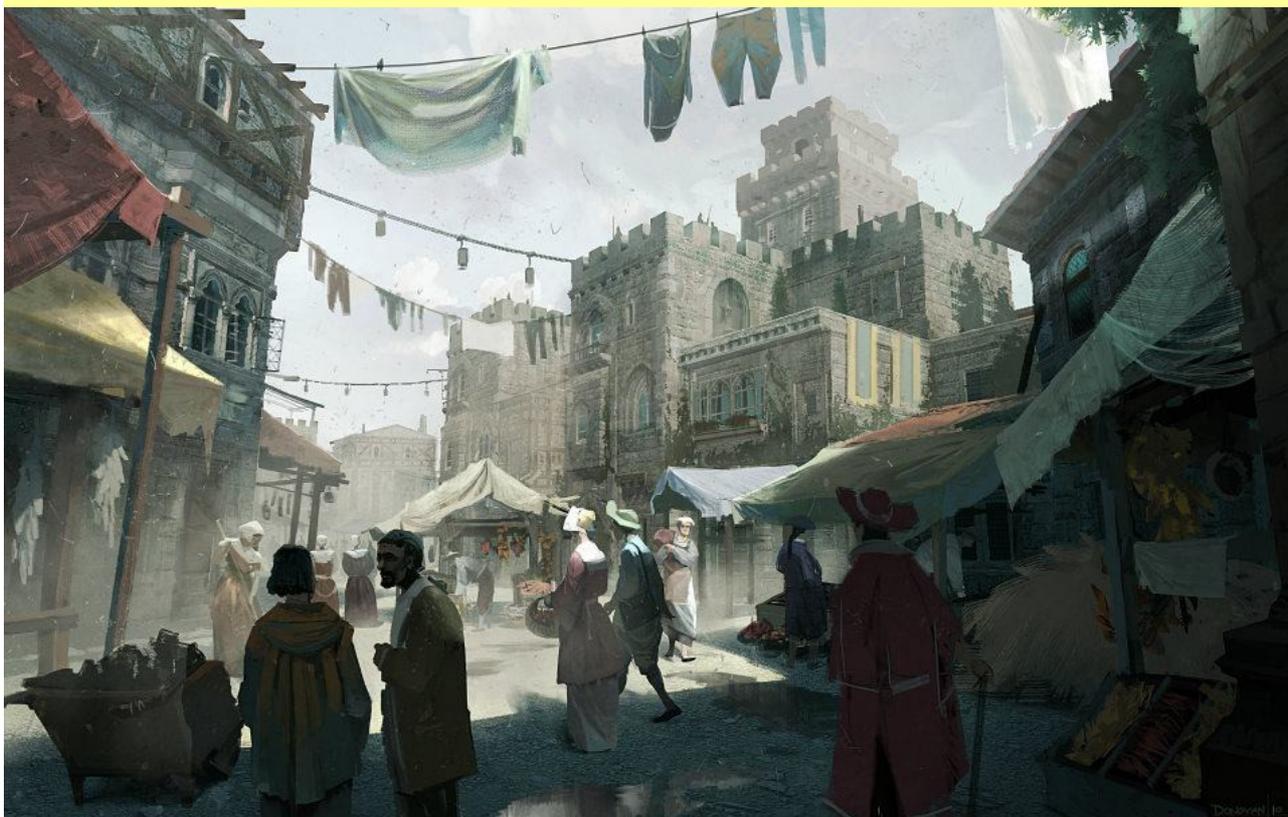
## Chapter 5: Threshold

At this point of the adventure is highly auspicious a "levelling up" of the party. From here and until the end of the adventure, this will be calibrated for **4th level** PCs.

New **XP Thresholds** by character level will be the following:

Easy	Medium	Hard	Deadly
875	1,750	2,625	3,500

If you play with minus than seven PCs I suggest to utilize 4<sup>th</sup> and/or 5<sup>th</sup> level adventurers.



### The Town Guard [EL 2,125 = Hard]

A typical patrol is composed by a **sergeant** and six **guards** [MM pag. 347] Challenge 1/8 (25 XP)

For the sergeant use the stat block of **knight** [MM pag. 347] Challenge 3 (700 XP) with the following modifiers: he has a longsword (instead of the greatsword), chain mail and shield (AC 18).

### ARRIVAL

Regardless of the party's route (by river or land) they are hailed by **Sergeant Arthol** and eight **guards**. Arthol is a veteran even between the other sergeants and fight with a longsword +1

## **Fogor Isle [from EL 1,000 = Medium to EL 2,000 = Hard]**

(1d4+4) **Thugs** [MM page 350] Challenge 1/2 (100 XP)

note: these thugs are equipped with shortsword (1d6+2) piercing damage and throwing daggers (1d4+2) piercing damage.

## **Day [from EL 1,000 = Medium to EL 900 = Medium]**

For the 12 Stevedores use the **Bandits** stat block [MM page 343] Challenge 1/8 (25 XP) that are equipped with daggers or clubs, instead of scimitar, for 1d4+1 piercing or bludgeoning damage. Attacking the stevedores attracts the attention of further ones that will arrive at a rate of 1d6 each round for 10 rounds. At the end of the tenth round will arrives even a guard patrol to “escort” the party off the isle.

## **TE5. Through the Alleyways, TE6 Ambush and TE8 The Wererat Hideout [from EL 1,000 = Medium to EL 900 = Medium]**

### **Inhabitants of the Wererat Hideout [EL variable = N.A.]**

**Golther** and **Jolenta** are described in detail on NPCs section.

For **Sligh**, reaver of the Iron Ring use the stat block of a **Bandit Captain** [MM pag. 344] Challenge 2 (450 XP). He use a longsword instead of a scimitar and wear a chain shirt and shield (AC 17).

