

CLAM ISLAND





1 INFORMATION FOR PLAYERS

All information on chapter 1 is for players. Rest of the document starting from chapter 2 is for dungeon master only!

1.1 GENERAL INFORMATION

Guidelines for Clam Island campaign:

- Campaign uses mechanics of fifth edition of Dungeons & Dragons.
- Dungeon master and players need only this document and D&D Basic Rules. D&D Basic Rules document is available for free online.
- Campaign is designed and written for two players.
- Campaign can be played with more than two characters but dungeon master have to rescale combat encounters and quest rewards for additional players.
- All quest locations are in Clam Island. (Location-based campaign)
- This questbook contains quests and dungeons for levels 1-4.
- Campaign focuses heavily on combat encounters.
- Combat encounters are designed and written for two characters. XP thresholds are scaled between "easy" and "medium" difficulty on levels 1-3. On level 4 XP thresholds are scaled between "medium" and "hard".
- Campaign uses generic monsters. For example "Beast, Crab" or "Humanoid, Pirate, Ranged". Generic monster stat blocks can be found from chapter 5.
- All rewards are scaled for two characters. For example if reward is 10 gold coins it is 5 gold coins per character.
- Goldfish Archipelago is sequel for this campaign.

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- All texts are written by Terhonator using Homebrewery.
- Map of Clam Island is created by Terhonator using Inkarnate.

MAP LEGEND

1 Hex = 1 Mile

Blue = Water

Yellow = Sand

Green = Jungle (Difficult terrain)

Dark grey = Mountains (Impassable)

Brown = Road

Light grey = Town

TRAVELLING SPEED, ON FOOT AND NORMAL PACE

- Characters can travel 8 hours per day.
- Characters can travel 24 hours per day by land vehicle with hired crew. (Cart pulled by horse for example)
- On road, sand or town characters can travel 3 miles per hour. (6 hex per two hours or 24 hex per day)
- On jungle characters can travel 1,5 miles per hour. (3 hex per two hours or 12 hex per day)
- Characters cant move over mountain hexes.
- Characters cant move over water hexes.
- Example1: Characters can travel on road 3 miles per hour up to 8 hours per day (6 hex per two hours or 24 hex per day)
- Example2: Characters can travel in jungle 1,5 miles per hour up to 8 hours per day (3 hex per two hours or 12 hex per day)

TRAVELLING SPEED, ON WATER

- Characters can travel 8 hours per day by water vehicle without hired crew.
- Characters can travel 24 hours per day by water vehicle with hired crew.
- Water vehicle details can be found from chapter 5.
- Example1: Characters can travel by rowboat 3 miles per hour up to 8 hours per day (6 hex per two hours or 24 hex per day)
- Example2: Characters can travel by ship 3 miles per hour up to 24 hours per day if they have hired crew (6 hex per two hours or 72 hex per day)



1.2 PREPARATIONS

This campaign is beginner friendly for new dungeon master and two new players.

Factions have important role in Clam Island campaign.

STEP1 - COMBAT TUTORIAL FOR NEW PLAYERS (OPTIONAL)

1. Each player chooses one of the premade characters.
You find these from chapter 1.7 (Premade Characters) of this document.
2. Use event "Training battle (Level 1)" as part of this tutorial. Dungeon master finds it from chapter 3.4 (Events, Sea) of this document. Characters can't die during tutorial quest.
3. After tutorial players can continue with selected character, modify current character, select another premade character or create new character. All earned XP is transferred to new character.

STEP2 - CHOOSE MAIN QUEST LINE

Players together choose one of the questlines that matches best with characters alignments and motives. (Chapter 1.3)

- Option 1 - Defeat Bonecrushers
- Option 2 - Defeat Cursed Club Clan

STEP3 - CREATE CHARACTERS

- All level 1 characters of the group have same goal and at least one reason to fight against the chosen faction.
- Players should use all available information on chapter 1 while creating characters.

STEP4 - PLAY THE GAME!



1.3 MAIN QUEST

Players together choose one of the main quest lines.

DEFEAT BONECRUSHERS (OPTION 1)

Characters have travelled to Clam Island to work for Defenders of Justice. Main enemy is Bonecrusher pirates. Recommended for characters who want to fight against pirates. Defenders of Justice pays the reward only when Pirate captain "One eye" is delivered to Silverpearl. Promised reward is higher but there are no steady payments.

WANTED

Dead or alive

Pirate captain known as "One-eye"

Description: Human, male, average size, dark brown skin, bald, short dark beard, black bandana, eyepatch

Member of the Bonecrushers

Wanted for multiple crimes

REWARD 800 GOLD COINS

Contact Defenders of Justice office in Silverpearl

Each character chooses at least one of these motives or plans a new one with dungeon master. Choices 1-3 describe how lawful or chaotic the character is and choices 4-8 describe how good or evil the character is. For example combination of 1 and 6 is for lawful good character.

1d8 Reason to fight against Bonecrushers

- 1 **Order.** It is my duty to participate to this battle. (Lawful)
- 2 **Reward.** I am in just for the the reward. (Neutral)
- 3 **Revenge.** I want to revenge. (Chaotic)
- 4 **Community.** I want to help common people. (Good)
- 5 **Family.** I want to help my family. (Good)
- 6 **Business.** I want to secure traderoutes because all people benefit from it. (Good)
- 7 **Greed.** I want to find pirates' treasures. (Neutral)
- 8 **Violence.** I want to spill some blood. (Evil)

DEFEAT CURSED CLUB CLAN (OPTION 2)

Characters have travelled to Clam Island to work for House of Mercenaries. Main enemy is Cursed Club Clan monsters. Recommended for characters who dont want to fight against pirates. House of Mercenaries pays rewards by fixed daily rate. Promised reward is lower but payments are steady.

Each character chooses at least one of these motives or plans a new one with dungeon master. Choices 1-3 describe how lawful or chaotic the character is and choices 4-8 describe how good or evil the character is. For example combination of 1 and 6 is for lawful neutral character.

1d8 Reason to fight against Cursed Club Clan

- 1 **Order.** It is my duty to participate to this battle. (Lawful)
- 2 **Reward.** I am in just for the the reward. (Neutral)
- 3 **Revenge.** I want to revenge. (Chaotic)
- 4 **Community.** I want to help common people. (Good)
- 5 **Family.** I want to help my family. (Good)
- 6 **Business.** These monsters are threat for my business. (Neutral)
- 7 **Greed.** I am only in for my own benefit. (Neutral)
- 8 **Violence.** I want to spill some blood. (Evil)



1.4 INFORMATION ABOUT REGION

Campaign uses Forgotten Realms setting.

REGION RELATED DETAILS

Location: Clam Island is located on planet of Toril on continent of Faerun. Clam Island is located in north-east part of Nelanther Isles. Distance between city of Baldur's Gate and town of Silverpearl is about 600 miles and trip takes takes 8-10 days by ship.

Environment: Climate of the region is subtropical. Clam Island has wide long sandy beaches and most of the island is covered by jungle. Clam Island has many lakes and rivers with sweet water.

Population: Clam Island has about 5 000 inhabitants. Most common races are humans, (63 %) lizardfolk, (18 %) orcs (12 %) and half-orcs. (6 %) Other races are minorities. (1 %) On Clam Island many lizardfolk and orcs have adapted to live peacefully with other races.

History: Clam Island has long history as an anarchy ruled by pirate lords. Silverpearl was founded 1381 DR by humans of the Sword Coast to serve as safe harbor for commercial searoutes that travel through Nelanther Isles. Current year is 1479 DR.

Commerce: Silverpearl is small harbor town between Sea of Swords and Shining Sea. Main exports are gem-quality pearls, rum and fruits. Main imports are cereals, spices and linen. Gambling and borrowing with interest are permitted and common in Clam Island.

Government: Clam Island serves as vassal of Baldur's Gate. (Feudalism)

Religion: Most residents of Clam Island serve Helm, God of Protection. (Lawful Neutral) A small temple is dedicated to Helm in Silverpearl.

Magic: Clam Island is low-magic environment and most humanoids act as fighters or rogues in combat.

REGION RELATED FACTIONS

Defenders of Justice represents law and order in region. Defenders of Justice are recognized by white tabard. They defend all towns and villages of the region. (Lawful)

House of Mercenaries is large network that supplies mercenaries all around Faerun. Most of their clients are local governments or individual wealthy businessmen. (Neutral)

Bonecrushers is group of ruthless pirates. Bonecrushers are recognized by black bandana. (Chaotic)

Cursed Club Clan is group of bloodthirsty goblins. (Monsters)



1.5 TOWNS, SERVICES AND NPCs

Region has one town and two villages.

SILVERPEARL

Town of Silverpearl has about 3000 inhabitants. Most of the residents are humans.

Harbor of Silverpearl has four long piers and offers space for eight large ships.

Marketplace is located at middle of town.

Birke (Human, female, old) sells bakery products.

Duragar (Half-orc, male, butcher) sells meat.

Grok (Lizardfolk, male) sells rum in barrels.

Hoklah (Lizardfolk, female) sells oysters.

Khelem (Human, male) sells cheese.

Leilatha (Elf, female) sells linen and silk.

Mart (Human, male) sells fish.

Naneh (Human, female) sells fruits and vegetables.

Posco (Halfling, male) sells wine.

Happy Pig is tavern for lower class clients. Happy Pig is run by Onog. (Orc, male)

Cracked Coconut is tavern for middle class clients. Cracked Coconut is run by Paola. (Human, female)

Red Lobster is tavern for upper class clients. Red Lobster is run by Tisha. (Human, female)

Tired Turtle is large inn with many types of rooms available. Tired Turtle is hosted by Chasi (Human, female) and Sanrol. (Human, male)

Heavy Metal is blacksmith. Store has all common metal equipment available and they can make individual items on order. Heavy Metal is run by Opathu. (Orc, male)

Leather & Lash is leatherworker. Store has all common leather equipment available and they can make individual items on order. Leather & Lash is run by Rhamed. (Human, male)

Suitable Suit is tailor. Store has all common clothes available and they can make individual items on order. Suitable Suit is run by Korail. (Human, female)

Poison & Remedy is alchemy shop. Store has powder guns, potions and spell ingredients for sale. Poison & Remedy is run by Zesud. (Human, male)

Tales and Truths is bookstore. Store has books and maps available. Tales and Truths is run by Walmond. (Human, male, wizard)

Shining Silver is jeweller. Store has silver jewelry available. Shining Silver is run by Grizzo. (Lizardfolk, male)

Mighty Mounts is stables. Store has mounts available. Mighty Mounts is run by Nama. (Human, female)

Unsinkable Ship is shipbuilder. Store has boats and ships available. Unsinkable Ship is run by Fausto. (Human, male)

Loan Shark is bank. Bank buys, sells, loans, changes and stores bullions, gems, currencies and other valuable items. Loan Shark is run by Marcellus. (Human, male)

Temple is dedicated to Helm, God of Protection. Temple offers healing services. Temple is run by Turell (Human, male, paladin) and Darchelle. (Human, female, cleric)

Townhall of Silverpearl is administration building of Clam Island. Mayor of Silverpearl is Malvin Stormbane. (Human, male)

Barracks serves as headquarters for Defenders of Justice soldiers. Barracks is run by Bharad. (Human, male, officer)

House of Mercenaries office is run by Trebirok. (Half-orc, male, officer)

WHITESTRAND

Village of Whitestrand has about 1000 inhabitants. Most of the residents are lizardfolk.

Free Wind is only tavern in village. Free Wind is run by Shraz. (Lizardfolk, female)

Proud Parrot is inn with small amount of basic rooms available. Proud Parrot is run by Anekass (Lizardfolk, female) and Rhusk. (Lizardfolk, male)

Sund's shop is general store. Sund's shop is run by Sund. (Lizardfolk, male)

Wild Spirit is distillery. Distillery produces rum. Wild Spirit is run by Rurza. (Lizardfolk, male)

BLACKHOLLOW

Village of Blackhollow has about 1000 inhabitants. Most of the residents are orcs.

Old Octopus is only tavern in village. Old Octopus is run by Kurada. (Orc, female)

Lucky Lantern is inn with small amount of basic rooms available. Lucky Lantern is run by Glasha (Orc, female) and Lordak. (Orc, male)

Dozen Things is general store. Dozen Things is run by Maknok. (Half-orc, male)

Clearcut is lumbermill. Lumbermill produces wooden materials. Clearcut is run by Jumag. (Orc, male)



1.6 CAMPAIGN SPECIFIC RULES

This campaign uses some rules that slightly modified from original ones.

LIZARDFOLKS AND ORCS

- Many lizardfolks and orcs have adapted to live peacefully with other races.

POTION OF HEALING

- Potion of Healing effect and price is scaled based on character level.
- Characters find many Potion of Healing during the campaign.
- Potion of Healing rarity is common.
- Potion of Healing heals $1d6+1$ hitpoints per level of character.
- Characters can buy Potion of Healing from alchemy shops. Price is 1 gp per level of character.
- Example1: Level 3 character drinks a Potion of Healing. Potion heals $3d6+3$ hit points.
- Example2: Level 3 character buys a Potion of Healing. Cost of potion is 3 gp.

