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NEW EVIL

INTRODUCTION

Our story takes place in a forest. A stranger has stumbled on some news that lizardfolk have been gathering in one large location. The adventurers will be offered a quest to figure out why this is. After which, the party will decide on whether to help the lizardfolk or let evil start a new era.

STORY OVERVIEW

dragon is trying to figure out a way to live forever.

CHAPTER 1. LIZARDFOLK GATHERING

The main quest is to determine why the Lizardfolk are gathering.

OPENING

The adventurers will be heading into a village called Nealion. Along the road to Nealion, their caravan get's attacked by a group of Orc's. Side Quest 1. Orc Trouble p5

In Nealion the party can be offered up to 3 quest's.

- One main quest.
- Two side quest.

The players that gather intelligence by asking around the village can figure out its layout along with the surrounding lands. Within these lands, a raiding party of orcs are terrorizing this part of the region. This was the same group of orcs the party ran into on the way there.

If the party doesn't ask around, then stick to telling them on the quest board inside their local tavern.

The party can see two slips of paper hanging on the quest board for anyone interested in some side work.

- Side Quest 1. Orc Trouble p5
- Side Quest 2. In The Capture of Flying Snakes p5

REWARD

19

IN ELVEN SP
DEAD OR ALIVE
ORC RAIDER'S

See Aust Rothenel the elven noble for further details.

REWARD

50

IN ELVEN GP
ALIVE
FLYING SNAKES

See the local elven scout for location. Your reward will follow up with a Moonstone (worth 50 GP) for each Flying Snake past one.

MAIN QUEST: TWO QUEST'S IN ONE

When the party decides to see Aust Rothenel the elven noble p.14. Aust will tell them

Greetings, have you all traveled this way to help with the Orc troubles from time to time. It's making hunting and trading harder and harder for my people.

*The party needed to take something that the orcs would carry. If a player didn't take an **Orc Trophy**. The party can't go back and gather something. Have Aust say*

How much time has passed. Wild animal's dragged or something claimed the sight. I'm still pleased, please sit, if you took care of them with such ease. Maybe just maybe you all can help with something.

*Skip the "How much time has passed" if the party managed to take an **Orc Trophy**.*

I'm glad to hear my friends. Please sit, (The Aust looks at one of his members and tells them.) Go get 19 SP for are fellow friends. (As Aust turns back to the party.) If you took care of those orcs with ease. Maybe just maybe you all can help with something.

Double the reward or what you see fit's if a player brings and offers Aust elven ears or flayed elven hide. That way they can honor their dead. Now if a player decides to keep one of those two as a keepsake. The adventurer party is not welcomed back.

Wait for the party to discuss it between themselves.

One of my men has seen a group of two legged lizard's gathering in one spot. I keep getting informed every couple days that their numbers keep growing. We have heard stories of lizard people capturing local's and trader's alike. I just don't know for sure.

SIDE QUEST

SIDE QUEST 1. ORC TROUBLE

Four Orcs are found together raiding. 1 **Orc**, 3 **Young Orc**. When searching the orcs and succeed on a DC 11 Intelligence (Investigation) check. The Orc Leader is carrying A Ruby of the War Mage on the hilt of his Greataxe, a pair of engraved bone dice (worth 25 gp), and rolls off **VGM p90**. The Younger Orcs are carrying a carved bone statuette of gruumsh (worth 25 gp), & roll off **VGM p90** for each orc. (*Beyond four player's, add 1 Young Orc for each player added. Include carved bone statuette & roll table.*)

A RUBY OF THE WAR MAGE

Wondrous item, common (*requires attunement by a spellcaster*)

Etched with eldritch runes, this 1-inch-diameter ruby allows you to use a simple or martial weapon as a spellcasting focus for your spells. For this property to work, you must attach the ruby to the weapon by pressing the ruby against it for at least 10 minutes. Thereafter, the ruby can't be removed unless you detach it as an action or the weapon is destroyed. Not even an antimagic field causes it to fall off. The ruby does fall off the weapon if your attunement to the ruby ends.

