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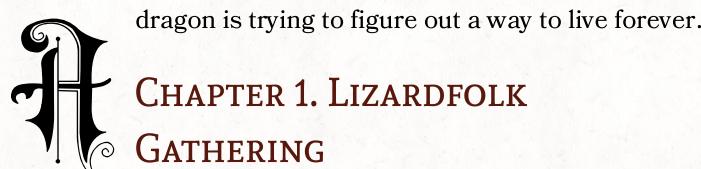
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NEW EVIL

INTRODUCTION

Our story takes place in the Whispering Forest, an ancient forest that over the years became smaller and smaller due to too many communities rising and needing more resources. The players hear about a rumor among the land that a huge number of people have been taken by lizardfolk just outside of Whispering Forest. The players take an interest in this rumor to see if it was true just like many others have. When the players gather in Bonewood, they decide to join up with a trade caravan heading out towards the village of Nealion. The adventurers will be offered a quest to investigate these lizardfolk and see what they are up too. After which, the party will decide on whether to help the lizardfolk or let a new evil reign over the region.

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 Troubles p5**

In Nealion the party will be given 3 quest's.

- One main quest.
- Two side quest.

If the players gather intelligence by asking around the village for information, to 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 direct them to the quest board inside their local tavern.

The party can see two slips of paper hanging on a very old spruce wood quest board for anyone interested in some side work.

- Side Quest 1. Orc Troubles p5
- Side Quest 2. Capture or Kill Pseudodragon p5

REWARD

19

IN ELVEN SP DEAD OR ALIVE

ORC RAIDER'S

See Aust Rothenel (Diamonddew) the elven noble for further details.

REWARD

50

IN ELVEN GP DEAD OR ALIVE PSEUDODRAGON

See Rolen Galanodel (Moonwhisper) the homesteader for further details. Your reward will follow up with a Moonstone (worth 50 GP) for each Pseudodragon past one.

MAIN QUEST: TWO QUEST'S IN ONE

When the party decides to see Aust Rothenel p 16. They will get turned away intel they can prove themselves and complete Side Quest 2. Capture or Kill Pseudodragon p5 (When they have finished. You can proceed with what Aust will tell them)

Greetings, have you all traveled this way to help with the Orc troubles, we would be pleased if you could get rid of them quickly. Their presence is making hunting and trading very difficult 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:

Worry not adventurers as long as they no longer live I am pleased, have a seat. (Aust says gesturing to some stools in front of a fire.) Since you took care of them with ease, maybe just maybe you all can help me with another task...

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

I'm glad to hear of your good news my friends. Please sit, (Aust looks at one of his members and tells them.) Go get 19 SP for your 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 else.

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 bi-pedal lizards traveling to and from the edge of forest. He has informed me that every couple days their numbers keep increasing. We have heard stories of lizard people capturing local's and trader's alike. I'm not understanding their intentions. Try going back to the spot you all fought the orcs and help figure out what is true and what is rumored. (Trader walks in and interrupts, he says) We are planning to head back to Bonewood. I was hoping you all can join us after that orc raid. You were very helpful and saving are lives. I can pay 13 CP each. What do you say?

(Max 11 SP total if a player wants to roll DC 12 Charisma (Persuasion) check). Wait for the party to discuss it between themselves.

(Aust stands up) It looks like you all should be heading off.

(A) (If the player gives the elven remains...) When you need help in the future you'll have my aid.

(B) (If a player keeps the elven remains...) Safe travels, but we would appreciate you not returning to Nealion in the future.

SIDE QUEST

SIDE QUEST 1. ORC TROUBLIES

Four Orcs are found together raiding. 1 **Orc**, 6 **Young Orc**. When searching the orcs and succeed on a DC 11 Intelligence (Investigation) check. The Orc Leader is carrying **Starburst Turquoise Crystal** p6 that hangs on the hilt of his Greataxe, a pair of engraved bone dice (worth 25 gp), and roll off **Orc Trophies**. The Younger Orcs are carrying a carved bone statuette of gruumsh (worth 25 gp), & roll off **Orc Trophies** for each orc. (*Beyond 4 player's, add 2 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 *Player's Handbook*.

This is the time of year where pseudodragons gather to mate. I've spent enough time around the forest to pick up a few hobbies such as understanding animal habits and routines. (Handing the players 4 sacks filled with 2 nets each. Beyond 4 player's, add 1 sack and 2 nets.)

If a member wants some kind of knowledge to capture pseudodragon easier:

This comes out of the reward. (Handing them a moonstone.)

A member of the party need's to roll and succeed on a DC 15 Wisdom (Survival) check. Once the travel begins. If the party member fails the check. The party lands up wasting 20 minutes and gets lost.