**Vokos** and its three companions are **wererat** [MM pag. 209] Challenge 2 (450 XP). Note: **Vokos** has 48 hp.

For the 2 Hounds of the Iron Ring use the stat block of **thugs** [MM pag. 350] Challenge 1/2 (100 XP). Note: they fight with short words instead of maces.

Substitute the 10 thugs with as many **bandits** [MM pag. 343] Challenge 1/8 (25 XP) that fight with short swords.

## **TE7. The Crossed Swords Tavern [EL 1,800 = Hard ]**

No. 01 **Troll** [MM page 291] Challenge 5 (1,800 XP)

### **OPTIONAL EVENTS**

#### **Dogged! [EL 25 = Easy ]**

No. 01 **Mastiff** [MM pag. 332] Challenge 1/8 (25 XP)

#### **The Thief [EL 1,200 = Medium ]**

Use the stat block of the **spy** [MM pag. 349] Challenge 1 (200 XP) both for the thief than for his two companions.

### **The Beggar [EL 0 = N.A. ]**

Use the **commoner** [MM pag. 345] Challenge 0 (10 XP) stat block for the three urchin thieves. Give them a bonus proficiency of +2 on the **sleight of hand** and **hide** skill. Kill or beat the children make no gain experience points.

### **The Bear [EL 200 = Easy ]**

No. 01 **Brow Bear** [MM page 319] Challenge 1 (200 XP)

## Chapter 6: Towards the Black Peaks



### Through the Valley

#### Ghouls [EL 1,600 = Medium]

No. 04 **Ghoul** [MM page 148] Challenge 1 (200 XP)

#### In the tunnels [EL 2,000 = Hard]

No. 20 **Giant Rats** [MM page 327] Challenge 1/8 (25 XP)

note: substitute the potion of undead control with two **potion of resistance (necrotic)**.

### The Shaman

#### Krasgat the Gnoll Shaman [EL 3,000 = Deadly]

No. 01 **Gnoll Shaman** [see new monster] Challenge 4 (1,100 XP).

Note: she carries two **potion of healing** (one normal and one greater) and a **potion of speed**.

No. 04 **Gnoll** [MM page 163] Challenge 1/2 (100 XP)

#### Krasgat's Hut

Note: in her hut heroes can find, inside a scroll case, many parchments with the following clerical spells: **bleed**, **cure wounds**, **hold person**, and **lesser restoration**, all written like 3<sup>rd</sup> level spells.

## Fleeing Up the Valley

### VE4. Smoke and Drums Krasgat the Gnoll Shaman [EL N.A. = TPK!!!!]

The gnoll war-party is composed by:

No. 01 **Gnoll Pack Lord** [MM page 163] Challenge 2 (450 XP)

No. 01 **Ogre** [MM page 237] Challenge 2 (450 XP)

No. 30 **Gnolls** [MM page 163] Challenge 1/2 (100 XP)

note: this is the whole force of the trackers. A direct assault by the party will, without doubts, cause a T.P.K. (total party killed). Instead the adventurers may opt for hack and slash and guerrilla tactics.

### VE5. Ambush [EL 2,875 = Deadly]

The hunting party is composed by:

No. 01 **Gnoll Pack Lord** [MM page 163] Challenge 2 (450 XP)

No. 07 **Gnolls** [MM page 163] Challenge 1/2 (100 XP)

### V1. The Gorge (Maps V & V1)

At the moment the party arrive at the gorge, the trackers are reached by the whole Death's Head Gnoll's tribe fighting force.

Their purpose, like in the original module, remain that to force the heroes into the tunnels that lead to the Tower on the Bridge and to a confrontation with the steel statues.

Describe to the players the gnolls' force like an overbearing one and that they'll have no chance to survive a battle with it. If PCs force the hand use, for the attackers, the numbers indicated on the original module: 40 **gnolls**, 2 **gnolls pack lord** and 3 **ogres**...and get ready to roll for new characters! )

The hunting party is composed by:

No. 01 **Gnoll Pack Lord** [MM page 163] Challenge 2 (450 XP)

No. 07 **Gnolls** [MM page 163] Challenge 1/2 (100 XP)

### Tower on the Bridge [EL 3,300 = Deadly]

No. 02 **Living Steel statue** [see new Monster] Challenge 4 (1,100 XP)

note: I've substitute the wand of polymorph and the magical scroll present on the room's floor by a **wand of magic missiles**. I find it more in line with the low level magic philosophy of 5th edition.

### The High Road [ref. VE6. Stream, Ve7. Broken Road, VE8. Rockfall and VE9. Narrow Road]

note: In the original module there's rules to resolve this "route accidents". I've not made a conversion even of these aspects of the game. I'd prefer to let my players resolve them with intuition, smart and brilliant ideas instead of simple game mechanics.

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## **V2. The High Bridge [EL 1,350 = Medium]**

No. 02 **griffons** [MM pag. 174 ] Challenge 2 (450 XP)

note: the first round that the horses hears the griffons' scream they go panic. Each horse needs and Animal Handling check [DC 15] to calm down. Each subsequent round the check can be made until control of the horse is regained. If horse and rider are on the bridge and the check is failed by 5 points or more the horse must succeed on a Dexterity saving throw [DC 10 ] to avoid to fall from the bridge. A natural "1" on the check means an automatic fall of the horse. The griffons dive on their prey at the end of second round.

