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TABLE OF CONTENTS

NEW EVIL ... 3

MONSTERS AND NPCs ... 4

Dwarven Citizen ... 4

Elven Citizen ... 4

Gnomish Citizen ... 5

Infant Orc ... 5

Young Orc ... 6

Middle Orc ... 6

Old Orc ... 7

Venerable Orc ... 7

Infant Remorhaz ... 8

Ancient Remorhaz ... 9

ITEMS ... 10

Ring of Stretch ... 10

Wonder of Condense ... 10

CURRENCY TABLE CHART ... 11

Standard Exchange Rate Currency ... 11

Main Race Currency Exchange Rate For Goods ... 11

Bank Currency Exchange Rate ... 11

Currency Treasure Exchange Rate ... 11

Black Market Currency Treasure Exchange Rate ... 11

New Evil

INTRODUCTION

Our story take's 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

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

CHAPTER 1. LIZARDFOLK GATHERING

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

OPENING

The adventurers will be heading in to a village called Nealion. On the road to Nealion, there caravan get's attacked by Orc's. **Side Quest 1.**

In town they can be offered up to 3 quest's.

- One main quest.
- Two side quest.

SIDE QUEST 1. ORC TROUBLE

A group of orc's have been raiding in there territory.

Four Orc's are found togther raiding. 1 **Orc**, 3 **Young Orc**. A pair of engraved bone dice (25 gp), three carved bone statuette of gruumsh (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.)*

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 <i>Player's Handbook</i> .			

SIDE QUEST 2. CAPTURE FLYING SNAKE'S

They are going to be used as messengers around town. Roll the encounter when the adventure's get there 16 **Flying Snake**. *(Beyond four player's, add 4 Flying Snake's.)*

Side Quest 1 reward 19 Elven SP inside a pouch.

Side Quest 2 rewards 50 Elven GP inside a pouch. Any Flying Snake brought in after wards 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 (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.

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

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

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*.

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.

This is infant orc entering the world. Environments: Arctic, Forest, Grassland, Hill, Mountain, Swamp, Underdark

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.

This is young orc just starting out in life. Environments: Arctic, Forest, Grassland, Hill, Mountain, Swamp, Underdark

This is middle age orc. Environments: Arctic, Forest, Grassland, Hill, Mountain, Swamp, Underdark

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.

This is old age orc. Environments: Arctic, Forest, Grassland, Hill, Mountain, Swamp, Underdark

This is venerable age orc. Environments: Arctic, Forest, Grassland, Hill, Mountain, Swamp, 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 (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.

contain 10 flasks worth of thrym per Hit Die. Roll (1d100) with 25 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

ITEMS

Name: Ring of Stretch

Heading: ring, rare (requires attunement)

Value: 2d10 × 1,000

Weight: 0.5 lb.

Description: A target's size double's in all dimensions, and it's weight is multiplied by eight. This growth increases it's 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 it's new size. While these weapon's are enlarged, the target's attack's with them deal 1d4 extra damage.

Lore: Dwarf's would make these ring's in order for them to fight back the hill giant's. In which the hill giant's where once there slaves and now are there enemy's. The ring would be covered in dwarven rune's at which a faint glow would occur once's activated.

Tool: Jeweler's Tools

Spell: Enlarge/Reduce

Component: A pinch of powered iron, Object (Signet Ring 5 gp 0.5 lb.)

Name: Wonder of Condense

Heading: wondrous item, rare (requires attunement)

Value: 2d10 × 1,000

Weight: varies

Description: 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: Dwarf's would make there equipment easier to carry on there person. But over time rogues would ether steal these item's into there line of field. To make it easier to conceal there equipment. In order to steal from partie's.

Tool: Any tool set that best fit's them the DM or Player have in mind.

Spell: Enlarge/Reduce

Component: A pinch of powered iron, Object (any)

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.

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

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