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 travels, they can see an opening past the trees with twelve medium size rocks making a perfect circle with footprints leading to and from it. Suddenly something flies overhead casting a shadow over the place that you are standing. (Succeed on a DC 12 Wisdom (Perception) check.) 8
Pseudodragon. (*Beyond 4 player's, add 2 Pseudodragon.*)

The party or player can:

- (A) Climb up a tree to gather as many pseudodragons passing overhead or:
 - (B) Use shiny moonstone from the elven scout for bait.
 - (C) Player's Choice
 - (D) If any players are good aligned humans that show enthusiasm or excitement towards meeting a pseudodragon, his/her reward will be one pseudodragon. (If someone messes up option D, option A will be their only redemption.)
- (A) After a player captures a pseudodragon from anywhere. Roll a d10 to know the number of round's the pseudodragons will stick around.

If a player asks Rolen about how he knows. Reply with:

(B) If the party is using a shiny moonstone. Roll 2d10 to know the number of round's the pseudodragons will stick around.

(C) Be flexible for this Choice.

(D) Is a roleplay option for the party to act out and make more lore for the story.

After the mission is finished the party returns to Nealion to deliver the pseudodragons and return the materials lent to the party and in return collect their reward.

If the human was able to befriend a pseudodragon. Rolen will be surprised at the outcome. Replies with...

I see it didn't go according to the plan, it's okay though gods must be watching over you all." (His hand gestures towards the materials lent to the party.)

ITEMS

CLOAK OF ELVENKIND

Wondrous item, *uncommon* (*requires attunement*)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action. **DMG p158**

Lore. Elven wizards would make this cloak for their fellow elven community in order to help hide from other creatures or get the jump on them.

Caster Level: 3rd; *Prerequisites:* Invisibility; *Market Price:* 1d6 x 100; *Tool:* Leatherworker's; *Race:* Elven; *Component:* An eyelash encased in gum arabic, Four Pseudodragon Hides; *Weight:* 1 lb.

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.

STARBURST TURQUOISE CRYSTAL

Wondrous item, *uncommon* (*requires attunement by a wizard*)

You can use the crystal as a spellcasting focus for your wizard spells. This crystal has 3 charges. While holding it, you can expend 1 charge as an action to cast the message

spell from it. The crystal regains 1d3 expended charges daily at dawn.

Lore. Elven wizards turn their focus into something more. The starburst crystal is in the shape of an exploding star that ranges in color from opaque light blue-green with copper wire wrapped around it. They favor these crystals because they are a catalyst from their god Corellon's creation.

Caster Level: 3rd; *Prerequisites:* Message *Market Price:* 1d6 x 100; *Tool:* Jeweler's Component: A short piece of copper wire, Gem (Turquoise); *Weight:* 1 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

Dwarven citizen living their lives day to day. 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, and has resistance against poison damage.

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

Elven citizen living their lives day to day. 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

Gnomish citizen living their lives day to day. 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.

AGING NPC's

Age	Str	Dex	Con	Int	Wis	Cha
Infant	+2	+0	+2	+0	+0	+0
Young	+2	+0	+2	+0	+0	+0
Adult	+2	+0	+2	+0	+0	+0
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.

ORC LIFE STAGES

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

Infant Orc. Infant orc entering the world.

Young Orc. Young orc just starting out in life. At this stage the young orc goes out with older orcs in raiding parties.

Middle Orc. Middle age orc. The middle orc that have made it to this life stage being to be someone in their tribe.

Old Orc. Old age orc. The older orc have learned how the real world works just beyond their raiding lands.

Venerable Orc. Venerable age orc. The venerable orc that make it to this stage will teach their young that want to list.

INFANT ORC

Tiny humanoid (orc), chaotic evil

Armor Class 11 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 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:* 2 (1 + 1) piercing damage.

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)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/4 (50 XP)

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

ACTIONS

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)	1 (-5)	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.

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills perception +3, stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Chameleon Skin. The pseudodragon has advantage on Dexterity (Stealth) checks made to hide.

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Magic Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.

ACTIONS

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

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

VARIANT: PSEUDODRAGON FAMILIAR

Some pseudodragons are willing to serve spellcasters as a familiar. Such pseudodragons have the following trait.

Familiar. The pseudodragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the pseudodragon senses as long as they are within 1 mile of each other. While the pseudodragon is within 10 feet of its companion, the companion shares the pseudodragon's Magic Resistance trait. At any time and for any reason, the pseudodragon can end its service as a familiar, ending the telepathic bond.

NPC

AUST ROTHENEL

Aust is moon elf noble. Aust family enjoyed traveling around the world. Intel one day the elven nobles asided Rothenel family a task to protect the Whispering Forest. Over time Aust family noticed the forest was more kept up. As Rothenel where born and died. They figured out three Great Trees where guarding a portal into the feywild. Over time Rothenel family started to do the same. Now Aust time has come to guard the portal relizing this must be the reason why his family was tasked to setal down. Aust has a signet ring on his right ring finger, a set of fine clothes with a small silver spinning top that, when spun, endlessly spins until interrupted. Aust is also carring Moonblade +2 that comes with Gleaming that item never gets dirty.

Personality Trait - "I take great pains to always look my best and follow the latest fashions."