POWDER GUNS

- Powder guns are available.

Weapon	Properties
Flintlock pistol	Same as sling
Rifle	Same as shortbow
Blunderbuss	Same as light crossbow
Musketoon	Same as longbow
Musket	Same as heavy crossbow
Pistol	Same as hand crossbow

REDUCED RANGE

- All ranged weapons used by characters have maximum range of up to 40/80.
- All ranged weapons used by monsters have maximum range of up to 40/80.
- This rule is designed to use when dungeon master uses grid for combat encounters.
- This rule is designed to use with powder guns rule.



1.7 PREMADE CHARACTERS

Players can use these characters to get game started fast and learn game mechanics.

All characters use total of 72 ability scores before racial modifiers. Used base numbers are 15, 14, 13, 12, 10 and 8.

FIGHTER, PROTECTION

Name: Olma

Race: Human, Damaran

Gender: Female

Class: Fighter

Background: Folk hero

Background Features: Rustic hospitality

Alignment: Lawful Good

Defining event: 10, "Recruited into a lord's army, I rose to leadership and was commended for my heroism."

Personality trait: 2, "If someone is in trouble, I'm always ready to lend help."

Ideal: 2, Fairness. "No one should get preferential treatment before the law, and no one is above the law." (Lawful)

Bond: 5, "I protect those who cannot protect themselves."

Flaw: 2, "I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure."

Languages: Common (Race), dwarvish (Race) and halfling (Background)

History: Olma is born and raised in Damara region at north-east Faerun. She joined to local militia when her hometown Helgabal was attacked by monsters. She wants to improve society by defending common people from monsters.

Level: 1

XP: 0

Ability scores:

Strength 15 (+2)
Dexterity 14 (+2)
Constitution 16 (+3)
Intelligence 9 (-1)
Wisdom 11 (0)
Charisma 13 (+1)

Saving throws:

Strength +4 (Class)
Dexterity +2
Constitution +5 (Class)
Intelligence -1
Wisdom 0
Charisma +1

Skill proficiencies:

Animal Handling +2 (Background)
Survival +2 (Background)
Athletics +4 (Class)
Insight +2 (Class)

Hitpoints: 13/13

(10 + 3 = 13)

Armor class: 18

(Chain mail + Shield = 16 + 2 = 18)

Items:

Chain mail
Long sword
Shield
Light crossbow
20 bolts
Dungeoneer's pack
Forgery kit
Shovel
Iron pot
Set of common clothes
Pouch with coins

Wealth: 8 gold coins and 20 silver coins

Passive abilities:

Fighting style: Protection
Tool proficiency - Forgery kit
Tool proficiency - Vehicles (Land)

Activated abilities:

Second wind

Attacks:

Longsword
(Action, one-handed melee weapon)
Hit: 1d20 + 4
(Proficiency bonus + Strength modifier = 2 + 2 = 4)
Damage: 1d8 + 2
(Strength modifier = 2)

Fighting style: Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.



FIGHTER, TWO-HANDED

Name: Gardain

Race: Mountain dwarf

Gender: Male

Class: Fighter

Background: Acolyte

Background Features: Shelter of the faithful

Alignment: Lawful Good

Personality trait: 6, "I am tolerant of other faiths and respect the worship of other gods."

Ideal: 1, Tradition. "The ancient traditions of worship and sacrifice must be preserved and upheld!"

Bond: 6, "I seek to preserve a sacred text that my enemies consider heretical and seek to destroy."

Flaw: 5, "I am suspicious of strangers and expect the worst of them."

Languages: Common (Race), dwarvish (Race), halfling (Background) and orc (Background)

History: Gardain is born and raised in city of Telos. He has spent most of his life as guard in local temple. He is very dedicated to find and learn about ancient temples and holy relics.

Level: 1

XP: 0

Ability scores:

Strength 17 (+3)

Dexterity 10 (0)

Constitution 16 (+3)

Intelligence 13 (+1)

Wisdom 12 (+1)

Charisma 8 (-1)

Saving throws:

Strength +5 (Class)

Dexterity 0

Constitution +5 (Class)

Intelligence +1

Wisdom +1

Charisma -1

Skill proficiencies:

Insight +3 (Background)

Religion +3 (Background)

Athletics +5 (Class)

History +3 (Class)

Hitpoints: 13/13

(10 + 3 = 13)

Armor class: 16

(Chain mail = 16)

Passive abilities:

Darkvision

Dwarven Resilience

Dwarven Combat Training

Fighting style: Great weapon fighting

Stonecunning

Tool Proficiency - Artisan's tools: Mason

Activated abilities:

Second wind

Items:

Chain mail

Maul

Halberd

Light crossbow

20 bolts

Dungeoneer's pack

Holy symbol

Prayer book

5 Sticks of incense

Vestments

Set of common clothes

Pouch with coins

Wealth: 8 gold coins and 20 silver coins

Attacks:

Maul

(Action, two-handed melee weapon)

Hit: 1d20 + 5

(Proficiency bonus + Strength modifier = 2 + 3 = 5)

Damage: 2d6 + 3

(Strength modifier = 3)

Fighting style: Great weapon fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.



FIGHTER, TWO WEAPONS

Name: Fencey

Race: Stout Halfling

Gender: Female

Class: Fighter

Background: Soldier, Scout

Background Features: Military rank

Alignment: Lawful Good

Personality trait: 8, "I face problems head-on. A simple, direct solution is the best path to success."

Ideal: 1, Greater Good. "Our lot is to lay down our lives in defense of others." (Good)

Bond: 2, "Someone saved my life on the battlefield. To this day, I will never leave a friend behind"

Flaw: 6, "I'd rather eat my armor than admit when I'm wrong."

Languages: Common (Race) and halfling (Race)

History: Fencey is born and raised in town of Secomber. She has served as scout in local militia. She wants to show her relatives that she is skilled adventurer.

Level: 1

XP: 0

Ability scores:

Strength 12 (+1)

Dexterity 17 (+3)

Constitution 15 (+2)

Intelligence 8 (-1)

Wisdom 13 (+1)

Charisma 10 (0)

Saving throws:

Strength +3 (Class)

Dexterity +3

Constitution +4 (Class)

Intelligence -1

Wisdom +1

Charisma 0

Skill proficiencies:

Athletics +3 (Background)

Intimidation +2 (Background)

Acrobatics +5 (Class)

Perception +3 (Class)

Hitpoints: 12/12

(10 + 2 = 12)

Armor class: 16

(Chain mail = 16)

Passive abilities:

Brave

Fighting style: Two-weapon fighting

Halfling Nimbleness

Lucky

Stout Resilience

Tool proficiency - Gaming set: Dice

Activated abilities:

Second wind

Items:

Chain mail

2x Shortsword

Light crossbow

20 bolts

Dungeoneer's pack

Insignia of rank

Piece of Banner (Trophy)

Set of bone dice

Set of common clothes

Pouch with coins

Wealth: 8 gold coins and 20 silver coins

Attacks:

Shortsword

(Action, one-handed melee weapon)

Shortsword has "finesse" attribute so dexterity modifier is used for attack and damage rolls.

Hit: 1d20 + 5

(Proficiency bonus + Dexterity modifier = 2 + 3 = 5)

Damage: 1d6 + 3 (Dexterity modifier = 3)

Shortsword

(Bonus action, one-handed melee weapon)

Shortsword has "light" attribute so it can be used as bonus action.

Shortsword has "finesse" attribute so dexterity modifier is used for attack and damage rolls.

Hit: 1d20 + 5

(Proficiency bonus + Dexterity modifier = 2 + 3 = 5)

Damage: 1d6 + 3

(Fighting style: Two weapon fighting = Dexterity modifier = 3)

Fighting style: Two-weapon fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.



FIGHTER, ARCHERY

Name: Luneiros

Race: Wood Elf

Gender: Male

Class: Fighter

Background: Noble

Background Feature: Position of Privilege

Alignment: Chaotic Good

Personality trait: 6, "Despite my noble birth, I do not place myself above other folk. We all have the same blood."

Ideal: 3, Independence. "I must prove that I can handle myself without the coddling of my family." (Chaotic)

Bond: 6, "The common folk must see me as a hero of the people."

Flaw: 2, "I hide a truly scandalous secret that could ruin my family forever."

Languages: Common (Race), elvish (Race) and halfling (Background)

History: Luneiros is member noble family living in town of Mhiilamniir. Luneiros loves freedom and wants to explore world without pressure of noble family.

Level: 1

XP: 0

Ability scores:

Strength 8 (-1)

Dexterity 17 (+3)

Constitution 14 (+2)

Intelligence 10 (0)

Wisdom 14 (+2)

Charisma 12 (+1)

Saving throws:

Strength +1 (Class)

Dexterity +3

Constitution +4 (Class)

Intelligence 0

Wisdom +2

Charisma +1

Skill proficiencies:

Perception +3 (Race)

History +2 (Background)

Persuasion +3 (Background)

Acrobatics +5 (Class)

Insight +4 (Class)

Hitpoints: 12/12 (10 + 2 = 12)

Armor class: 14 (Leather armor + Dexterity modifier = 11 + 3 = 14)

Passive abilities:

Darkvision

Elf Weapon Training

Fey Ancestry

Fighting style: Archery

Fleet of Foot

Keen Senses

Mask of the Wild

Tool proficiency - Gaming set: Dice

Trance

Activated abilities:

Second wind

Items:

Leather armor

Longbow

20 arrows

2x Shortsword

2x Handaxe

Dungeoneer's pack

Set of fine clothes

Signet ring

Scroll of pedigree

Purse with coins

Wealth: 22 gold coins and 30 silver coins

Attacks:

Longbow

(Action, two-handed martial ranged weapon)

Hit: 1d20 + 5

(Fighting style: Archery + Dexterity modifier = 2 + 3 = 5)

Damage: 1d8 + 3

(Dexterity modifier = 3)

Fighting style: Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.



ROGUE

Name: Malark

Race: Human, Chondathan

Gender: Male

Class: Rogue

Background: Criminal, Smuggler

Background Features: Criminal Contact

Alignment: Chaotic Neutral

Personality trait: 4, "I would rather make new friend than new enemy".

Ideal: 2, Freedom. "Chains are meant to be broken, as those who would forge them." (Chaotic)

Bond: 2, "My ill-gotten gains go to support my family".

Flaw: 6, "An innocent person is in prison for a crime that I committed. I'm okay with that."

Languages: Common (Race) and elvish (Race)

History: Malark is born and raised in city of Baldur's Gate. He established connections to local criminals at young age. He has travelled lot and made living by smuggling narcotics between harbour towns.

Level: 1

XP: 0

Ability scores:

Strength 11 (0)

Dexterity 16 (+3)

Constitution 14 (+2)

Intelligence 9 (-1)

Wisdom 13 (+1)

Charisma 15 (+2)

Saving throws:

Strength 0

Dexterity +5 (Class)

Constitution +2

Intelligence +1 (Class)

Wisdom +1

Charisma +2

Skill proficiencies:

Stealth +7 (Background, Expertise)

Deception +6 (Background, Expertise)

Acrobatics +5 (Class)

Sleight of Hand +5 (Class)

Performance +4 (Class)

Persuasion +4 (Class)

Hitpoints: 10/10

(8 + 2 = 10)

Armor class: 14

(Leather armor + Dexterity modifier = 11 + 3 = 14)

Passive abilities:

Expertise

Sneak attack

Thieves' cant

Tool proficiency - Dice set

Tool proficiency - Thieves' tools

Activated abilities:

Items:

Leather armor

2x Shortsword

2x Dagger

Thieves' tools

Dungeoneer's pack

Crowbar

Set of dark common clothes including a hood

Pouch with coins

Wealth: 12 gold coins and 30 silver coins

Attacks:

Shortsword

(Action, one-handed melee weapon)

Shortsword has "finesse" attribute so dexterity modifier is used for attack and damage rolls.

Hit: 1d20 + 5

(Proficiency bonus + Dexterity modifier = 2 + 3 = 5)

Damage: 1d6 + 3

(Dexterity modifier = 3)

Shortsword

(Bonus action, one-handed melee weapon)

Shortsword has "finesse" attribute so dexterity modifier is used for attack and damage rolls.

Shortsword has "light" attribute so it can be used as bonus action.

Hit: 1d20 + 5

(Proficiency bonus + Dexterity modifier = 2 + 3 = 5)

Damage: 1d6

(Dexterity modifier not addeed for bonus action)

Sneak attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.



WIZARD

Name: Fasan

Race: Human, Tethyrian

Gender: Male

Class: Wizard

Background: Sage, Librarian

Background Feature: Researcher

Alignment: Neutral Good

Personality trait: 7, "I am horribly, horribly awkward in social situations."

Ideal: 2, "Beauty. What is beautiful points us beyond itself toward what is true." (Good)

Bond: 4, "My life's work is a series of tomes related to a specific field of lore."

Flaw: 4, "I overlook obvious solutions in favor of complicated ones."

Languages: Common (Race), elvish (Race), dwarvish (Background) and gnomish (Background)

History: Fasan is born and raised in Darromar the capital of Tethyr. He recognized his natural talent for magic at young age and he was sent to school of mages to study more about it. After years of studying he wants to travel and see the world.