Caster Level: 3rd; Market Price: (1d6 + 1) × 10; Tool: Jeweler's; Component: Ruby;

Source: XGE p138

ORC TROPHIES

d10	Trophy	d10	Trophy
1	1d12 elf ears	6	1d20 severed fingers
2	1d4 dwarf beards	7	1d8 eyeballs
3	1d6 human heads	8	Flayed elf skin
4	Skulls and bones	9	Dire wolf hide
5	Cave bear paw	10	Random trinket*

* Roll on the Trinkets table in chapter 5 of the *Player's Handbook*.

When you go outside of Nealion. Head North West for 3 days threw the wood, 2 day's back. (*Do what time of day it's.*) You will see a grove of trees making a perfect circle. In the center is nothing but green grass blowing in the wind. I ask that you don't go near the center and respect my wish. Once you are there. You will see the flying snake's about.

If a player asks the elven scout how does the scout know. Replay with,

This is the time of year the flying snake's gathering to mate. After all, it's mating season for them.

A member of the party need's to roll and succeed on a DC 15 Wisdom (Survival) check. Once a day. If the party member fails the check. The party lands up wasting the day and gets lost. It will add a new day to their travel's. **Optional:** A different party member can roll and succeed on a DC 10 Wisdom (Survival) check. On a successful check, roll 1d6 + their Wisdom modifier to determine how much food (in pound's), then repeat the same roll for water (in gallon's).

As the party makes it to the edge of a clearing in the trees. The party can see across the opening of the trees. Lays twelve rocks making a perfect circle and foot steps leading away from a near path. All of a sudden something flies overhead every so often when the light passes through the tree's. Succeed on a DC 14 Wisdom (Perception Perception). 16 **Flying Snake**. (*Beyond four player's, add 4 Flying Snakes.*)

The party or player can (A) climb up a tree to gather as many Flying Snakes passing overhead or (B) small rodents from the elven scout for bait.

(A) After a player captures a Flying Snake from anywhere. Roll a d10 to know the number of round's the Flying Snake's will stick around.

(B) If the party is using a small rodent. Roll 2d10 to know the number of round's the Flying Snakes will stick around.

Source: VGM p90

SIDE QUEST 2. THE CAPTURE OF FLYING SNAKES

The local scout will tell the party about a spot on a couple's day journey North West of the wood's.

ITEMS

RING OF STRETCH

Ring, rare (*requires attunement*)

A target's size double's in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category and everything it's wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. The target's weapon's also grow to match its new size. While these weapon's are enlarged, the target's attack's with them deal 1d4 extra damage.

Lore. Dwarfs would make these ring's in order for them to fight back the hill giants. In which the hill giants where once they're slaves and now are their enemies. The ring engraved with dwarven runes. It once tide to Dwarven Clan (Name). If it's found. The dwarfs would like it returned to where it once belonged.

Caster Level: 6th; Prerequisites: Enlarge/Reduce; Market Price: 2d10 × 1,000; Tool: Jeweler's; Component: A pinch of powered iron, Object (Signet Ring 5 gp 0.5 lb.); Weight: 0.5 lb.

WONDER OF CONDENSE

Wondrous item, rare (*requires attunement*)

A object size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category & if weapon is reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Lore: Dwarfs would make their equipment easier to carry on their person. But over time rogues would ether steal these item's into their line of field. To make it easier to conceal their equipment. In order to steal from parties. The equipment would have engravings of dwarven runes. It once tide to Dwarven Clan (Name). If it's found. The dwarfs would like it returned to where it once belonged.

Caster Level: 6th; Prerequisites: Enlarge/Reduce; Market Price: 2d10 × 1,000; Tool: (Any tool set that best fit's them the DM or Player have in mind.); Component: A pinch of powered iron, Object (any); Weight: varies lb.

MONSTERS

DWARVEN CITIZEN

This is your everyday dwarven citizen. Environments: Hill, Mountain, Underdark

DWARVEN CITIZEN

Medium humanoid (dwarf), lawful good

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 1 (200 XP)

Dwarven Resilience. The dwarf has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

ACTIONS

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

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.