Ideal - "Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful)"

Bond - "My house's alliance with another noble family must be sustained at all costs."

Flaw - "In fact, the world does revolve around me."

AUST ROTHENEL

Medium humanoid (elf), lawful good

Armor Class 16 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses darkvision 60 ft., passive Perception 12

Languages Elvish, Goblin

Challenge 1/8 (25 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

ACTIONS

Moonblade +2 (Longsword). Melee Weapon

Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if used with two hands.

REACTIONS

Parry. Aust adds 2 to its AC against one melee attack that would hit it. To do so, Aust must see the attacker and be wielding a melee weapon.

ROLEN GALANODEL (MOONWHISPER) THE HOMESTEADER

Rolen Galanodel a wood elf homesteader (Scout), who has been accepted into the village community of Nealion. Rolen believes in the gods and the weak will pass, the strong will live on.

Personality Trait - I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.

Ideal - Nature. The natural world is more important than all the constructs of civilization. (Neutral)

Bond - I will bring terrible wrath down on the evildoers who destroyed my homeland.

Flaw - Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

ROLEN GALANODEL (MOONWHISPER) THE HOMESTEADER

Medium humanoid (elf), neutral good

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	11 (+0)

Skills Nature +4, Perception +6, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 16

Languages Elvish, Sylvan

Challenge 1/2 (100 XP)

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

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

Mask of the Wild. Rolen can attempt to hide even when they are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

ACTIONS

Multiattack. Rolen makes two melee attacks or two ranged attacks.

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, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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.

Item Rarity	Workweeks*	Cost* GP	Cost* GP	Spell LV	Minimum Level	CR Range	DC Checks
Common	1	50	(1d6 + 1) x 10	-	3rd	1-3	5
Uncommon	2	200	1d6 x 100	Cantip - 1st	3rd	4-8	10
Rare	10	2,000	2d10 x 1,000	2nd - 3rd	6th	9-12	15
Very rare	25	20,000	(1d4 + 1) x 10,000	4th - 5th	11th	13-18	20
Legendary	50	100,000	2d6 x 25,000	6th	17th	19+	25

*Halved for a consumable item like a potion or scroll

*Making a Recipe. It's one Rarity Higher with a Check. Takes half the time needed to craft a magic item. Alchemy Included
Check passed receives the item.

Give a 1/4 of the item value in exp.

If failed, you get all your material back, 5 or more loses 10 percent of the value of material. Nat 1 loses 1/2 the material value.

To identify a alchemy item. Check plus 10 mins., if failed, you miss identify the item. Pro. Alchemy & have to the tools.

If making a recipe and you failed your check 5 or more loses the opportunity.

To identify a magic item, takes 6 hours & a check, if failed, you miss identify the item. Pro. Arcana

D10	Simple Melee Weapon	Cost	Damage	Weight	Properties
1	Club	1 sp	1d4 bludgeoning	2 lb.	Light
2	Dagger	2 gp	1d4 piercing	1 lb.	Finesse, Light, Thrown (range 20/60)
3	Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
4	Handaxe	5 gp	1d6 slashing	2 lb.	Light, Thrown (range 20/60)
5	Javelin	5 sp	1d6 piercing	2 lb.	Light, Thrown (range 30/120)
6	Light Hammer	2 gp	1d4 bludgeoning	2 lb.	Light, Thrown (range 20/60)
7	Mace	5 gp	1d6 bludgeoning	4 lb.	-
8	Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
9	Sickle	1 gp	1d4 slashing	2 lb.	Light
0	Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), Versatile (1d8)

D4	Simple Range Weapon	Cost	Damage	Weight	Properties
1	Crossbow, Light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), Loading, Two-handed
2	Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, Thrown (range 20/60)
3	Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), Two-handed
4	Sling	1 sp	1d4 bludgeoning	-	Ammunition (range 30/120)

D18	Martial Melee Weapon	Cost	Damage	Weight	Properties
1	Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
2	Flail	10 gp	1d8 bludgeoning	2 lb.	-
3	Glaive	20 gp	1d10 slashing	6 lb.	Heavy, Reach, Two-handed
4	Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, Two-handed
5	Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, Two-handed
6	Halberd	20 gp	1d10 slashing	6 lb.	Heavy, Reach, Two-handed
7	Lance	10 gp	1d12 piercing	6 lb.	Reach, Special
8	Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
9	Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, Two-handed
0	Morningstar	15 gp	1d8 piercing	4 lb.	-
11	Pike	5 gp	1d10 piercing	18 lb.	Heavy, Reach, Two-handed
12	Rapier	25 gp	1d8 piercing	2 lb.	Finesse
13	Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, Light
14	Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, Light
15	Trident	6 gp	1d6 piercing	4 lb.	Thrown (range 20/60), Versatile (1d8)
16	War Pick	5 gp	1d8 piercing	2 lb.	-
17	Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
18	Whip	2 gp	1d4 slashing	3 lb.	Finesse, Reach

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