Level: 1

XP: 0

Ability scores:

Strength 11 (0)
Dexterity 13 (+1)
Constitution 15 (+2)
Intelligence 16 (+3)
Wisdom 14 (+2)
Charisma 9 (-1)

Saving throws:

Strength 0
Dexterity +1
Constitution +2
Intelligence +5 (Class)
Wisdom +4 (Class)
Charisma -1

Skill proficiencies:

Arcana +5 (Background)
History +5 (Background)
Investigation +5 (Class)
Religion +5 (Class)

Hitpoints: 8/8

($6 + 2 = 8$)

Armor class: 11

(No armor + Dexterity modifier = $10 + 1 = 11$)

Passive abilities:

Arcane recovery
Spellcasting (Wizard)

Activated abilities:

Items:

Quarterstaff
Component pouch
Scholar's pack
Spellbook
Bottle of black ink
Quill
Small knife
Letter from a dead colleague posing a question you have not yet been able to answer
Set of common clothes
Pouch with coins

Wealth: 4 gold coins and 10 silver coins

Prepared spells, Cantrip:

Firebolt
Light
Ray of Frost

Prepared spells, Level 1:

Mage armor
Magic missile

Attacks:

Quarterstaff
(Action, two-handed melee weapon)
Hit: 1d20 + 2
(Proficiency bonus + Strength modifier = $2 + 0 = 2$)
Damage: 1d8
(Strength modifier = 0)

Spellcasting (Wizard)

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

- Spell save DC = $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$
- Spell attack modifier = $\text{your proficiency bonus} + \text{your Intelligence modifier}$



CLERIC, LIFE DOMAIN

Name: Sanih

Race: Human, Calishite

Gender: Female

Class: Cleric, Life domain

Background: Soldier, Healer

Background Feature: Military rank

Alignment: Lawful Neutral

Personality trait: 1, "I am always polite and respectful."

Ideal: 2, "Responsibility. I do what I must and obey just authority." (Lawful)

Bond: 5, "Those who fight beside me are those worth dying for."

Flaw: 5, "I obey the law even if the law causes misery."

Languages: Common (Race), elvish (Race), halfling (Background) and orc (Background)

History: Sanih is born and raised in Calimport. She has served in temple of Waukeen and as healer in local army. She hopes to earn good amount of money as adventurer.

Level: 1

XP: 0

Ability scores:

Strength 14 (+2)
Dexterity 11 (0)
Constitution 15 (+2)
Intelligence 9 (-1)
Wisdom 16 (+3)
Charisma 13 (+1)

Saving throws:

Strength +2
Dexterity 0
Constitution +2
Intelligence -1
Wisdom +5 (Class)
Charisma +3 (Class)

Skill proficiencies:

Athletics +4 (Background)
Intimidation +3 (Background)
Medicine +5 (Class)
Insight +5 (Class)

Hitpoints: 10/10

(8 + 2 = 10)

Armor class: 18

(Chain mail + Shield = 16 + 2 = 18)

Passive abilities:

Disciple of Life (Cleric, Life Domain)
Proficiency with heavy armor (Cleric, Life Domain)
Spellcasting (Cleric)
Tool proficiency - Dice set
Tool proficiency - Vehicles (Land)

Activated abilities:

Items:

Mace
Chain mail
Light crossbow
20 Bolts
Shield
Holy symbol
Priest's pack
Insignia of rank
Piece of a banner (Trophy from fallen enemy)
Set of bone dice
Set of common clothes
Pouch with coins

Wealth: 8 gold coins and 20 silver coins

Prepared spells, Cantrip:

Light
Mending
Spare the dying

Prepared spells, Level 1:

Cure Wounds
Healing Word

Attacks:

Mace
(Action, one-handed melee weapon)
Hit: 1d20 + 4
(Proficiency bonus + Strength modifier = 2 + 2 = 4)
Damage: 1d6 + 2
(Strength modifier = 2)

Disciple of life

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.



2 MAINQUEST LINES

Each mainquest line rewards characters with enough XP so there is no need to use events only to award additional XP for characters.

Combine events (Chapter 3) with mainquest line. When characters are travelling between locations of the mainquest an event that fits on current environment is recommended.

If characters have earned enough XP parts of the mainquest that are lower than characters current level can be skipped or modified to match characters current level.

If characters decide to look for or create their own quests and goals let them do it! This campaign book is just a frame and an environment that can be used for endless amount of quests.

2.1 DEFEAT BONECRUSHERS

Defeat Bonecrushers is one of the main questlines for Clam Island campaign.

Bharad in Defenders of Justice barracks office works as the questgiver during this quest line.

PROLOGUE (AFTER TUTORIAL)

"Ten days ago you and your companions started trip from city of Baldur's Gate and now you have arrived to the town of Silverpearl in Clam Island. You have travelled by cargo ship that is loaded with cereals. To begin your work you should meet Bharad at Defenders of Justice barracks."

DEFEAT BONECRUSHERS 1/10: TRIP TO WAREHOUSE (LEVEL 1)

Characters meet Bharad (Human, male, pipe, officer) first time at Defenders of Justice barracks office. Bharad explains how jobs are rewarded:

"Government of Clam Island pays 1600 gold coins for Defenders of Justice when pirate captain "One-eye" is found - dead or alive. If you are able find the captain we will split the reward with you. So you are rewarded with 800 gold coins. We will help you to find the captain because we will benefit for the cooperation with bountyhunters."

Bharad asks characters to raid a warehouse.

Warehouse is located on beach 3 miles north from Whitestrand.

Bharad also gives one healing potion for each character as gift and reminds that alchemy shops have more for sale.

Items:

2 x Potion of Healing

First encounter, Combat

Environment: Beach, rocks, sea
2 x Beast, Crab (Challenge 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Second encounter, Combat

Environment: Beach, reed, sea
1 x Beast, Frog (Challenge 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Third encounter, Combat

Environment: Beach, rocks, sea
2 x Beast, Crab (Challenge 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Total XP:

4 x Beast (Challenge 1/8, 25 XP) = 100 XP
1 x Beast (Challenge 1/4, 50 XP) = 50 XP
= 150 XP

DEFEAT BONECRUSHERS 2/10: WAREHOUSE NEAR WHITESTRAND (LEVEL 1)

Characters have arrived to the warehouse.

Use dungeon "Warehouse near Whitestrand (Level 1)" as part of this quest.

DEFEAT BONECRUSHERS 3/10: BACK TO SILVERPEARL (LEVEL 1)

First encounter, Combat

Environment: Beach, rocks, sea
1 x Beast, Frog (Challenge 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1 = 50$

Second encounter, Combat

Environment: Beach, reed, sea
2 x Beast, Crab (Challenge 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Third encounter, Combat

Environment: Beach, rocks, sea
1 x Beast, Frog (Challenge 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1 = 50$

Neutral NPCs:

1 x Rowboat

Rowboat is anchored on shore.

Total XP:

2 x Beast (Challenge 1/8, 25 XP) = 50 XP
2 x Beast (Challenge 1/4, 50 XP) = 100 XP
= 150 XP



DEFEAT BONECRUSHERS 4/10: WAREHOUSE NEAR SILVERPEARL (LEVEL 2)

Bharad asks characters to raid a warehouse.

Warehouse is located on beach 4 miles east from from Silverpearl.

Use dungeon "Warehouse near Silverpearl (Level 2)" as part of this quest.

DEFEAT BONECRUSHERS 5/10: PIRATE CAMP (LEVEL 2)

Bharad asks characters to raid a Bonecrusher camp.

Camp is located at shore of lake 5 miles north-west from Silverpearl.

First encounter, Combat

Environment: Jungle, plants, trees
2 x Beast, Lizard (Challenge 1/4, 50 XP)
= 100 XP
Challenge rating: $100 \times 1.5 = 150$

Lizards are hiding in a bush. Roll Perception (Wisdom, passive) check, DC 10. If check fails combat begins as an ambush. Characters are surprised.

Second encounter, Combat

Environment: Jungle, lake, campfire, trees
2 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)
= 100 XP
Challenge rating: $100 \times 1.5 = 150$

Third encounter, Combat

Environment: Jungle, lake, campfire, trees
1 x Humanoid, Pirate, Ranged (Challenge 1/2, 100 XP)
= 100 XP
Challenge rating: $100 \times 1 = 100$

For third encounter use same environment as in second encounter.

Fourth encounter, Combat

Environment: Jungle, plants, trees
1 x Beast, Dinosaur (Challenge 1/2, 100 XP)
= 100 XP
Challenge rating: $100 \times 1 = 100$

Total XP:

2 x Beast (Challenge 1/4, 50 XP) = 100 XP
2 x Humanoid (Challenge 1/4, 50 XP) = 100 XP
1 x Humanoid (Challenge 1/2, 100 XP) = 100 XP
1 x Beast (Challenge 1/2, 100 XP) = 100 XP
= 400 XP

DEFEAT BONECRUSHERS 6/10: INVADED CASTLE, PIRATES (LEVEL 2)

Bharad asks characters to raid a castle.

Castle is located along road 6 miles east from Whitestrand.

Use dungeon "Invaded castle, Pirates (Level 2)" as part of this quest.

DEFEAT BONECRUSHERS: 7/10: DEFENSE OF SILVERPEARL, PIRATES (LEVEL 3)

Characters are sleeping at inn, eating at tavern or otherwise spending time in Silverpearl when Bonecrushers attacks the town.

First encounter, Combat

Environment: Town, street, houses
1 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)
2 x Humanoid, Pirate, Ranged (Challenge 1/4, 50 XP)
= 150 XP
Challenge rating: $150 \times 2 = 300$

Combat begins as an ambush. Characters are surprised.

Second encounter, Combat

Environment: Town, street, houses
1 x Humanoid, Pirate, Melee (Challenge 1, 200 XP)
= 200 XP
Challenge rating: $200 \times 1 = 200$

For second encounter use same environment as in first encounter.

Third encounter, Combat

Environment: Town, marketplace
1 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)
1 x Humanoid, Pirate, Ranged (Challenge 1/2, 100 XP)
= 200 XP
Challenge rating: $200 \times 1.5 = 300$

Fourth encounter, Combat

Environment: Town, marketplace
2 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)
1 x Humanoid, Pirate, Ranged (Challenge 1/4, 50 XP)
= 150 XP
Challenge rating: $150 \times 2 = 300$

For fourth encounter use same environment as in third encounter.

Fifth encounter, Combat

Environment: Town, street, houses
1 x Humanoid, Pirate, Ranged (Challenge 1, 200 XP)
= 200 XP
Challenge rating: $200 \times 1 = 200$

Sixth encounter, Combat

Environment: Town, walls, broken gate
1 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)
1 x Humanoid, Pirate, Ranged (Challenge 1/2, 100 XP)
= 200 XP
Challenge rating: $200 \times 1.5 = 300$

Seventh encounter, Combat

Environment: Town, wall, broken gate
1 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)
2 x Humanoid, Pirate, Ranged (Challenge 1/4, 50 XP)
= 150 XP
Challenge rating: $150 \times 2 = 300$

For seventh encounter use same environment as in sixth encounter.

Total XP:

9 x Humanoid (Challenge 1/4, 50 XP) = 450 XP
4 x Humanoid (Challenge 1/2, 100 XP) = 400 XP
2 x Humanoid (Challenge 1, 200 XP) = 400 XP



DEFEAT BONECRUSHERS 8/10: WAREHOUSE NEAR BLACKHOLLOW (LEVEL 3)

Bharad asks characters to raid a warehouse.

Warehouse is located on beach 7 miles north from Blackhollow.

Use dungeon "Warehouse near Blackhollow (Level 3)" as part of this quest.

DEFEAT BONECRUSHERS 9/10: INVADED MINE, PIRATES (LEVEL 3)

Bharad asks characters to raid a mine.

Mine is located in jungle 5 miles north-east from Whitestrand.

Use dungeon "Invaded mine, Pirates (Level 3)" as part of this quest.

DEFEAT BONECRUSHERS 10/10: PIRATE COVE IN NORTH (LEVEL 4)

Bharad asks characters to raid a cove.

Cove is located on beach 23 miles north from Blackhollow.

Use dungeon "Pirate cove in north (Level 4)" as part of this quest.

Reward:

800 x Gold coin (400 gp per character)



2.2 DEFEAT CURSED CLUB CLAN

Defeat Cursed Club Clan is one of the main questlines for Clam Island campaign.

Treibrok in House of Mercenaries office works as the questgiver during this quest line.

PROLOGUE (AFTER TUTORIAL)

"Ten days ago you and your companions started trip from city of Baldur's Gate and now you have arrived to the town of Silverpearl in Clam Island. You have travelled by cargo ship that is loaded with cereals. To begin your work you should meet Trebirok at House of Mercenaries office."

DEFEAT CURSED CLUB CLAN 1/10: TRIP TO CAVE (LEVEL 1)

Characters meet Trebirok (Half-orc, male, tattoos on both shoulders, officer) first time at House of Mercenaries office. Trebirok explains how jobs are rewarded:

"Government of Clam Island has made a contract with House of Mercenaries to raid several Cursed Club Clan hideouts. House of Mercenaries hires mercenaries to raid known locations for per-job rewards. Our fixed payment is 25 gold coins per mercenary per day."