ELVEN CITIZEN

This is your everyday elven citizen. Environments: Forest, Underdark

ELVEN CITIZEN

Medium humanoid (elf), chaotic good

Armor Class 14 (studded leather armor)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 1/4 (50 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

ACTIONS

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

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

GNOMISH CITIZEN

This is your everyday gnomish citizen. Environments: Hill, Forest, Underdark

GNOMISH CITIZEN

Small humanoid (gnome), neutral good

Armor Class 16 (chain shirt, shield)

Hit Points 16 (3d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish

Challenge 1/2 (100 XP)

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

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

For those that want to have different race's age's. Go two size's down off the original creature's stats.

Examples are Infant Orc, Young Orc, Adult Orc is found on MM p.246, Middle Orc, Old Orc, & Venerable Orc.

ORC LIFE STAGES

Environments: Arctic, Forest, Grassland, Hill, Mountain, Swamp, Underdark

Infant Orc. This is infant orc entering the world.

Young Orc. This is young orc just starting out in life.

Middle Orc. This is middle age orc.

Old Orc. This is old age orc.

Venerable Orc. This is venerable age orc.

INFANT ORC

Tiny humanoid (orc), chaotic evil

Armor Class 11 (natural armor)

Hit Points 4 (1d4 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	5 (-3)	9 (-1)	8 (-1)

Skills Intimidation +0

Senses darkvision 30 ft., passive Perception 10

Languages Common, Orc

Challenge 1/8 (25 XP)

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

ACTIONS

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

AGING NPC's

Age	Str	Dex	Con	Int	Wis	Cha
Infant	+2	+0	+1	+1	+1	+1
Young	+2	+0	+1	+1	+1	+1
Adult	+2	+0	+1	+1	+1	+1
Middle	-2	+0	+1	+1	+1	+1
Old	-2	+0	+1	+1	+1	+1
Venerable	-2	+0	+1	+1	+1	+1

YOUNG ORC

Small humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 5 (1d6 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	9 (-1)

Skills Intimidation +1

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

ACTIONS

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

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

MIDDLE ORC

Medium humanoid (orc), chaotic evil

Armor Class 12 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	8 (-1)	12 (+1)	11 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 0 (0 XP)

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

ACTIONS

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

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

OLD ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 0 (0 XP)

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

ACTIONS

Greataxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 + 1) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

VENERABLE ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 20 ft.

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

Skills Intimidation +3

Senses darkvision 30 ft., passive Perception 12

Languages Common, Orc

Challenge 0 (0 XP)

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

ACTIONS

Greataxe. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (1d12) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

REMORHAZ

The heat secretion of a remorhaz, thrym, is valuable as a component for heat-related magical items and can be sold to alchemists for 5-10 gold pieces per flask. The remorhaz will contain 10 flasks worth of thrym per Hit Die. Environments: Arctic

Ancient Remorhaz. Roll (1d100) with 25 percent chance of a mate and with (1d2) eggs. The eggs value are at 500 gp.

INFANT REMORHAZ

Medium monstrosity, unaligned

Armor Class 11 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 20 ft., burrow 10 ft.

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

Senses darkvision 30 ft. tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage plus 3 (1d6) fire damage.

ANCIENT REMORHAZ

Gargantuan monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 402 (23d20 + 161)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	25 (+7)	5 (-3)	10 (+0)	6 (-2)

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

Languages —

Challenge 20 (25,000 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 21 (4d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 59 (9d10 + 10) piercing damage plus 21 (4d6) fire damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 28 (8d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 40 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 15 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

SKELETON

Something or someone had it where the resting place was disturbed.

Dwarven Skeleton. Environments: Hill, Mountain, Underdark

Elven Skeleton. Environments: Forest, Underdark

Gnomish Skeleton. Environments: Hill, Forest, Underdark

Orc Skeleton. Environments: Arctic, Forest, Grassland, Hill, Mountain, Swamp, Underdark

DWARVEN SKELETON CITIZEN

Medium undead (dwarf), lawful evil

Armor Class 17 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	14 (+2)	7 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, Dwarvish but can't speak

Challenge 3 (700 XP)

ACTIONS

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

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.