## **V3. Fallen Bridge (Map V3) [EL 1,350 = Medium]**

### **Giant Lizard**

No. 01 (tuatara) **huge lizard** [see new monster] Challenge 3 (700 XP)

### **Mountain Rattler**

No. 01 **poisonous snake** [MM pag. 334 ] Challenge 1/8 (25 XP)

## **V4. Gateway to Hutaaka (Map V4)**

### **The Gates [EL 5,400 = (more than) Deadly]**

No. 02 **Living Rock/Ooze statue** [see new Monster] Challenge 5 (1,800 XP)

note: remember that showing the magical needle to the living statues stops their attacks!

No. 12 **ravens** [MM pag. 335] Challenge 0 (10 XP) that fly away at first sight of peril.

## Chapter 7: The Lost Valley of Hutaaka



### Meeting the Inhabitants

#### Traldar [EL 2,375 = Hard]

No. 08 **Traldar Warrior** [see new Monster] Challenge 1/2 (100 XP)

No. 01 **Traldar Vocal** [see new Monster] Challenge 1/2 (100 XP)

No. 01 **Giant foot-pad lizard** [MM pag. 326: giant lizard with the spider climb trait ]  
Challenge 1/4 (50 XP)

#### Hutaakans [EL 2,500= Hard]

No. 04 **Hutaakan priest** [see new Monster] Challenge 1/2 (100 XP)

No. 06 **Hutaakan warrioris** [see new Monster] Challenge 1/2 (100 XP)

### Inter-tribal Warfare

#### HE1. Hutaakan Ceremony

##### ... with the Hutakaans [EL 3,400= Deadly]

No. 12 **Skeletons** [MM pag. 272] Challenge 1/4 (50 XP)

No. 05 **Zombies** [MM pag. 316] Challenge 1/4 (50 XP)

##### ... with the Traldar [EL variable = N.A.]

No. 01 **Kforedz** [see NPG] Challenge 3 (700 XP)

No. 11 **Hutaakan priests** [see new Monster] Challenge 1/2 (100 XP)

note: if PCs decide to attack by night they arrive just in time to see **Kforedz** and her priestesses fight the undead. If PCs attack after that fight the hutaakans flee.

If they attack by day (at dawn) with the party will be a Traldar's raiders company composed

by 8 warriors, a vocal and nine foot-pad lizards. Even in this case the hutaakans try to escape to save their lives.

## **HE1. Restless Dead**

### **Undead attackers..**

#### **..uncoordinated mob [EL 2,100= Hard]**

No. 07 **Skeletons** [MM pag. 272] Challenge 1/4 (50 XP)

No. 07 **Zombies** [MM pag. 316] Challenge 1/4 (50 XP)

#### **..controlled squad [EL 2,875= Deadly]**

No. 01 **Wight** [MM pag. 300] Challenge 3 (700 XP)

No. 06 **Skeletons** [MM pag. 272] Challenge 1/4 (50 XP)

No. 03 **Zombies** [MM pag. 316] Challenge 1/4 (50 XP)

## **The Final Solution**

### **Hutaakans**

#### **H3. Vault of the Elder [ EL 1,800 = Hard ]**

note: the hutaakan priests give the adventurers a rod which has engraved the spell **knock**.

No. 01 **Wraith** [MM pag. 302] Challenge 5 (1,800 XP)

note: I've substituted the special ghoul(!?) with a wraith.

### **Traldar**

#### **H4. The Singing Pool [ EL 2,300 = Hard ]**

note: I've substituted the two rhagodessa with a single wyvern. This "important" change is due at the possibility to challenge the heroes without necessarily create a new monster but respecting the nature of the night's prowler. Wyvern will not fight to the death, instead it will flee when reduced to half its hit points.

No. 01 **Wyvern** [MM pag. 303] Challenge 6 (2,300 XP)

## **TEMPLE OF PFLARR**

#### **H5a. Vestibule [ EL 1,800 = Hard ]**

No. 06 **Skeletons** [MM pag. 272] Challenge 1/4 (50 XP)

No. 06 **Zombies** [MM pag. 316] Challenge 1/4 (50 XP)

#### **H5b. Main Temple [ EL variable = N.A. ]**

No. 02 **Living Statue, Jade** [see new monsters] Challenge 3 (700 XP)

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note: the statues move to attack only if the party touches the altar or the large statue of Pflarr.

Four grey ooze live on the pit walls. Only if disturbed the oozes will slither out of the pit to attack.

No. 04 **Gray Ooze** [MM pag. 243] Challenge 1/2 (100 XP)

After few minutes are spent by heroes inside the temple they will be joined by a group of undead sent by one of the undead master.

No. 08 **Skeletons** [MM pag. 272] Challenge 1/4 (50 XP)

No. 03 **Zombies** [MM pag. 316] Challenge 1/4 (50 XP)

### **H5c. Robing Rooms [ EL 2,100 = Hard ]**

No. 02 **Wight** [MM pag. 300] Challenge 3 (700 XP)

### **H5d. Secret Passage [ EL 1,800 = Hard ]**

No. 01 **Wraith** [MM pag. 302] Challenge 5 (1,800 XP)

note: the spirit of the High Priestess of Pflarr rise like an undead spirit: a **wraith**. Once defeated, near the remain of her body, PCs can find her ancient armor (**plate +1**), her **khopesh +1**, a **potion of levitation** and a tube with **scrolls of cure wounds** (4th level slot), **revivify** and **remove curse**.