Treibrok hires characters to raid a cave.

Cave is located in jungle 3 miles north from Whitestrand.

After the cave is raided characters should return to Trebirok for reward. Trebirok expects the job takes three days.

Treibrok also gives one healing potion for each character as gift and reminds that alchemy shops have more for sale.

Items:

2 x Potion of Healing

First encounter, Combat

Environment: Beach, rocks, sea

2 x Beast, Crab (Challenge 1/8, 25 XP)

= 50 XP

Challenge rating: 50 x 1,5 = 75

Second encounter, Combat

Environment: Beach, reed, sea

1 x Beast, Frog (Challenge 1/4, 50 XP)

= 50 XP

Challenge rating: 50 x 1,5 = 75

Third encounter, Combat

Environment: Beach, rocks, sea

2 x Beast, Crab (Challenge 1/8, 25 XP)

= 50 XP

Challenge rating: 50 x 1,5 = 75

Total XP:

4 x Beast (Challenge 1/8, 25 XP) = 100 XP

1 x Beast (Challenge 1/4, 50 XP) = 50 XP

= 150 XP

DEFEAT CURSED CLUB CLAN 2/10: CAVE NEAR WHITESTRAND (LEVEL 1)

Characters have arrived to the cave.

Use dungeon "Cave near Whitestrand (Level 1)" as part of this quest.

DEFEAT CURSED CLUB CLAN 3/10: BACK TO SILVERPEARL (LEVEL 1)

First encounter, Combat

Environment: Beach, rocks, sea

1 x Beast, Frog (Challenge 1/4, 50 XP)

= 50 XP

Challenge rating: 50 x 1 = 50

Second encounter, Combat

Environment: Beach, reed, sea

2 x Beast, Crab (Challenge 1/8, 25 XP)

= 50 XP

Challenge rating: 50 x 1,5 = 75

Third encounter, Combat

Environment: Beach, rocks, sea

1 x Beast, Frog (Challenge 1/4, 50 XP)

= 50 XP

Challenge rating: 50 x 1 = 50

Neutral NPCs:

1 x Rowboat

Rowboat is anchored on shore.

Total XP:

2 x Beast (Challenge 1/8, 25 XP) = 50 XP

2 x Beast (Challenge 1/4, 50 XP) = 100 XP

= 150 XP

Reward:

150 x Gold coin (150 gp)

DEFEAT CURSED CLUB CLAN 4/10: CAVE NEAR SILVERPEARL (LEVEL 2)

Treibrok hires characters to raid a cave.

Cave is located in jungle 4 miles east from Silverpearl.

Use dungeon "Cave near Silverpearl (Level 2)" as part of this quest.

Reward:

50 x Gold coin (50 gp)



DEFEAT BONECRUSHERS 5/10: GOBLIN CAMP (LEVEL 2)

Treibrok hires characters to raid a camp.

Camp is located at shore of lake 5 miles north-west from Silverpearl.

First encounter, Combat

Environment: Jungle, plants, trees

2 x Beast, Lizard (Challenge 1/4, 50 XP)

= 100 XP

Challenge rating: $100 \times 1,5 = 150$

Lizards are hiding in a bush. Roll Perception (Wisdom, passive) check, DC 10. If check fails combat begins as an ambush. Characters are surprised.

Second encounter, Combat

Environment: Jungle, lake, campfire, trees

2 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)

= 100 XP

Challenge rating: $100 \times 1,5 = 150$

Third encounter, Combat

Environment: Jungle, lake, campfire, trees

1 x Humanoid, Goblin, Ranged (Challenge 1/2, 100 XP)

= 100 XP

Challenge rating: $100 \times 1 = 100$

For third encounter use same environment as in second encounter.

Fourth encounter, Combat

Environment: Jungle, plants, trees

1 x Beast, Dinosaur (Challenge 1/2, 100 XP)

= 100 XP

Challenge rating: $100 \times 1 = 100$

Total XP:

2 x Beast (Challenge 1/4, 50 XP) = 100 XP

2 x Humanoid (Challenge 1/4, 50 XP) = 100 XP

1 x Humanoid (Challenge 1/2, 100 XP) = 100 XP

1 x Beast (Challenge 1/2, 100 XP) = 100 XP

= 400 XP

Reward:

50 x Gold coin (50 gp)

DEFEAT CURSED CLUB CLAN 6/10: INVADED CASTLE, GOBLINS (LEVEL 2)

Treibrok hires characters to raid a castle.

Castle is located along road 6 miles east from Whitestrand.

Use dungeon "Invaded castle, Goblins (Level 2)" as part of this quest.

Reward:

50 x Gold coin (50 gp)

DEFEAT CURSED CLUB CLAN: 7/10: DEFENSE OF SILVERPEARL, GOBLINS (LEVEL 3)

Characters are sleeping at inn, eating at tavern or otherwise spending time in Silverpearl when Cursed Club Clan attacks the town.

First encounter, Combat

Environment: Town, street, houses

1 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)

2 x Humanoid, Goblin, Ranged (Challenge 1/4, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Combat begins as an ambush. Characters are surprised.

Second encounter, Combat

Environment: Town, street, houses

1 x Humanoid, Goblin, Melee (Challenge 1, 200 XP)

= 200 XP

Challenge rating: $200 \times 1 = 200$

For second encounter use same environment as in first encounter.

Third encounter, Combat

Environment: Town, marketplace

1 x Humanoid, Goblin, Melee (Challenge 1/2, 100 XP)

1 x Humanoid, Goblin, Ranged (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Fourth encounter, Combat

Environment: Town, marketplace

2 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)

1 x Humanoid, Goblin, Ranged (Challenge 1/4, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

For fourth encounter use same environment as in third encounter.

Fifth encounter, Combat

Environment: Town, street, houses

1 x Humanoid, Goblin, Ranged (Challenge 1, 200 XP)

= 200 XP

Challenge rating: $200 \times 1 = 200$

Sixth encounter, Combat

Environment: Town, walls, broken gate

1 x Humanoid, Goblin, Melee (Challenge 1/2, 100 XP)

1 x Humanoid, Goblin, Ranged (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Seventh encounter, Combat

Environment: Town, wall, broken gate

1 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)

2 x Humanoid, Goblin, Ranged (Challenge 1/4, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

For seventh encounter use same environment as in sixth encounter.

Total XP:

9 x Humanoid (Challenge 1/4, 50 XP) = 450 XP

4 x Humanoid (Challenge 1/2, 100 XP) = 400 XP

2 x Humanoid (Challenge 1, 200 XP) = 400 XP



DEFEAT BONECRUSHERS 8/10: CAVE NEAR BLACKHOLLOW (LEVEL 3)

Trebirok hires characters to raid a cave.

Cave is located in jungle 7 miles north from Blackhollow.

Use dungeon "Cave near Blackhollow (Level 3)" as part of this quest.

Reward:

50 x Gold coin (50 gp)

DEFEAT BONECRUSHERS 9/10: INVADED MINE, GOBLINS (LEVEL 3)

Trebirok hires characters to raid a mine.

Mine is located in jungle 7 miles north-west from Blackhollow.

Use dungeon "Invaded mine, Goblins (Level 3)" as part of this quest.

Reward:

50 x Gold coin (50 gp)

DEFEAT BONECRUSHERS 10/10: CAVE IN NORTH (LEVEL 4)

Trebirok hires characters to raid a cave. Trebirok expects the job takes two days.

Cave is located on mountain 23 miles north from Blackhollow.

Use dungeon "Cave in north (Level 4)" as part of this quest.

Reward:

100 x Gold coin (100 gp)



3 EVENTS

Events are divided into categories by location of the event.
Use events while characters are travelling around the region.

3.1 EVENTS, BEACH

These events fit on situations when characters are travelling on beach.

COASTAL CAVE (LEVEL 2)

Characters are travelling on beach and notice a cave entrance.

Use dungeon "Coastal Cave (Level 2)" as part of this quest.

COASTAL CAVE (LEVEL 3)

Characters are travelling on beach and notice a cave entrance.

Use dungeon "Coastal Cave (Level 3)" as part of this quest.

FISHING NETS (LEVEL 3)

Characters are travelling on beach when Bakved (Human, male, fisherman) asks for help. Sea monsters are near his fishing nets and he is afraid to collect his catch.

First encounter, Combat

Environment: Beach, reed, sea, fishing net
1 x Fish, Octopus (Challenge 1, 200 XP)
= 200 XP
Challenge rating: $200 \times 1 = 200$

Fishing net is located deep enough in water that sea monsters can move around it.

Second encounter, Combat

Environment: Beach, rocks, sea, fishing net
2 x Fish, Piranha (Challenge 1/2, 100 XP)
= 200 XP
Challenge rating: $200 \times 1,5 = 300$

Fishing net is located deep enough in water that sea monsters can move around it.

Bakved is very pleased for the help but he has nothing to give in return. (No reward)

Total XP:

2 x Fish (Challenge 1/2, 100 XP) = 200 XP
1 x Fish (Challenge 1, 200 XP) = 200 XP
= 400 XP



3.2 EVENTS, JUNGLE

These events fit on situations when players are travelling in jungle.

RIVER (LEVEL 2)

Characters are travelling in jungle and arrive to a river.

A crocodile is hiding underwater. Roll Perception (Wisdom, passive) check, DC 11. If check fails combat begins as an ambush. Characters are surprised.

First encounter, Combat

Environment: Jungle, river, plants

1 x Beast, Crocodile (Challenge: 1/2, 100 XP)

= 100 XP

Challenge rating: $100 \times 1 = 100$

FLOODED CAVE (LEVEL 2)

Character are travelling in swamp and notice a cave entrance.

Use dungeon "Flooded cave (Level 2)" as part of this quest.

RAPTOR'S NEST (LEVEL 3)

Characters are travelling in jungle and notice a large nest. If characters go close to the nest a dinosaur attacks.

First encounter, Combat

Environment: Jungle, trees, plants, nest

1 x Beast, Dinosaur (Challenge 1, 200 XP)

= 200 XP

Challenge rating: $200 \times 1 = 200$



3.3 EVENTS, ROAD

These quests fit on situations when characters are travelling on road.

OVERGROWN RUINS (LEVEL 2)

Characters are travelling on road and notice overgrown ruins.

Use dungeon "Overgrown ruins (Level 2)" as part of this quest.

CAVE BEHIND WATERFALL (LEVEL 3)

Characters are travelling on road and notice a waterfall.

Use dungeon "Cave behind waterfall (Level 3)" as part of this quest.



3.4 EVENTS, SEA

These events fit on situations when characters are travelling on sea.

TRAINING BATTLE (LEVEL 1)

This is tutorial quest.

Characters are on ship at Sea of Swords. They are travelling from Baldur's Gate to Silverpearl. Defenders of Justice soldiers are protecting the ship from pirates. It has been an uneventful day at the sea and guards of the ship are willing to practice combat skills with characters.

First encounter, Combat

Environment: Ship, main deck, two masts, sea
2 x Humanoid, Guard, Melee (Challenge: 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Second encounter, Combat

Environment: Ship, main deck, two masts, sea
1 x Humanoid, Guard, Ranged (Challenge: 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1 = 50$

Third encounter, Combat

Environment: Ship, main deck, two masts, sea

Use premade characters (Chapter 1.7) as enemies for this encounter. For two characters use two premade characters as enemies.



3.5 EVENTS, SILVERPEARL

These events fit on situations when characters are purchasing equipment or otherwise spending time in town of Silverpearl.

COLLECTING OYSTERS (LEVEL 2)

Characters are walking through the marketplace when Hoklah (Lizardfolk, female, oystervendor) approaches characters and offers a deal.

Hoklah is willing to buy oysters. Hoklah knows that a lucky collector is able to find about 12 oysters per day from the beaches of Clam Island. Hoklah pays 2 gold coins for each oyster.

First encounter, Combat

Environment: Beach, rocks, sea

3 x Beast, Crab (Challenge 1/8, 25 XP)

= 75 XP

Challenge rating: $75 \times 2 = 150$

Items:

1d12 x Oyster (Quest item)

Second encounter, Combat

Environment: Beach, rocks, sea

3 x Beast, Crab (Challenge 1/8, 25 XP)

= 75 XP

Challenge rating: $75 \times 2 = 150$

Items:

1d12 x Oyster (Quest item)

COLLECTING MUSHROOMS (LEVEL 3)

Characters are visiting at Poison & Remedy when Zesud (Human, male, shopkeeper) tells he is willing to buy mushrooms. Zesud pays 2 gold coins for each green capped mushroom. Zesud knows a place where mushrooms grow.

Cave is located in jungle 10 miles north from Silverpearl.

Use dungeon "Mushroom cave (Level 3)" as part of this quest.

LOST TEMPLE OF SEMUANYA (LEVEL 3)

Characters are spending time in tavern when Sheldon (Human, male, ragged sailor) asks permission to sit on same table with characters.

Sheldon is willing to tell a story if characters are willing offer him a bottle of Wild Spirit rum. (1 gp)

Sheldon has heard a legend about Lost temple of Semuanya. He believes the temple is located deep in jungle of north part of Clam Island but exact location is unknown.