ELVEN SKELETON CITIZEN

Medium undead (elf), lawful evil

Armor Class 15 (studded leather armor)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	7 (-2)	11 (+0)	7 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, Elvish but can't speak

Challenge 2 (450 XP)

ACTIONS

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

GNOMISH SKELETON CITIZEN

Small undead (gnome), lawful evil

Armor Class 17 (chain shirt, shield)

Hit Points 16 (3d6 + 6)

Speed 25 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, Gnomish but can't speak

Challenge 1 (200 XP)

ACTIONS

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

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

ORC SKELETON

Medium undead (orc), lawful evil

Armor Class 14 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	3 (-4)	11 (+0)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, Orc but can't speak

Challenge 1 (200 XP)

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

HIPPOGRIFF

The hippogriff eggs are worth 1,000 gp. As the hippogriff gets to infant stage in life can be worth 2,000 gp. When raising a infant hippogriff. It will need to be taught how to fly when it gets to the younger stage in life. Young hippogriff can be worth 3,000 gp. When the hippogriff get to adult age. The hippogriff can be more trouble then it is worth. Environments: Grassland, Hill, Mountain

INFANT HIPPOGRIFF

Small monstrosity, unaligned

Armor Class 11 (natural armor)

Hit Points 3 (1d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Skills perception +2

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

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

ACTIONS

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

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

YOUNG HIPPOGRIFF

Medium monstrosity, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	7 (-2)

Skills perception +2

Senses passive Perception 12

Languages —

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

NPC

AUST ROTHENEL

Aust is Moon High Elven noble. Aust has a signet ring on his right ring finger, set of fine clothes with a small silver spinning top that, when spun, endlessly spins until interrupted.

AUST ROTHENEL

Medium humanoid (elf), neutral good

Armor Class 14 (studded leather armor)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills History +3, Persuasion +2, Perception +2,
Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Goblin

Challenge 1/4 (50 XP)

Fey Ancestry. Aust has advantage on saving throws against being charmed, and magic can't put Aust to sleep.

Innate Spellcasting. Aust's spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will. Minor Illusion

Special Equipment. Aust is wearing signet ring, set of fine clothes with a small silver spinning top that, when spun, endlessly spins until interrupted. Aust is also wearing Moonblade +2 that comes with Gleaming. (This item never gets dirty.)

ACTIONS

Moonblade +2 (Longsword). *Melee Weapon*

Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage or 8 (1d8 + 4) slashing damage if used with two hands.

STANDARD EXCHANGE RATE CURRENCY

Coin	PP	GP	SP	CP
Platinum (PP)	1	10	100	1,000
Gold (GP)	1/10	1	10	100
Silver (SP)	1/100	1/10	1	10
Copper (CP)	1/1,000	1/100	1/10	1

BANK CURRENCY EXCHANGE RATE

Coin	PP	GP	SP	CP
Platinum (PP)	.4	4	40	400
Gold (GP)	1/4	.4	4	40
Silver (SP)	1/40	1/4	.4	4
Copper (CP)	1/400	1/40	1/4	0

MAIN RACE & BLACK MARKET CURRENCY & TREASURE EXCHANGE RATE FOR GOODS

Coin	PP (DC10)	GP (DC15)	SP (DC20)	CP (DC25)
Platinum (PP)	.5	5	50	500
Gold (GP)	1/5	.5	5	50
Silver (SP)	1/50	1/5	.5	5
Copper (CP)	1/500	1/50	1/5	0

CURRENCY TO TREASURE EXCHANGE RATE

Coin	PP	GP	SP	CP
Platinum (PP)	.65	6.5	65	650
Gold (GP)	1/6.5	.65	6.5	65
Silver (SP)	1/65	1/6.5	.65	6.5
Copper (CP)	1/650	1/65	1/6.5	0

Gems, Jewelry, and Art Objects. These items keep their full value in the marketplace.

Buying Goods from individual's needs a check.

Dwarf, Elf, Humam, Yuan-ti are the main race's.

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You can buy items for cheap on the black market. But keep in mind it can be hot.