### **H5f. Antechambers [ EL 1,950 = Hard ]**

No. 08 **Skeletons** [MM pag. 272] Challenge 1/4 (50 XP)

No. 05 **Zombies** [MM pag. 316] Challenge 1/4 (50 XP)

### **H5h. The Crypts [ EL 2,000 = Hard ]**

No. 01 **Wight** [MM pag. 300] Challenge 3 (700 XP)

No. 04 **Skeletons** [MM pag. 272] Challenge 1/4 (50 XP)

No. 02 **Zombies** [MM pag. 316] Challenge 1/4 (50 XP)

note: into the large and ornate sarcophagus rest a mummy. It attacks only if disturbed.

No. 01 **Mummy** [MM pag. 228] Challenge 3 (700 XP)

### **H5i. Treasure Room [ EL 2,000 = Hard ]**

Treasure of Hutaaka is composed by:

a. 5 large, iron-bound chests each containing 5.000 gp (ancient Hutaakan coniage). One of the chest is protected by a trap that requires an Intelligence (Investigation) DC 15 check to detect it and a Dexterity (DC 15) check to remove it. If triggered the trap will fill the room with poisonous gas that requires a Constitution saving throw [DC 15] to half the 4d10 poison damage.

b. In the center of the room is a large ebony throne with numerous precious and semi-

precious stones (total value of 2.500 gp). The throne itself is too heavy to lift and transport (however if the PCs find a way to do so it has a total value of 10.000 gp)an engraved gold and platinum coronet, studded with sapphires (value 4.000 gp)

b. a **bag of holding**

d. a **rod of absorption** (that has already absorbed 25 levels of energy and that actually stores 5 levels of spell)

e. a **scarab of protection** (with only three charges left)

f. under a table and covered by a fading tapestry are 70 silver ingots (value 75 gp each) and 60 bars of electrum (value 375 gp each)

g. scattered round the floor are 20 gems each worth 200 gp

### **CATACOMBS OF KARTOEBA**

Inside the catacombs roll (1d4) for a random encounter every half-mile travelled. With a result of "1" an encounter occurs:

**Roll again (1d3)**

#1. No. 01 **Black Pudding** [MM pag. 241] Challenge 4 (1,100 XP)

#2. No. 01 **Ochre Jelly** [MM pag. 243] Challenge 2 (450 XP)

#3. No. 01 **Carrion Crawler** [MM pag. 37] Challenge 2 (450 XP)

### **H6b. Kartoeba's Lair [ EL 2,900 = Deadly ]**

No. 01 **Kartoeba** [see new monster] Challenge 7 (2,900 XP)

## NEW MONSTERS

### SHROUD SPIDER

*Large monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 68 (9d10)

**Speed** 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	7 (◆2)	10 (+0)	6 (◆2)

**Skills** Perception +3, Stealth +5

**Damage Resistance** bludgeoning, piercing and slashing from weapons that are not magical

**Condition Immunities** poisoned

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

**Languages** ◆

**Challenge** 5 (1800 XP)

#### ACTIONS

**Multiattack.** shroud spider makes three attacks: two with its bite and one ranged, possibly, squirting a web.

**Bite.** *Melee weapon attack:* +6 to hit, reach 5 ft., one target. Hit 8 (1d10+3) piercing damage plus paralyzing poison [DC 15 Constitution saving throw to avoid] that last for 2d4 x10 minutes. Every subsequent round the save can be made to break the paralyse.

**Web squirt (recharge 4-6).** *Range weapon attack:* +5 to hit, range 10/30 ft., one target. Hit 7 (1d10+2) poison damage plus paralysis for 2d4 x10 minutes. [DC 15 Constitution saving throw to avoid]. Every subsequent round the save can be made to break the paralyse.



## GOBLIN KING

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 17 (chain shirt and shield)

**Hit Points** 36 (8d8 + 8)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	8 (◆1)	12 (+1)

**Skills** Stealth +7

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

**Languages** Common, Goblin

**Challenge** 2 (450 XP)

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

**Pack Tactics.** the goblin king has advantage on its attack rolls against a creature if at least one of the goblin king's allies is within 5 feet to the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** Goblin King makes two attacks with its weapon.

**Battleaxe.** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. Hit 8 (1d8+3) slashing damage.

**Shortbow.** *Ranged weapon attack:* +5 to hit, range 80/320 ft. one target. Hit 6 (1d6+3) piercing damage.

### Reactions

**Parry.** *Goblin King adds 3 to its AC against one melee attack that would hit it. To do so, the Goblin King must see the attacker and be wielding a melee weapon or shield.*





## LIVING STATUE, SILVER

*Tiny construct, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 14 (4d4 + 4)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	12 (+1)	6 (◆2)	10 (+0)	7 (◆2)

**Damage Resistance** slashing from weapons that are not magical

**Damage Immunities** charmed, exhaustion, frightened, paralysed, petrified and poison. Besides from weapon that are not magical or made of metal and fire that's not magical.

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

**Senses** Passive Perception 10

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

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

**False Appearance.** While the statue remains motionless, it is indistinguishable from a normal one.

### ACTIONS

**Bite.** *Melee weapon attack:* +3 to hit, reach 5 ft., one target. Hit 6 (2d4+1) piercing damage.

## LIVING STATUE, ROCK/OOZE

*Large construct, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 15ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (+1)	16 (+3)	3 (+4)	8 (+1)	7 (+2)

**Damage Resistance** bludgeoning, piercing and slashing from weapons that are not magical

**Condition Immunities** charmed, exhaustion, frightened, paralysed, petrified and poison.

**Senses** Passive Perception 9

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

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

**Magic Resistance.** Living statue made of rock has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting.** At will: meld into stone (self only)

**False Appearance.** While the statue remains motionless, it is indistinguishable from a normal one.

### Actions

**Multiattack.** Living Statue made of rock/ooze makes three attacks on each of its turn: two with its squirts of grey ooze and one with its slam.