If characters visit Tales and Truths Walmond has an old map for sale with exact location of the temple. (4 gp)

Temple is located in jungle 15 miles north-east from Whitestrand. Characters may find the temple by accident.

Use dungeon "Lost temple of Semuanya (Level 3)" as part of this quest.



4 DUNGEONS

Natural dungeons such as caves

- **Tunnel** = Room leads to one more room. (Open line of sight to corner of tunnel)
- **Dead end** = Room does not lead to more rooms.
- **Cliff** = Room leads to one more room but players have to climb up. Height of the cliff is described in details of the room.

Indoors such as warehouse

- **Doorway** = Room leads to one more room. (Open line of sight to room)
- **Door** = Room leads to one more room. (Door, blocks line of sight)
- **Two doors** = Room leads to two more rooms.
- **Window** = Room has window. Height of bottom edge of the window is described in details of the room.

Example: Second room of the dungeon has two doors. First door leads to third room. Second door leads to fourth room.

All dungeons are designed for two characters.

4.1 DUNGEONS FOR LEVEL 1

These dungeons are scaled for two level 1 characters.

WAREHOUSE NEAR WHITESTRAND (LEVEL 1)

Entrance

Environment: Beach, warehouse, door

First room, Combat

Environment: Warehouse, two doors
2 x Humanoid, Pirate, Melee (Challenge 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Second room, Combat

Environment: Warehouse, barrel of wine, door
1 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1 = 50$

Third room

Environment: Warehouse, two barrels of wine, door

Fourth room, Combat

Environment: Warehouse, barrel of wine, door
1 x Humanoid, Pirate, Melee (Challenge 1/8, 25 XP)
1 x Humanoid, Pirate, Ranged (Challenge 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Fifth room, Combat

Environment: Warehouse, two barrels of wine
1 x Humanoid, Pirate, Ranged (Challenge 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1 = 50$

Sixth room

Environment: Warehouse, barrel of wine, door

Seventh room, Combat

Environment: Warehouse, two barrels of wine, door
2 x Humanoid, Pirate, Ranged (Challenge 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Eighth room, Combat

Environment: Warehouse, table, chair, chest
1 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1 = 50$

Items:

30 + 1d20 Gold coins (30-50 gp)

Total XP:

6 x Humanoid (Challenge 1/8, 25 XP) = 150 XP
3 x Humanoid (Challenge 1/4, 50 XP) = 150 XP
= 300 XP



CAVE NEAR WHITESTRAND (LEVEL 1)

Entrance

Environment: Beach, natural cave, tunnel

First room, Combat

Environment: Natural cave, plants, two tunnels
2 x Humanoid, Goblin, Melee (Challenge 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Second room, Combat

Environment: Natural cave, rocks, tunnel
1 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1 = 50$

Third room

Environment: Natural cave, plants, tunnel

Fourth room, Combat

Environment: Natural cave, rocks, tunnel
1 x Humanoid, Goblin, Melee (Challenge 1/8, 25 XP)
1 x Humanoid, Goblin, Ranged (Challenge 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Fifth room, Combat

Environment: Natural cave, plants, dead end
1 x Humanoid, Goblin, Ranged (Challenge 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1 = 50$

Sixth room

Environment: Natural cave, rocks, tunnel

Seventh room, Trap

Environment: Natural cave, plants, tunnel

Roll Perception (Wisdom, passive) check, DC 10. If check fails characters do not spot the trap.

Tunnel has a pitfall trap covered with palm leaves. One of the characters steps on it and falls 3 meters (10 feet) down to bottom of the hole taking 1d6 bludgeoning damage.

Eighth room, Combat

Environment: Natural cave, rocks, tunnel
2 x Humanoid, Goblin, Ranged (Challenge 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

Ninth room, Combat

Environment: Natural cave, plants, tunnel that leads out of dungeon

1 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1 = 50$

Total XP:

6 x Humanoid (Challenge 1/8, 25 XP) = 150 XP
3 x Humanoid (Challenge 1/4, 50 XP) = 150 XP
= 300 XP



4.2 DUNGEONS FOR LEVEL 2

These dungeons are scaled for two level 2 characters.

WAREHOUSE NEAR SILVERPEARL (LEVEL 2)

Warehouse has three floors.

First floor: Rooms 1-6

Second floor: Rooms 7-9

Cellar: Room 10

Entrance

Environment: Village, warehouse, door

First room

Environment: Warehouse, hallway, three doors

Second room, Combat

Environment: Warehouse, grain sacks

1 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)

= 100 XP

Challenge rating: $100 \times 1 = 100$

Third room, Combat

Environment: Warehouse, grain sacks, door

2 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)

= 100 XP

Challenge rating: $100 \times 1,5 = 150$

Fourth room

Environment: Warehouse, grain sacks, window

Edge of the window is located at height of 1 meter. (3,3 feet)

Fifth room, Trap

Environment: Warehouse, shelf, grain sacks, door

Items:

4 x Potion of Healing

When character opens the door to fifth room to an arrow trap launches causing 2d6 piercing damage.

Sixth room, Combat

Environment: Warehouse, stairs up, door

1 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)

= 100 XP

Challenge rating: $100 \times 1 = 100$

Seventh room, Trap

Environment: Warehouse, hallway, two doors

Roll Perception (Wisdom, passive) check, DC 10. If check fails characters do not spot the trap.

Hallway has a unlocked trapdoor near door to eighth room. One of the characters steps on it and falls 6 meters (19,8 feet) to tenth room taking 2d6 bludgeoning damage. Trapdoor can be opened without danger if characters have spotted the trap already.

Eighth room

Environment: Warehouse, grain sacks, window

Edge of the window is located at height of 4 meters. (13,2 feet)

Ninth room, Combat

Environment: Warehouse, table, chair, chest

2 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)

= 100 XP

Challenge rating: $100 \times 1,5 = 150$

Items:

30 + 1d20 Gold coins (30-50 gp)

Tenth room

Environment: Warehouse, grain sacks, ladders, door that leads out of dungeon

Character can climb up ladders to seventh room.

Total XP:

4 x Humanoid (Challenge 1/4, 50 XP) = 200 XP

2 x Humanoid (Challenge 1/2, 100 XP) = 200 XP

= 400 XP



CAVE NEAR SILVERPEARL (LEVEL 2)

Entrance

Environment: Jungle, natural cave, tunnel

First room, Combat

Environment: Natural cave, large rock, tunnel
2 x Humanoid, Goblin, Ranged (Challenge 1/4, 50 XP)
= 100 XP
Challenge rating: $100 \times 1,5 = 150$

Second room, Combat

Environment: Natural cave, rocks, tunnel
1 x Humanoid, Goblin, Melee (Challenge 1/2, 100 XP)
= 100 XP
Challenge rating: $100 \times 1 = 100$

Third room

Environment: Natural cave, campfire, two tunnels

Fourth room, Combat

Environment: Natural cave, dead end
2 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)
= 100 XP
Challenge rating: $100 \times 1,5 = 150$

Fifth room, Combat

Environment: Natural cave, rocks, dead end
1 x Humanoid, Goblin, Ranged (Challenge 1/2, 100 XP)
= 100 XP
Challenge rating: $100 \times 1 = 100$

Total XP:

4 x Humanoid (Challenge 1/4, 50 XP) = 200 XP
2 x Humanoid (Challenge 1/2, 100 XP) = 200 XP
= 400 XP

INVADED CASTLE, PIRATES (LEVEL 2)

Entrance

Environment: Jungle, castle, stairs up, door

First room, Combat

Environment: Castle, table, chair, door
3 x Humanoid, Pirate, Melee (Challenge 1/8, 25 XP)
= 75 XP
Challenge rating: $75 \times 2 = 150$

Second room

Environment: Castle, fireplace, window, door
Edge of the window is located at height of 1 meters. (3,3 feet)

Third room, Combat

Environment: Castle, hallway, two doors
3 x Humanoid, Pirate, Ranged (Challenge 1/8, 25 XP)
= 75 XP
Challenge rating: $75 \times 2 = 150$

Fourth room

Environment: Castle, weapon rack
Items:
1 x Pike (5 gp)

Fifth room, Combat

Environment: Castle, four columns, window, door
1 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)
= 100 XP
Challenge rating: $100 \times 1 = 100$

Edge of the window is located at height of 2 meters. (6,6 feet)

Sixth room

Environment: Castle, cabinet, door
Items:
2 x Potion of Healing

Seventh room, Combat

Environment: Castle, table, door
3 x Humanoid, Pirate, Melee (Challenge 1/8, 25 XP)
= 75 XP
Challenge rating: $75 \times 2 = 150$

Eighth room, Combat

Environment: Castle, painting on wall, chest
2 x Humanoid, Pirate, Melee (Challenge 1/8, 25 XP)
1 x Humanoid, Pirate, Ranged (Challenge 1/8, 25 XP)
= 75 XP
Challenge rating: $75 \times 2 = 150$
Items:
30 + 1d20 Gold coins (30-50 gp)

Total XP:

12 x Humanoid (Challenge 1/8, 25 XP) = 300 XP
1 x Humanoid (Challenge 1/2, 100 XP) = 100 XP
= 400 XP



INVADED CASTLE, GOBLINS (LEVEL 2)

Entrance

Environment: Jungle, castle, stairs up, door

First room, Combat

Environment: Castle, table, chair, door

3 x Humanoid, Goblin, Melee (Challenge 1/8, 25 XP)

= 75 XP

Challenge rating: $75 \times 2 = 150$

Second room

Environment: Castle, fireplace, window, door

Edge of the window is located at height of 1 meters. (3,3 feet)

Third room, Combat

Environment: Castle, hallway, two doors

3 x Humanoid, Goblin, Ranged (Challenge 1/8, 25 XP)

= 75 XP

Challenge rating: $75 \times 2 = 150$

Fourth room

Environment: Castle, weapon rack

Items:

1 x Pike (5 gp)

Fifth room, Combat

Environment: Castle, four columns, window, door

1 x Humanoid, Goblin, Melee (Challenge 1/2, 100 XP)

= 100 XP

Challenge rating: $100 \times 1 = 100$

Edge of the window is located at height of 2 meters. (6,6 feet)

Sixth room

Environment: Castle, cabinet, door

Items:

2 x Potion of Healing

Seventh room, Combat

Environment: Castle, table, door

3 x Humanoid, Goblin, Melee (Challenge 1/8, 25 XP)

= 75 XP

Challenge rating: $75 \times 2 = 150$

Eighth room, Combat

Environment: Castle, painting on wall

2 x Humanoid, Goblin, Melee (Challenge 1/8, 25 XP)

1 x Humanoid, Goblin, Ranged (Challenge 1/8, 25 XP)

= 75 XP

Challenge rating: $75 \times 2 = 150$

Total XP:

12 x Humanoid (Challenge 1/8, 25 XP) = 300 XP

1 x Humanoid (Challenge 1/2, 100 XP) = 100 XP

= 400 XP

COASTAL CAVE (LEVEL 2)

Entrance

Environment: Beach, natural cave, tunnel

First room, Combat

Environment: Natural cave, rocks, tunnel

2 x Beast, Frog (Challenge 1/4, 50 XP)

= 100 XP

Challenge rating: $100 \times 1,5 = 150$

Second room

Environment: Natural cave, stream, narrow tunnel

Tunnel has slope surface and small stream that makes cliff slippery. Roll Acrobatics (Dexterity) check, DC 10. If check fails character slides down taking 1d6 bludgeoning damage.

Third room, Combat

Environment: Natural cave, rocks, water, tunnel

3 x Beast, Crab (Challenge 1/8, 25 XP)

= 75 XP

Challenge rating: $75 \times 2 = 150$

Fourth room

Environment: Natural cave, rocks, cliff

Height of the cliff is 3 meters. (10 feet) Characters can climb up the cliff to fourth room from third room. Roll Athletics (Strength) check, DC 10 if players climb without aids.

Fifth room, Combat

Environment: Natural cave, rocks, tunnel

3 x Beast, Frog (Challenge 1/8, 25 XP)

= 75 XP

Challenge rating: $75 \times 2 = 150$

Sixth room

Environment: Natural cave, pitfall, river, tunnel

In middle of room is 5 feet wide, 10 feet deep pitfall. At bottom of pitfall flows a river. Roll Athletics (Strength) check, DC 10 if characters want to jump over it. Characters who fail the check fall to river without taking damage. River leads to seventh room.

