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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 adventures will be offered a quest to figure out why this is. After which the adventures will decide on helping the lizardfolk or let them become used.

## STORY OVERVIEW



dragon is trying to find a way to live forever.

### OPENING

The adventurers will be heading in to a village called Nealion. On the road to Nealion, their caravan they are with gets attacked by Orc's. (Use side quest 1.)

They can be offered up to 3 quests.

- One main quest.
- Two side quest.

The main quest is to figure out why the Lizardfolk are gathering.

Side quest

### 1. ORC TROUBLE

A group of orc's have been hunting in their territory.

Four Orc's are with three Hyena's found together. 1 **Orc**, 3 **Orc Tribal Warrior** & 3 **Hyena**. *(Beyond two players, add 3 Orc Tribal Warrior & 3 Hyena for each player added.)*

### 2. CAPTURE FLYING SNAKE'S

They are going to be used as messengers around town. Roll the encounter when the adventure's get there 8 **Flying Snake**. *(Beyond two players, add 4 Flying Snake's.)*

Side Quest 1 rewards 19 Elven SP inside a pouch.

Side Quest 2 rewards 50 Elven GP inside a pouch. Any Flying Snake brought in afterwards the adventurers are given

# MONSTERS

## DWARVEN CITIZEN

Medium humanoid (dwarf), lawful good

**Armor Class** 16 (scale mail, shield)

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

**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 (?? 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

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:* 55 (1d6 + 2) piercing damage.

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

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

This is your everyday elven citizen. Environments: 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.

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

## 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.

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

*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 (?? 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.

percent chance of a mate and with (1d2) eggs. The eggs value are at 500 gp. Environments: Arctic

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. Roll (1d100) with 25



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

MAIN RACE CURRENCY 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

Buying Goods from individual's needs a check.

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

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

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, Paintings, Jewelry, so on keep there full value after exchanged.

BLACK MARKET CURRENCY TO TREASURE EXCHANGE RATE

Coin	PP	GP	SP	CP
Platinum (PP)	1.5	15	150	1,500
Gold (GP)	1/15	1.5	15	150
Silver (SP)	1/150	1/15	1.5	15
Copper (CP)	1/1,500	1/150	1/15	0

Gems, Paintings, Jewelry, so on keep there full value after exchanged.

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