**Slam.** *Melee weapon attack:* +7 to hit, reach 5 ft., one target. Hit 15 (2d10+4) bludgeoning damage.

**Grey Ooze Squirt.** *Ranged weapon attack:* +2 to hit (target ignore the AC bonus granted by armor and shield), range 30/120 ft. one target. Hit 6 (2d4 plus corrosion) bludgeoning damage. Any non magical weapon or armor made of metal that is hit by the grey ooze corrodes. The weapon/armor take a permanent and cumulative -1 penalty damage rolls/armor class modifier. If the penalty drops to -5 the weapon/armor is destroyed.

## LIVING STATUE, JADE

*Medium construct, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 54 (9d8 + 9)

**Speed** 20ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

**Damage Resistance** acid, cold, fire, lightning, necrotic and bludgeoning, piercing and slashing from weapons that are not magical

**Condition Immunities** charmed, exhaustion, frightened, paralysed, petrified and poison.

**Senses** Passive Perception 10

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

**Challenge** 3 (700 XP)

**Magic Resistance.** Living statue made of jade has advantage on saving throws against spells and other magical effects.

**False Appearance.** While the statue remains motionless, it is indistinguishable from a normal one.

### ACTIONS

**Multiattack.** Living Statue made of jade makes two slam attacks on each of its turn.

**Slam.** *Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 7 (1d8+2) bludgeoning damage.*

## LIVING STATUE, STEEL

*Medium construct, unaligned*

**Armor Class** 18 (natural armor)

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

**Speed** 20 ft.

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

**Damage Immunities** bludgeoning, piercing, slashing from weapons that are not magical and that are made of metal

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

**Senses** passive Perception 12

**Languages** -

**Challenge** 4 (1100 XP)

**Metal Absorption.** each time the living steel statue is hit by a non magical weapon made of metal, the attacker must succeed on a Dexterity saving throw [DC 12] to avoid that his weapon finish melded with the body of the statue. The first time this saving throw is made with disadvantage. At the end of the next Living Statue turn, the weapon fuses with it and is forever lost. The living statue gains a number of hit point equal to the maximum amount of damage that can be done with the weapon (for example 6 for a short sword, 8 for a longsword and so on). This hp are added to the current hp of the statue and are considered like temporary hit point [see PH pag. 198]. If a character want to try to extract his weapon before it fuses, at the cost of an action, he must win a Strength check, made with disadvantage due to the magical nature of the statue, in opposition to a living statue Constitution check..

### ACTIONS

**Multiattack.** Living Statue made of steel makes two attacks on each of its turn with its fists.

**Fist.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.



## WYRD

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 58 (13d8 + 0)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

**Saving Throws** Wis +2, Cha +4

**Damage Immunities** cold, necrotic, poison

**Damage Resistances** acid, fire, lightning, thunder, bludgeoning, piercing, slashing from no magical weapon

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

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

**Languages** -

**Challenge** 4 (1100 XP)

**Detect Life.** the wyrd can magically sense the presence of living creature up to 5 miles away. He knows the general direction they're in but not their exact location.

### ACTIONS

**Glowing Sphere.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage. plus 1d6 necrotic

**Multiattack.** wyrd makes two attacks, both with its glowing spheres

# THOUL

*Medium humanoid, lawful evil*

**Armor Class** 14 (Leather Armor)

**Hit Points** 13 (3d8 + 0)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	7 (-2)	8 (-1)	6 (-2)

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

**Languages** Common, Goblin

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

**Regeneration.** The thoul regains 3 hit points at the start of its turn. If the thoul takes acid or fire damage, this trait doesn't function at the start of the thoul's next turn. The thoul dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Claws.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4+0) 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 a success.

**Longsword.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) slashing damage.

**Short Bow.** *Ranged Weapon Attack:* +0 to hit, range 30/60 ft., one creature. *Hit:* 4 (1d6+1) thunder damage.

# GNOLL SHAMAN

Medium humanoid (gnoll), chaotic evil

**Armor Class** 14 (hide armor)

**Hit Points** 77 (14d8 + 14)

**Speed** 30 ft.

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

**Skills** Intimidation +3, Medicine +3, Religion +2

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

**Languages** Abyssal, Gnoll

**Challenge** 4 (1100 XP)

**Entropic Eminence.** As a bonus action, the gnoll shaman of Ranivorus, can expend a spell slot to cause its melee weapon attack to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit last until the end of the turn. If the shaman expend a spell slot of 2nd level or higher, the extra damage increase by 1d6 for each level above 1st.

**Rampage.** When the gnoll reduce a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack

**Spellcasting.** The gnoll shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The gnoll shaman has the following cleric spells prepared:

Cantrips (at will): , *Resistance*, *Sacred Flame*, *Thaumaturgy*

1st level (4 slots): *Bane*, *Cure Wounds*, *Shield of Faith*

2nd level (3 slots): *Hold Person*, *Spiritual Weapon*

3rd level (2 slots): *Bestow Curse*, *Spirit Guardians*

## ACTIONS

**Multiattack.** The gnoll shaman makes two attack, either with its flail or its longbow, and use its Incite Rampage if it can.