Seventh room, Combat

Environment: Natural cave, rocks, water, tunnel that leads out of dungeon

2 x Beast, Crab (Challenge 1/4, 50 XP)

= 100 XP

Challenge rating: $100 \times 1,5 = 150$

Total XP:

6 x Beast (Challenge 1/8, 25 XP) = 150 XP

4 x Beast (Challenge 1/4, 50 XP) = 200 XP

= 350 XP



OVERGROWN RUINS (LEVEL 2)

Entrance

Environment: Jungle, ruins, doorway

First room

Environment: Ruins, plants, columns, doorway

Second room, Combat

Environment: Ruins, plants, doorway

3 x Beast, Lizard (Challenge 1/8, 25 XP)

= 75 XP

Challenge rating: $75 \times 2 = 150$

Third room, Combat

Environment: Ruins, plants, columns, stairs down

2 x Beast, Lizard (Challenge 1/4, 50 XP)

= 100 XP

Challenge rating: $100 \times 1,5 = 150$

Fourth room

Environment: Ruins, plants, hallway, two doorways

Fifth room, Combat

Environment: Ruins, plants

1 x Beast, Lizard (Challenge 1/2, 100 XP)

= 100 XP

Challenge rating: $100 \times 1 = 100$

Sixth room, Combat

Environment: Ruins, plants

2 x Beast, Lizard (Challenge 1/4, 50 XP)

= 100 XP

Challenge rating: $100 \times 1,5 = 150$

Total XP:

3 x Beast (Challenge 1/8, 25 XP) = 75 XP

4 x Beast (Challenge 1/4, 50 XP) = 200 XP

1 x Beast (Challenge 1/2, 100 XP) = 100 XP

= 375 XP

FLOODED CAVE (LEVEL 2)

Entire cave is filled with water. Surface of the water is at 1 meter. (3,3 feet) Moving in water by walking is difficult terrain. Short characters may need to swim.

Entrance

Environment: Swamp, natural cave, water, tunnel

First room

Environment: Natural cave, water, plants, tunnel

Second room, Combat and Trap

Environment: Natural cave, water, plants, two tunnels

1 x Beast, Crocodile (Challenge 1/2, 100 XP)

= 100 XP

Challenge rating: $100 \times 1 = 100$

Roots tangle one of the characters causing restrained condition. Cutting the roots takes one action.

Third room

Environment: Natural cave, water, plants, tunnel

Fourth room, Combat

Environment: Natural cave, water, plants, dead end

2 x Fish, Piranha (Challenge 1/4, 50 XP)

= 100 XP

Challenge rating: $100 \times 1,5 = 150$

Fifth room

Environment: Natural cave, water, plants, tunnel

Sixth room, Combat

Environment: Natural cave, water, plants, tunnel

1 x Beast, Crocodile (Challenge 1/2, 100 XP)

= 100 XP

Challenge rating: $100 \times 1 = 100$

Seventh room

Environment: Natural cave, water, plants, dead end

Total XP:

2 x Fish (Challenge 1/4, 50 XP) = 100 XP

2 x Beast (Challenge 1/2, 100 XP) = 200 XP

= 300 XP



4.3 DUNGEONS FOR LEVEL 3

These dungeons are scaled for two level 3 characters.

WAREHOUSE NEAR BLACKHOLLOW (LEVEL 3)

Warehouse has two floors.

First floor: Rooms 1-4

Cellar: Rooms 5-9

Entrance

Environment: Beach, warehouse, door

First room, Combat

Environment: Warehouse, hallway, three doors

6 x Humanoid, Pirate, Melee (Challenge 1/8, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Second room, Combat

Environment: Warehouse, three wine barrels

1 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)

2 x Humanoid, Pirate, Melee (Challenge 1/8, 25 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Third room

Environment: Warehouse, two wine barrels

Fourth room, Combat

Environment: Warehouse, stairs down

1 x Humanoid, Pirate, Ranged (Challenge 1, 200 XP)

= 200 XP

Challenge rating: $200 \times 1 = 200$

Stairs down lead to fifth room.

Fifth room, Combat

Environment: Warehouse, stairs up, door

1 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)

2 x Humanoid, Pirate, Ranged (Challenge 1/4, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Stairs up lead to fourth room.

Sixth room

Environment: Warehouse, hallway, three doors

Seventh room, Combat

Environment: Warehouse, shelf, three wine barrels

2 x Humanoid, Pirate, Ranged (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Items:

2 x Potion of Healing

Eighth room, Combat

Environment: Warehouse, two wine barrels, chest

2 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)

1 x Humanoid, Pirate, Ranged (Challenge 1/4, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Items:

30 + 1d20 Gold coins (30-50 gp)

Chest is locked. Roll Athletics (Strength) check, DC 10 if character tries to open the lock by brute force. Roll Sleight of Hand (Dexterity) check, DC 10 if character tries to pick the lock. If both checks fail only "Chest key" can open the lock.

Ninth room, Combat

Environment: Warehouse, table, chair

2 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Items:

1 x Chest key (This dungeon only)

Total XP:

8 x Humanoid (Challenge 1/8, 25 XP) = 200 XP

6 x Humanoid (Challenge 1/4, 50 XP) = 300 XP

5 x Humanoid (Challenge 1/2, 100 XP) = 500 XP

1 x Humanoid (Challenge 1, 200 XP) = 200 XP

= 1200 XP



CAVE NEAR BLACKHOLLOW (LEVEL 3)

Entrance

Environment: Jungle, natural cave, tunnel

First room, Combat

Environment: Natural cave, plants, tunnel

1 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)
2 x Humanoid, Goblin, Ranged (Challenge 1/4, 50 XP)
= 150 XP
Challenge rating: $150 \times 2 = 300$

Second room, Combat

Environment: Natural cave, plants, two tunnels

4 x Humanoid, Goblin, Melee (Challenge 1/8, 25 XP)
2 x Humanoid, Goblin, Ranged (Challenge 1/8, 25 XP)
= 150 XP
Challenge rating: $150 \times 2 = 300$

Third room

Environment: Natural cave, plants, tunnel

Fourth room, Combat

Environment: Natural cave, plants, large rock, tunnel

2 x Humanoid, Goblin, Melee (Challenge 1/2, 100 XP)
= 200 XP
Challenge rating: $200 \times 1,5 = 300$

Fifth room, Combat

Environment: Natural cave, plants, tunnel

1 x Humanoid, Goblin, Melee (Challenge 1, 200 XP)
= 200 XP
Challenge rating: $200 \times 1 = 200$

Sixth room

Environment: Natural cave, oasis, plants, tunnel

Seventh room, Combat

Environment: Natural cave, plants, dead end

2 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)
1 x Humanoid, Goblin, Ranged (Challenge 1/4, 50 XP)
= 150 XP
Challenge rating: $150 \times 2 = 300$

Eighth room, Combat

Environment: Natural cave, plants, tunnel

3 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)
= 150 XP
Challenge rating: $150 \times 2 = 300$

Ninth room

Environment: Natural cave, plants, tunnel

Tenth room, Combat

Environment: Natural cave, plants, dead end

2 x Humanoid, Goblin, Melee (Challenge 1/2, 100 XP)
= 200 XP
Challenge rating: $200 \times 1,5 = 300$

Total XP:

6 x Humanoid (Challenge 1/8, 25 XP) = 150 XP
9 x Humanoid (Challenge 1/4, 50 XP) = 450 XP
4 x Humanoid (Challenge 1/2, 100 XP) = 400 XP
1 x Humanoid (Challenge 1, 200 XP) = 200 XP
= 1200 XP



INVADED MINE, PIRATES (LEVEL 3)

Entrance

Environment: Jungle, mine, tunnel

First room, Combat

Environment: Mine, rocks, tunnel

3 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Second room

Environment: Natural cave, three tunnels

Third room

Environment: Mine, campfire, barrel of water, vegetables, tunnel

Items:

2 x Potion of Healing

Fourth room, Combat

Environment: Mine, rocks, tunnel

6 x Humanoid, Pirate, Melee (Challenge 1/8, 25 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Sixth room

Environment: Mine, dead end

Seventh room, Combat

Environment: Mine, tunnel

2 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Eighth room, Combat

Environment: Mine, rocks, tunnel

2 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Ninth room

Environment: Mine, campfire, barrel of water, vegetables, dead end

Items:

2 x Potion of Healing

Tenth room, Combat

Environment: Mine, rocks, tunnel

3 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Eleventh room, Combat

Environment: Mine, chest, dead end

1 x Humanoid, Pirate, Melee (Challenge 1, 200 XP)

= 200 XP

Challenge rating: $200 \times 1 = 200$

Items:

30 + 1d20 Gold coins (30-50 gp)

Total XP:

8 x Humanoid (Challenge 1/8, 25 XP) = 200 XP

6 x Humanoid (Challenge 1/4, 50 XP) = 300 XP

5 x Humanoid (Challenge 1/2, 100 XP) = 500 XP

1 x Humanoid (Challenge 1, 200 XP) = 200 XP

= 1200 XP



INVADED MINE, GOBLINS (LEVEL 3)

Entrance

Environment: Jungle, mine, tunnel

First room, Combat

Environment: Mine, rocks, tunnel

3 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Second room

Environment: Natural cave, three tunnels

Third room

Environment: Mine, campfire, barrel of water, vegetables, tunnel

Items:

2 x Potion of Healing

Fourth room, Combat

Environment: Mine, rocks, tunnel

6 x Humanoid, Goblin, Melee (Challenge 1/8, 25 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Sixth room

Environment: Mine, dead end

Seventh room, Combat

Environment: Mine, tunnel

2 x Humanoid, Goblin, Melee (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Eighth room, Combat

Environment: Mine, rocks, tunnel

2 x Humanoid, Goblin, Melee (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Ninth room

Environment: Mine, campfire, barrel of water, vegetables, dead end

Items:

2 x Potion of Healing

Tenth room, Combat

Environment: Mine, rocks, tunnel

3 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Eleventh room, Combat

Environment: Mine, dead end

1 x Humanoid, Goblin, Melee (Challenge 1, 200 XP)

= 200 XP

Challenge rating: $200 \times 1 = 200$

Total XP:

8 x Humanoid (Challenge 1/8, 25 XP) = 200 XP

6 x Humanoid (Challenge 1/4, 50 XP) = 300 XP

5 x Humanoid (Challenge 1/2, 100 XP) = 500 XP

1 x Humanoid (Challenge 1, 200 XP) = 200 XP

= 1200 XP



CAVE BEHIND WATERFALL (LEVEL 3)

Entrance

Environment: Jungle, waterfall, tunnel

First room, Combat

Environment: Natural cave, pool of water, small waterfall, tunnel

1 x Beast, Frog (Challenge 1, 200 XP)

= 200 XP

Challenge rating: $200 \times 1 = 200$

Second room, Combat

Environment: Natural cave, pool of water, two tunnels

2 x Beast, Crocodile (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Third room

Environment: Natural cave, water, rocks, dead end

Fourth room, Combat

Environment: Natural cave, water, rocks, dead end

1 x Beast, Frog (Challenge 1, 200 XP)

= 200 XP

Challenge rating: $200 \times 1 = 200$

Total XP:

2 x Beast (Challenge 1/2, 100 XP) = 200 XP

2 x Beast (Challenge 1, 200 XP) = 400 XP

= 600 XP

COASTAL CAVE (LEVEL 3)

Entrance

Environment: Beach, natural cave, tunnel

First room, Combat

Environment: Natural cave, rocks, two tunnels

6 x Beast, Crab (Challenge 1/8, 25 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Second room, Combat

Environment: Natural cave, rocks, tunnel

1 x Beast, Frog (Challenge 1, 200 XP)

= 200 XP

Challenge rating: $200 \times 1 = 200$

Third room

Environment: Natural cave, rocks, pool of water, tunnel

Tunnel between third and fourth room is filled with water.

Fourth room, Combat

Environment: Natural cave, rocks, pool of water, tunnel

2 x Beast, Crocodile (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Fifth room

Environment: Natural cave, plants, tunnel

Sixth room, Combat

Environment: Natural cave, rocks, dead end

3 x Beast, Frog (Challenge 1/4, 50 XP)

= 150 XP

Challenge rating: $150 \times 2 = 300$

Total XP:

6 x Beast (Challenge 1/8, 100 XP) = 150 XP

3 x Beast (Challenge 1/4, 50 XP) = 150 XP

2 x Beast (Challenge 1/2, 100 XP) = 200 XP

1 x Beast (Challenge 1, 200 XP) = 200 XP

= 700 XP



MUSHROOM CAVE (LEVEL 3)

Entrance

Environment: Jungle, natural cave, tunnel

Items:

1d10 x Green capped mushroom (Quest item)

First room, Combat

Environment: Natural cave, moss, tunnel

2 x Beast, Snake (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Items:

1d10 x Green capped mushroom (Quest item)

Second room

Environment: Natural cave, moss, hanging plants, two tunnels

Items:

1d10 x Green capped mushroom (Quest item)

Third room, Combat

Environment: Natural cave, moss, tunnel that leads out of dungeon

2 x Beast, Snake (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Items:

1d10 x Green capped mushroom (Quest item)

Fourth room, Combat

Environment: Natural cave, moss, hanging plants, dead end

2 x Beast, Snake (Challenge 1/2, 100 XP)

= 200 XP

Challenge rating: $200 \times 1,5 = 300$

Items:

1d10 x Green capped mushroom (Quest item)

Total XP:

6 x Beast (Challenge 1/2, 100 XP) = 600 XP

= 600 XP



LOST TEMPLE OF SEMUANYA (LEVEL 3)

Entrance

Environment: Jungle, stone temple, stairs, doorway

First room, Combat

Environment: Temple, hallway, columns, lizardfolk statue, door

2 x Humanoid, Guard, Melee (Challenge 1/2, 100 XP)
= 200 XP
Challenge rating: 200 x 1,5 = 300

Second room, Combat

Environment: Temple, columns, door

1 x Humanoid, Guard, Melee (Challenge 1, 200 XP)
= 200 XP
Challenge rating: 200 x 1 = 200

Third room

Environment: Temple, two stone benches, door

Room has two tiles with lizardfolk icons. (5x5 feet or 1 square) When two characters are standing on both tiles door to fourth room opens.

Fourth room, Combat

Environment: Temple, empty pool, two doors
3 x Humanoid, Guard, Melee (Challenge 1/4, 50 XP)
= 150 XP
Challenge rating: 150 x 2 = 300

Fifth room, Combat

Environment: Temple, altar, large lizardfolk statue
2 x Humanoid, Guard, Melee (Challenge 1/2, 100 XP)
= 200 XP
Challenge rating: 200 x 1,5 = 300

At stand of the statue is carved text, written in draconic "Semuanya, Lizardfolk deity of survival" and round palm sized hole.

Characters have to find a "Sigil of Semuanya" and place it on the hole of the statue. When characters set the sigil on hole a section of the wall opens and leads to fourteenth room.

Sixth room

Environment: Temple, pots, candlesticks, two doors

Seventh room, Trap

Environment: Temple, hallway, lizardfolk statue

Items:

1 x Copper chalice with silver filigree (25 gp)

At end of hallway is lizardfolk statue holding a chalice.

When character takes the chalice walls of the room start to move. Roll Acrobatics (Dexterity) check, DC 5. If check fails walls crush the character causing death.

Eighth room, Combat

Environment: Temple, stairs, door
1 x Humanoid, Guard, Melee (Challenge 1, 200 XP)
= 200 XP
Challenge rating: 200 x 1 = 200

Ninth room

Environment: Temple, candlesticks, stone bench, door

Tenth room, Combat

Environment: Temple, columns, painting on the wall, door

3 x Humanoid, Guard, Melee (Challenge 1/4, 50 XP)
= 150 XP
Challenge rating: 150 x 2 = 300

Eleventh room, Trap

Environment: Temple, hallway, huge round boulder, doorway

Hallway has slope surface. Roll Perception (Wisdom, passive) check, DC 12. If check fails characters do not spot the pressure plate at middle of the hallway.

If character steps on pressure plate a huge boulder starts to roll from other end of the tunnel. Roll Acrobatics (Dexterity) check, DC 5. If check fails boulder crushes the character causing death.

Twelfth room

Environment: Temple, two lizardfolk statues, painting on floor, door

Thirteenth room, Combat

Environment: Temple, stone table, two stone bences
6 x Humanoid, Guard, Melee (Challenge 1/8, 25 XP)
= 150 XP
Challenge rating: 150 x 2 = 300

Items:

Sigil of Semuanya (This dungeon only)

Sigil of Semuanya is stony, decorated, palm sized round item. It has an egg symbol on one side.

Fourteenth room

Environment: Temple, chest

Items:

40 + 1d20 Gold coins (40-60 gp)

Total XP:

6 x Humanoid (Challenge 1/8, 25 XP) = 150 XP
6 x Humanoid (Challenge 1/4, 50 XP) = 300 XP
4 x Humanoid (Challenge 1/2, 100 XP) = 400 XP
2 x Humanoid (Challenge 1, 200 XP) = 400 XP
= 1250 XP



4.4 DUNGEONS FOR LEVEL 4

These dungeons are scaled for two level 4 characters.

PIRATE COVE IN NORTH (LEVEL 4)

Entrance

Environment: Beach, natural cave, tunnel

First room, Combat

Environment: Natural cave, cliff, rope ladders
1 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)
2 x Humanoid, Pirate, Ranged (Challenge 1/2, 100 XP)
= 300 XP
Challenge rating: $300 \times 2 = 600$

Height of the cliff is 6 meters. (20 feet) Characters can climb up rope ladders to top of cliff.

Second room

Environment: Natural cave, rocks, tunnel, door

Third room, Combat

Environment: Warehouse, two barrels of ale, door
1 x Humanoid, Pirate, Melee (Challenge 1, 200 XP)
1 x Humanoid, Pirate, Ranged (Challenge 1, 200 XP)
= 400 XP
Challenge rating: $400 \times 1,5 = 600$

Fourth room, Combat

Environment: Natural cave, water, pier, door
1 x Humanoid, Pirate, Ranged (Challenge 2, 450 XP)
= 450 XP
Challenge rating: $450 \times 1 = 450$

Fifth room, Trap

Environment: Warehouse, three empty barrels, keg of powder, shelf, door

Items:

4 x Potion of Healing

Characters or NPCs may explode the powder keg. Explosion causes 4d8 fire damage on 15 feet radius.

Sixth room, Combat

Environment: Natural cave, water, pier, door
2 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)
4 x Humanoid, Pirate, Ranged (Challenge 1/4, 50 XP)
= 300 XP
Challenge rating: $300 \times 2 = 600$

Seventh room, Trap

Environment: Warehouse, barrel of rum, cart, two doors

Roll Perception (Wisdom, passive) check, DC 12. If check fails characters do not spot the trap. When character opens the door to eighth room to an arrow trap launches causing 4d6 piercing damage. If characters have spotted the trap they can try to disable it. Roll Investigation (Intelligence) check, DC 10. If check fails the arrow trap launches causing 4d6 piercing damage.

Eighth room

Environment: Natural cave, water, end of pier

Ninth room, Combat

Environment: Natural cave, rocks, tunnel

Tenth room, Combat

Environment: Natural cave, water, pier, door
2 x Humanoid, Pirate, Melee (Challenge 1/2, 100 XP)
1 x Humanoid, Pirate, Ranged (Challenge 1/2, 100 XP)
= 300 XP
Challenge rating: $300 \times 2 = 600$

Eleventh room

Environment: Warehouse, shelf, door

Items:

2 x Potion of Healing

Twelfth room, Combat

Environment: Warehouse, stairs down, door
1 x Humanoid, Pirate, Melee (Challenge 1, 200 XP)
1 x Humanoid, Pirate, Ranged (Challenge 1, 200 XP)
= 400 XP
Challenge rating: $400 \times 1,5 = 600$

Thirteenth room, Combat

Environment: Natural cave, sand, rocks, tunnel
4 x Humanoid, Pirate, Melee (Challenge 1/4, 50 XP)
2 x Humanoid, Pirate, Ranged (Challenge 1/4, 50 XP)
= 300 XP
Challenge rating: $300 \times 2 = 600$

Fourteenth room

Environment: Natural cave, sand, rocks, tunnel

Fifteenth room, Combat

Environment: Natural cave, beach, sea
1 x Humanoid, Pirate, Melee (Challenge 3, 700 XP)
= 700 XP
Challenge rating: $700 \times 1 = 700$
Neutral NPCs:
1 x Ship

Characters recognize the pirate as captain "One Eye".

"One Eye" offers characters 1000 gold coins if they decide to stop working for Defenders of Justice and join Bonecrusher pirates instead. (500 per character)

Pirate ship is anchored without crew.

Total XP:

12 x Humanoid (Challenge 1/4, 50 XP) = 600 XP
6 x Humanoid (Challenge 1/2, 100 XP) = 600 XP
4 x Humanoid (Challenge 1, 200 XP) = 800 XP
1 x Humanoid (Challenge 2, 450 XP) = 450 XP
1 x Humanoid (Challenge 3, 700 XP) = 700 XP
= 3150 XP



CAVE IN NORTH (LEVEL 4)

Area has two sections.

Uphill: Rooms 1-8

Cave: Rooms 9-13

Entrance

Environment: Cliffs, path, uphill

First room, Combat

Environment: Cliffs, path, uphill

2 x Humanoid, Goblin, Ranged (Challenge 1, 200 XP)

= 400 XP

Challenge rating: $400 \times 1,5 = 600$

Second room, Combat

Environment: Cliffs, path, uphill, rocks

6 x Humanoid, Goblin, Ranged (Challenge 1/4, 50 XP)

= 300 XP

Challenge rating: $300 \times 2 = 600$

Third room

Environment: Cliffs, corner in path, uphill

Fourth room, Trap

Environment: Cliffs, path, uphill, rocks

Monsters from uphill have rolled large rocks downhill towards characters. Roll Acrobatics (Dexterity) check for each character, DC 15. If check fails character takes 4d6 bludgeoning damage.

Fifth room, Combat

Environment: Cliffs, path, rocks, plants, uphill

3 x Humanoid, Goblin, Ranged (Challenge 1/2, 100 XP)

= 300 XP

Challenge rating: $300 \times 2 = 600$

Sixth room

Environment: Cliffs, corner in path, uphill, rocks

Seventh room, Combat

Environment: Cliffs, path, uphill

1 x Humanoid, Goblin, Ranged (Challenge 2, 450 XP)

= 450 XP

Challenge rating: $450 \times 1 = 450$

Eighth room

Environment: Cliffs, path, cave entrance

Ninth room, Combat

Environment: Natural cave, tunnel

2 x Humanoid, Goblin, Melee (Challenge 1, 200 XP)

= 400 XP

Challenge rating: $400 \times 1,5 = 600$

Tenth room, Combat

Environment: Natural cave, rocks, tunnel

6 x Humanoid, Goblin, Melee (Challenge 1/4, 50 XP)

= 300 XP

Challenge rating: $300 \times 2 = 600$

Eleventh room

Environment: Natural cave, tunnel

Twelfth room, Combat

Environment: Natural cave, rocks, tunnel

3 x Humanoid, Goblin, Melee (Challenge 1/2, 100 XP)

= 300 XP

Challenge rating: $300 \times 2 = 600$

Thirteenth room, Combat

Environment: Natural cave, dead end

1 x Humanoid, Goblin, Melee (Challenge 3, 700 XP)

= 700 XP

Challenge rating: $700 \times 1 = 700$

Total XP:

12 x Humanoid (Challenge 1/4, 50 XP) = 600 XP

6 x Humanoid (Challenge 1/2, 100 XP) = 600 XP

4 x Humanoid (Challenge 1, 200 XP) = 800 XP

1 x Humanoid (Challenge 2, 450 XP) = 450 XP

1 x Humanoid (Challenge 3, 700 XP) = 700 XP

= 3150 XP



5 MONSTERS

- Pirates are equipped with cutlass and pistol.
- Goblins are equipped with shortsword and shortbow.
- Guards are equipped spadroon and pistol.
- Most common beasts on beaches are crabs, frogs and crocodiles.
- Most common beasts in jungles are lizards, dinosaurs and snakes.
- Most common beasts in water are piranhas, sharks and octopuses.

5.1 WANDERING MONSTERS

When characters are travelling around Clam Island they may encounter wandering monsters.

COMBAT ENCOUNTERS, LEVEL 1

Recommended challenge rating for two level 1 characters is 50-100. (From easy to medium)

One enemy:

1 x (Challenge 1/4, 50 XP)
= 50 XP
Challenge rating: $50 \times 1 = 50$

Two enemies:

2 x (Challenge 1/8, 25 XP)
= 50 XP
Challenge rating: $50 \times 1,5 = 75$

COMBAT ENCOUNTERS, LEVEL 2

Recommended challenge rating for two level 2 characters is 100-200. (From easy to medium)

One enemy:

1 x (Challenge 1/2, 100 XP)
= 100 XP
Challenge rating: $100 \times 1 = 100$

Two enemies:

2 x (Challenge 1/4, 50 XP)
= 100 XP
Challenge rating: $100 \times 1,5 = 150$

Three enemies:

3 x (Challenge 1/8, 25 XP)
= 75 XP
Challenge rating: $75 \times 2 = 150$

COMBAT ENCOUNTERS, LEVEL 3

Recommended challenge rating for two level 3 characters is 150-300. (From easy to medium)

One enemy:

1 x (Challenge 1, 200 XP)
= 200 XP
Challenge rating: $200 \times 1 = 200$

Two enemies:

2 x (Challenge 1/2, 100 XP)
= 200 XP
Challenge rating: $200 \times 1,5 = 300$

Three enemies:

3 x (Challenge 1/4, 50 XP)
= 150 XP
Challenge rating: $150 \times 2 = 300$

Six enemies:

6 x (Challenge 1/8, 25 XP)
= 150 XP
Challenge rating: $150 \times 2 = 300$

COMBAT ENCOUNTERS, LEVEL 4

Recommended challenge rating for two level 4 characters is 500-750. (From medium to hard)

One enemy:

1 x (Challenge 3, 700 XP)
= 700 XP
Challenge rating: $700 \times 1 = 700$

Two enemies:

2 x (Challenge 1, 200 XP)
= 400 XP
Challenge rating: $400 \times 1,5 = 600$

Three enemies:

3 x (Challenge 1/2, 100 XP)
= 300 XP
Challenge rating: $300 \times 2 = 600$

Six enemies:

6 x (Challenge 1/4, 50 XP)
= 300 XP
Challenge rating: $300 \times 2 = 600$



5.2 MONSTER STAT BLOCKS

A list of generic monster stat blocks.

5.2.1 HUMANOIDS

Stat blocks for humanoids such as pirates, guards and goblins that use melee and ranged weapon.