**Flail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage.

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

**Incite Rampage .** (Recharge 5-6): One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

## TUATARA, HUGE LIZARD

*Huge beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 95 (10d12 + 30)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

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

**Languages** -

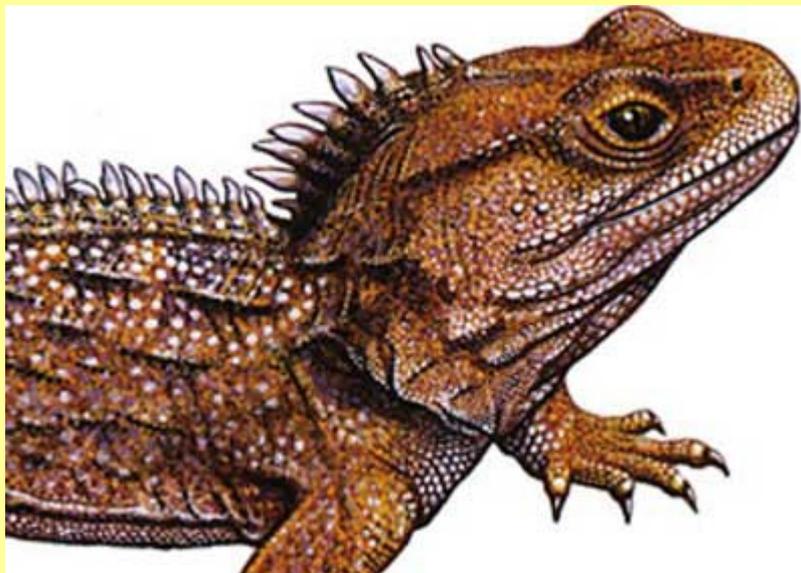
**Challenge** 3 (700 XP)

### ACTIONS

**Multiattack.** Tuatara makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage.

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



## HUTAAKAN, ORDINARY (JACKAL-MAN)

*Medium humanoid, true neutral*

---

**Armor Class** 12

**Hit Points** 18 (4d8 + 0)

**Speed** 25 ft.

---

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

---

**Skills** Stealth +4

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

**Languages** Hutaakan, Traldar

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

---

### ACTIONS

---

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

## HUTAKAAN, WARRIOR (JACKAL-MAN)

*Medium humanoid, true neutral*

---

**Armor Class** 16 (studded leather and shield)

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

**Speed** 25 ft.

---

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

---

**Skills** Stealth +4

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

**Languages** Hutaakan, Traldar

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

---

### ACTIONS

---

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

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., *Hit:* 5 (1d6+2) piercing damage.



## HUTAAKAN, PRIEST (JACKAL-MAN)

*Medium humanoid, true neutral*

**Armor Class** 16 (studded leather and shield)

**Hit Points** 36 (8d8 + 0)

**Speed** 25 ft.

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

**Skills** Stealth +4, Religion +5, History +5

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

**Languages** Hutaakan, Traldar, Common (Thyatian), Gnoll

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

**Spellcasting.** The hutaakan, priest (jackal-man) is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The hutaakan, priest (jackal-man) has the following cleric spells prepared:

Cantrips (at will): *mending, resistance, spare the dying*

1st level (3 slots): *command, identify, , bless, cure wounds, guiding bolt*

### ACTIONS

**Khopesh.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8+0) slashing damage.

# TRALDAR, ORDINARY

*Medium humanoid (traldar), true neutral*

---

**Armor Class** 10

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

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	9 (-1)

---

**Senses** passive Perception 10

**Languages** Traldar

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

---

## ACTIONS

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**Club.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., *Hit:* 3 (1d4+1) bludgeoning damage.

# TRALDAR, VOCAL

*Medium humanoid (traldar), true neutral*

**Armor Class** 14 (hide and wooden shield)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** Traldar

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

**Vocal (recharge 5-6).** This specially-trained Traldar have abnormally large chests and necks. Their special training give them the ability to shout very loudly, projecting most of the sound produced forwards in a 45-degree cone. The original task of vocals was communication (their voices can be clearly heard up to 5 miles away in the direction shout). This special ability can also be used to attack. In fact, any characters within the cone must succeed a Constitution saving throw [DC 12] or be affected by the following effects that depend by the distance from the Vocal.

From 21 to 30 feet, the saving throw is made with Advantage and who fails the save is Deafened until the end of own next turn.

From 11 to 20 feet, the saving throw is normal and who fails the save is Deafened for 1d4 round and Stunned until the end of own next turn.

From 0 to 10 feet, the saving throw is made with Disadvantage and who fails the save is Deafened for 1 minute and Stunned for 1d4 round.

## ACTIONS

**Handaxe.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

# TRALDAR, WARRIOR

*Medium humanoid (traldar), true neutral*

**Armor Class** 15 (hide and wooden shield)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	9 (-1)	10 (+0)	12 (+1)

**Senses** passive Perception 10

**Languages** Traldar

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

## ACTIONS

**Multiattack.** Traldar warrior makes two melee attacks.

**Handaxe.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

# KARTOEBA ("THING IN THE PIT")

*Huge aberration, unaligned*

**Armor Class** 8 (natural armor)

**Hit Points** 168 (16d12 + 64)

**Speed** 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	7 (-2)	9 (-1)	1 (-5)

**Skills** Perception +2, Stealth +1

**Damage Immunities** acid, poison

**Damage Resistances** bludgeoning from weapons that are not magical

**Condition Immunities** charmed, poisoned

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

**Languages** -

**Challenge** 7 (2900 XP)

**Frightful Presence.** Each creature that see the Kartoeba must succeed a Wisdom saving throw [DC 6] or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Digestive Slime.** Creatures that are held into the Kartoerba maw take 7 (2d6) acid damage each turn.

## ACTIONS

**Multiattack.** Kartoeba attacks each round with up to four of its tentacle. When a tentacle hit a creature of size large or smaller it try a grapple. If the grab succeed the tentacle can no more be used to attack a new prey (see grapple).

**Tentacle.** *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 13 (2d8+4) bludgeoning plus can start a grapple damage.

**Grapple.** When a creature is hit by one of the tentacles of the Kartoeba it must overcome a grapple check or be grabbed. A grapple check is a Strength or Dexterity check versus a Strength check of the Kartoeba. While grabbed the victim can perform no other action but to try to escape the grab, repeating a new grapple check.

Grabbed characters are automatically dragged into Kartoerba's maw at a rate of 10 feet per round and then are hold there while it secretes a digestive slime over them. Only one creature at a time can be drags into the maw.

## REACTIONS

**Tentacle.** A Kartoeba's tentacle has AC 12 and 30 hp. If a tentacle is severed, Kartoeba can use its reaction to squirts a jet of acid slimes that causes 4d6 acid damage in a cone of 15 feet [Dexterity save (DC 12) to half damage]



### **(OPTIONAL) LAIR ACTIONS**

On initiative count 20 (losing initiative ties) the Kartoeba take a lair action to cause one of the following effects (Kartoeba can't use the same effect two rounds in a row):

Kartoerba can force another save for its frightful presence (even on those who previously have passed a normal check)

Magical darkness spread from a point the Kartoerba chooses within 60 feet of it filling a 15-foot-radius sphere until it dismisses it as an action, use another lair action or die.

One of its severed tentacle regrows and Kartoeba regenerate 30 hp (this ability can be used only once between rests).

# NON PLAYER CHARACTERS

## GOLTHAR (MASTER OF THE IRON RING)

*Medium humanoid (human male), chaotic evil*

**Armor Class** 15 (18 with mage armor and ring of protection)

**Hit Points** 34 (8d6 + 0)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	10 (+0)	17 (+3)	16 (+3)	12 (+1)

**Saving Throws** Int +7, Wis +7

**Skills** Arcana +6, Deception +4, History +6, Stealth +7

**Senses** passive Perception 13

**Languages** Common (Thyatian), Traldar and Goblinoid

**Challenge** 5 (1800 XP)

**Arcane Recovery.** once per day when he finish a short rest, Golthar can choose an expended spell slot of up to fourth level (or a combination of spell slots that do not exceed four) and recover it.

**Arcane Tradition (Conjuration).** Conjunction Savant, Minor Conjunction (can use an action to conjure an inanimate object in his hand or in an unoccupied space that is visible and within 10 feet. The object must be no more larger than 3 feet and weight no more than 10 pounds. The object disappears after 1 hours) and Benign Transportation (can use an action to teleport up to 30 feet to an unoccupied space that he can see. Once used Golthar can use it anymore since he finish a long rest or cast a conjuration spell).

**Golthar's Spellbook.** beyond the spells indicated below the book contains the following:

sleep, charm person, identify, detect magic, comprehend language, invisibility, web, suggestion, dispel magic, Leomund's tiny hut, stoneskin.

**Possession.** Dagger +1, ring of protection (that gives Golthar a +1AC and +1 ST bonus included in the stats) and ring that control the living statues of Xitaqa.

**Spellcasting.** Golthar is a 8th level spellcaster (wizard conjurer). His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He usually have the following spells prepared:

**Spellcasting.** The golthar (master of the iron ring) is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The golthar (master of the iron ring) has the following wizard spells prepared:

Cantrips (at will): *friends, light, message, poison spray*  
1st level (4 slots): *magic missile, shield, sleep, mage armor*  
2nd level (3 slots): *mirror image, misty step, hold person, see invisibility*  
3rd level (3 slots): *counterspell, fly*  
4th level (2 slots): *Evard's Black Tentacle*

### ACTIONS

**Dagger +1.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

## JOLENTA (REAYER OF THE IRON RING, CLERIC OF BRISSARD)

*Medium humanoid (human female), neutral evil*

**Armor Class** 18 (chain mail and shield)

**Hit Points** 45 (7d8 + 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	12 (+1)	10 (+0)	16 (+3)	13 (+1)

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

**Skills** Deception +6, Stealth +3, Insight +6, Religion +3

**Senses** passive Perception 13

**Languages** Common (Thyatian), Alphatian

**Challenge** 5 (1800 XP)

**Channel Divinity (Trickery Domain).** (2/rest) Turn Undead, Invoke Duplicity, Destroy Undead and Cloak of Shadow

**Blessing Of The Trickster.** With it Jolenta can touch a willing creature (action) other than himself, he gives it advantage on Dexterity (Stealth) checks. This bless last for 1 hour or until he use this feature again.

**Spellcasting.** Jolenta is a 7th level spellcaster (cleric). His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He usually have the following spells prepared:

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

1st level (4 slots): charm person, disguise self, cure wounds, bane, inflict wounds

2nd level (3 slots): mirror image, pass without trace, enhance ability, locate object, spiritual weapon

3rd level (3 slots): blink, dispel magic, clairvoyance, bestow curse, revivify, spirit guardians

4th level (1 slots): dimension door, polymorph

**The Cult Of Brissard.** Brissard is an immortal which cults are particularly active on Alphatia, Esterhold and Ochalea. Both the empires, Thyatis and Alphatia, are main buyers of slaves and the Iron Ring is working well with both. Jolenta was an alphatian's criminal employee who find natural devoting herself to the immortal of slavery. She then journey to Karamaikos to join her force directly with the Iron Ring and now she's climbing rapidly the hierarchies of the criminal association.

**Possession.** Flail +1, shield, chain mail, scroll with: bless, cure wounds and silence all written like 3rd level spells. A Holy Symbol made with a chain that form the 8 disposed horizontally. She's proficient with dices and thieves' tools

### ACTIONS

**Flail +1.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., *Hit:* 6 (1d8+2) bludgeoning damage.

## MAFKA (REAVER OF THE IRON RING)

*Medium humanoid (human female), chaotic neutral*

**Armor Class** 13 (16 with mage armor)

**Hit Points** 31 (6d6 + 0)

**Speed** 30 ft.

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

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

**Skills** Deception +8, Sleight of Hand +9, Acrobatics +6, Investigation +6, Performance +8, Stealth +9

**Senses** passive Perception 10

**Languages** Common (Thyatian), Traldar

**Challenge** 2 (450 XP)

**Sneak Attack.** +3d6

**Thieve's Chant.** she knows the secret language of rogues

**Expertise.** Deception, Sleight of Hand, Performance and Stealth (bonus already included)

**Cunning Action.** Mafka can take a bonus action on each of her turn to use the Dash, Disengage or Hide action.

**Mage Hand Legerdemain.** When cast mage hand can make the spectral hand invisible and can perform the following additional task: can stow and/or retrieve an object in a container worn or carried by another creature. Can use thieves' tools to pick locks and disarm traps at range. Can perform one of these tasks without being noticed by a creature if succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. Can use the bonus action granted by Cunning Action to control the hand.

**Possession.** Thieve's Tools, Forgery kit. Dagger, short sword, potion of flying, crystal ball (not magical).

**Spellcasting.** The mafka (reaver of the iron ring) is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mafka (reaver of the iron ring) has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, prestidigitation*

1st level (3 slots): *colour spray, charm person, silent image, mage armor*

### ACTIONS

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

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

# KFOREDZ (PRIESTESS OF HUTAAKANS, CLERIC OF PFLARR)

*Medium humanoid (hutaakan female), neutral evil*

**Armor Class** 17 (studded leather +1 and shield)

**Hit Points** 45 (10d8 + 0)

**Speed** 25 ft.

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

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

**Skills** Stealth +5, History +5, Religion +5

**Senses** passive Perception 13

**Languages** Hutaakaan, Traldarian, Common (Thyatian), Gnoll

**Challenge** 5 (1800 XP)

**Spellcasting.** Kforedz is a 7th level spellcaster (cleric). His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She usually have the following spells prepared:

Cantrips (at will): guidance, light, sacred flame, spare the dying

1st level (4 slots): command, identify, bless, cure wounds, detect evil and good, detect magic

2nd level (3 slots): augury, suggestion, hold person, lesser restoration, spiritual weapon

3rd level (3 slots): nondetection, speak with dead, animate dead, dispel magic, spirit

guardians

4th level (1 slots): arcane eye, confusion

**Possession.** Khopesh +1, shield, studded leather +1, scroll with: cure wounds (4 level spell slot), remove curse and death ward . A Holy Symbol (the Star of Pflarr) .

## ACTIONS

**Khopesh +1.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., *Hit:* 5 (1d8+1) slashing damage.

## GURI-BEN-KAAL (TRALDAN CHIEF)

*Medium humanoid (human male), true neutral*

**Armor Class** 16

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	13 (+1)	9 (-1)	10 (+0)	15 (+2)

**Saving Throws** Con +3, Wis +2

**Senses** passive Perception 10

**Languages** Traldarian

**Challenge** 3 (700 XP)

**Multiattack.** Guri-Ben-Kaal makes two melee attacks.

**Leadership (recharges After A Short Or Long Rest).** For 1 minute, Guri-Ben-Kaal can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of him makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand Guri-Ben-Kaal. A creature can benefit from only one Leadership die at a time. This effect ends if Guri-Ben-Kaal is incapacitated.

### ACTIONS

**Handaxe.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

### REACTIONS

**Parry.** Guri-Ben-Kaal adds 3 to his AC against one melee attack that would hit him. To do so he must see the attacker and be wielding a melee weapon or a shield.

# STEPHAN SUKISKYN

*Medium humanoid (traladarian male), true neutral*

**Armor Class** 13 (leather)

**Hit Points** 32 (5d10 + 5)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)	15 (+2)

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**Saving Throws** Str +5, Con +4

**Skills** Insight +2, Persuasion +5, Animal Handling +2, Survival +2

**Senses** passive Perception 9

**Languages** Common (Thyatian), Traladarian, Elven

**Challenge** 5 (1800 XP)

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**Fighting Style: Archery.** Stephan gains a +2 bonus to attack rolls made with ranged weapons

**Second Wind.** On his turn can use a bonus action to regain hit points equal to 15

**Action Surge.** On his turn, and only once between rest, he can take an additional action on top of his regular action and a possible bonus action.

**Battle Master.** Stephan knows the following maneuvers: distracting strike, evasive footwork and precision attack.

He has four superiority dice (d8) and his Maneuver Save DC is: 13

**Student Of War.** Stephan is proficient with Smith's tools.

## ACTIONS

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**Multiattack.** Stephan can attacks twice on his turn.

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

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

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