HUMANOID 1/8

Medium humanoid (any race), any alignment

Armor Class 13
Hit Points 10 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

No attributes.

Actions

Melee. Melee weapon attack: +1 to hit, reach 5 ft., one target. Hit: 4 (1d8) slashing damage.

Ranged. Ranged weapon attack: +1 to hit, range 40/80 ft., one target. Hit: 4 (1d8) piercing damage.

HUMANOID 1/4

Medium humanoid (any race), any alignment

Armor Class 13
Hit Points 20 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

No attributes.

Actions

Melee. Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage.

Ranged. Ranged weapon attack: +2 to hit, range 40/80 ft., one target. Hit: 6 (1d8+2) piercing damage.

HUMANOID 1/2

Medium humanoid (any race), any alignment

Armor Class 13
Hit Points 30 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

No attributes.

Actions

Melee. Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d8) slashing damage.

Ranged. Ranged weapon attack: +3 to hit, range 40/80 ft., one target. Hit: 8 (2d8) piercing damage.

HUMANOID 1

Medium humanoid (any race), any alignment

Armor Class 13
Hit Points 40 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1 (200 XP)

No attributes.

Actions

Melee. Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8+2) slashing damage.

Ranged. Ranged weapon attack: +4 to hit, range 40/80 ft., one target. Hit: 10 (2d8+2) piercing damage.



HUMANOID 2

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 50 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

No attributes.

Actions

Melee. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 14 (2d8+6) slashing damage.

Ranged. Ranged weapon attack: +5 to hit, range 40/80 ft., one target. Hit: 14 (2d8+6) piercing damage.

HUMANOID 3

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 60 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

No attributes.

Actions

Melee. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 18 (3d8+6) slashing damage.

Ranged. Ranged weapon attack: +6 to hit, range 40/80 ft., one target. Hit: 18 (3d8+6) piercing damage.

HUMANOID 4

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 70 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 4 (1100 XP)

No attributes.

Actions

Melee. Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8+6) slashing damage.

Ranged. Ranged weapon attack: +7 to hit, range 40/80 ft., one target. Hit: 22 (4d8+6) piercing damage.

HUMANOID 5

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 80 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 5 (1800 XP)

No attributes.

Actions

Melee. Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: 28 (4d8+12) slashing damage.

Ranged. Ranged weapon attack: +8 to hit, range 40/80 ft., one target. Hit: 28 (4d8+12) piercing damage.



HUMANOID 6

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 90 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 6 (2300 XP)

No attributes.

Actions

Melee. Melee weapon attack: +9 to hit, reach 5 ft., one target. Hit: 34 (6d8+10) slashing damage.

Ranged. Ranged weapon attack: +9 to hit, range 40/80 ft., one target. Hit: 34 (6d8+10) piercing damage.

HUMANOID 8

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 120 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 8 (3900 XP)

No attributes.

Actions

Melee. Melee weapon attack: +10 to hit, reach 5 ft., one target. Hit: 44 (8d8+12) slashing damage.

Ranged. Ranged weapon attack: +10 to hit, range 40/80 ft., one target. Hit: 44 (8d8+12) piercing damage.

HUMANOID 7

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 100 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 7 (2900 XP)

No attributes.

Actions

Melee. Melee weapon attack: +10 to hit, reach 5 ft., one target. Hit: 40 (8d8+8) slashing damage.

Ranged. Ranged weapon attack: +10 to hit, range 40/80 ft., one target. Hit: 40 (8d8+8) piercing damage.



5.2.2 BEASTS

Stat blocks for beasts such as lizards, crabs and dinosaurs that use teeth or claws as weapon.

BEAST 1/8

Small beast, unaligned

Armor Class 15

Hit Points 10 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

No attributes.

Actions

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

BEAST 1/4

Small beast, unaligned

Armor Class 15

Hit Points 20 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 1/4 (50 XP)

No attributes.

Actions

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

BEAST 1/2

Medium beast, unaligned

Armor Class 15

Hit Points 30 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

No attributes.

Actions

Melee. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d8) piercing damage.

BEAST 1

Medium beast, unaligned

Armor Class 15

Hit Points 40 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 1 (200 XP)

No attributes.

Actions

Melee. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 2) piercing damage.



BEAST 2

Large beast, unaligned

Armor Class 15

Hit Points 50 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 2 (450 XP)

No attributes.

Actions

Melee. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (3d8 + 2) piercing damage.

BEAST 3

Large beast, unaligned

Armor Class 15

Hit Points 60 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 3 (700 XP)

No attributes.

Actions

Melee. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 6) piercing damage.

BEAST 4

Large beast, unaligned

Armor Class 15

Hit Points 70 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 4 (1100 XP)

No attributes.

Actions

Melee. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 6) piercing damage.

BEAST 5

Large beast, unaligned

Armor Class 15

Hit Points 80 (16d8 + 16)

BEAST 5

Large beast, unaligned

Armor Class 15

Hit Points 80 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 5 (1800 XP)

No attributes.

Actions

Melee. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 28 (4d8 + 12) piercing damage.



BEAST 6

Large beast, unaligned

Armor Class 15

Hit Points 90 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 6 (2300 XP)

No attributes.

Actions

Melee. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 34 (6d8 + 10) piercing damage.

BEAST 8

Large beast, unaligned

Armor Class 15

Hit Points 120 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 8 (3900 XP)

No attributes.

Actions

Melee. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 44 (8d8 + 12) piercing damage.

BEAST 7

Large beast, unaligned

Armor Class 15

Hit Points 100 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 7 (2900 XP)

No attributes.

Actions

Melee. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 40 (8d8 + 8) piercing damage.



5.2.3 FISH

Stat blocks for fish such as sharks, octopuses and whales that swim, breath on water and use teeth or claws as weapon.

FISH 1/8

Small beast, unaligned

Armor Class 15

Hit Points 10 (2d8 + 2)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Water Breathing. Fish can breathe only underwater.

Actions

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

FISH 1/4

Small beast, unaligned

Armor Class 15

Hit Points 20 (4d8 + 4)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 7

Languages -

Challenge 1/4 (50 XP)

Water Breathing. Fish can breathe only underwater.

Actions

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

FISH 1/2

Medium beast, unaligned

Armor Class 15

Hit Points 30 (6d8 + 6)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Water Breathing. Fish can breathe only underwater.

Actions

Melee. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d8) piercing damage.

FISH 1

Medium beast, unaligned

Armor Class 15

Hit Points 40 (8d8 + 8)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 1 (200 XP)

Water Breathing. Fish can breathe only underwater.

Actions

Melee. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 2) piercing damage.



FISH 2

Large beast, unaligned

Armor Class 15

Hit Points 50 (10d8 + 10)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 2 (450 XP)

Water Breathing. Fish can breathe only underwater.

Actions

Melee. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (3d8 + 2) piercing damage.

FISH 3

Large beast, unaligned

Armor Class 15

Hit Points 60 (12d8 + 12)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 3 (700 XP)

Water Breathing. Fish can breathe only underwater.

Actions

Melee. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 6) piercing damage.

FISH 4

Large beast, unaligned

Armor Class 15

Hit Points 70 (14d8 + 14)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 4 (1100 XP)

Water Breathing. Fish can breathe only underwater.

Actions

Melee. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 6) piercing damage.

FISH 5

Large beast, unaligned

Armor Class 15

Hit Points 80 (16d8 + 16)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 5 (1800 XP)

Water Breathing. Fish can breathe only underwater.

Actions

Melee. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 28 (4d8 + 12) piercing damage.



FISH 6

Large beast, unaligned

Armor Class 15

Hit Points 90 (18d8 + 18)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 6 (2300 XP)

Water Breathing. Fish can breathe only underwater.

Actions

Melee. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 34 (6d8 + 10) piercing damage.

FISH 8

Large beast, unaligned

Armor Class 15

Hit Points 120 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(-0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 8 (3900 XP)

Water Breathing. Fish can breathe only underwater.

Actions

Melee. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 44 (8d8 + 12) piercing damage.

FISH 7

Large beast, unaligned

Armor Class 15

Hit Points 100 (20d8 + 20)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	16(+3)	9(-1)	11(0)	13(+1)

Senses passive Perception 10

Languages -

Challenge 7 (2900 XP)

Water Breathing. Fish can breathe only underwater.

Actions

Melee. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 40 (8d8 + 8) piercing damage.



5.2.4 WATER VEHICLES

Stat blocks for water vehicles.

ROWBOAT

Huge Vehicle (10 ft. by 15 ft.)

Floors: Main deck

Crew, cargo and creature capacity: 1 crew member + up to 0,6 tons of cargo or up to 3 creatures

Travel Pace: 3 miles per hour

Cost: 50 gp

SAILBOAT

Gargantuan Vehicle (15 ft. by 25 ft.)

Floors: Main deck, lower deck

Crew, cargo and creature capacity: 2 crew members + up to 1,2 tons of cargo or up to 6 creatures

Travel Pace: 3 miles per hour

Cost: 1500 gp

SHIP

Gargantuan Vehicle (20 ft. by 40 ft.)

Floors: Main deck, lower deck, cargo hold

Crew, cargo and creature capacity: 6 crew members + up to 3,6 tons of cargo or up to 18 creatures

Travel Pace: 3 miles per hour

Cost: 3000 gp



6 IMPROVISATION

These tables help dungeon master to improvise things.

6.1 QUEST IDEAS

Roll dice or select one of the quest seeds.

QUEST IDEAS, DUNGEON, SEA (1D4)

- 1 Walmond sells map with information about The Sunken Labyrinth (Manmade dungeon, underwater, beasts) and casts "Water Breathing" spell on characters.
- 2 Walmond asks characters to explore The Coral Caverns (Natural dungeon, underwater, beasts) and casts "Water Breathing" spell on characters.
- 3 Zesud tells characters about The Delves of the Sea Witch (Manmade dungeon, underwater, beasts) and offers to sell "Potion of water breathing" for very low price.
- 4 Zesud is willing to buy rare reagent that grows only at The Deepest Abyss (Natural dungeon, underwater, beasts) and gives "Potion of water breathing" for each character to complete delivery.

QUEST IDEAS, SEA (1D6)

- 1 Deliver seaweed to Poison & Remedy. (Diving)
- 2 Find and kill sea monsters at Silverpearl harbor. (Diving)
- 3 Mart (Human, male, fishvendor) needs more fish. (Boat)
- 4 Investigate pirate camp on small island. (Boat)
- 5 A ship has drown characters dive cargo from depths. (Diving + Boat)
- 6 Hoklah (Lizardfolk, female, oystervendor) needs giant oysters from Coral reef. (Diving + Boat)

QUEST IDEAS, DUNGEON, LAND (1D10)

- 1 Walmond sells map with information about Labyrinth of the Ancient Monk. (Manmade dungeon, humanoids)
- 2 Grizzo believes there is treasures left in Vault of the Silver Tiger. (Manmade dungeon, humanoids)
- 3 Opathu (Orc, male, blacksmith) asks characters look for magical weapon from Chamber of the Lost Hunter. (Manmade dungeon, humanoids)
- 4 Turell (Human, male, paladin) wants to destroy undead from Tomb of the Cursed Orc. (Manmade dungeon, undead)
- 5 Turell (Human, male, paladin) asks characters to destroy Amulet of Doom in Catacombs of the Black Wizard. (Manmade dungeon, undead)
- 6 Characters find a book with information about The Sharp Tooth Dungeon. (Natural dungeon, beasts)
- 7 Gerwin (Human, male, old, miner) tells characters about The Howling Caverns. (Natural dungeon, beasts)
- 8 Vincent (Human, male, ex-adventurer) was looking for dungeon called "Tunnels of the Hungry Beast" but never found it. (Natural dungeon, beasts)
- 9 Sahlen (Human, male, child) was playing near "Forbidden Caverns" and have not returned home. (Natural dungeon, beasts)
- 10 Silver mine is invaded by Bonecrushers. (Natural dungeon, humanoids)

QUEST IDEAS, LAND (1D6)

- 1 Guards have spotted monsters near town.
- 2 Look for missing person. Roll 1d4 for profession of the missing person: (1) Farmer (2) Miner (3) Dockworker (4) Fisherman
- 3 Look for missing item. Roll 1d4 for type of item: (1) Ring (2) Necklace (3) Stone tablet (4) Book
- 4 Deliver products for one of the merchants in town.
- 5 Protect caravan on a way to another town.
- 6 Characters notice a poster. Roll 1d4 for headline of the poster: (1) Missing (2) For sale (3) Work available (4) Wanted

QUEST IDEAS, EVIL OR CHAOTIC (1D12)

- 1 Smuggle illegal goods.
- 2 Threaten merchants.
- 3 Find an escaped slave.
- 4 Poison enemy. (Tavern)
- 5 Raid caravan of travelling merchant.
- 6 Help Colby "Tide hunter" Hamet (Human, male, pirate) to escape from prison.
- 7 Burn down houses.
- 8 Pickpocket key to house.
- 9 Collect unpaid debts.
- 10 Denton (Human, male, thief) needs aid to steal valuable jewelry. After artifact is sold to Grizzo characters get half of the value as reward.
- 11 Destroy ledger to avoid tax collectors.
- 12 Capture person as hostage.

GENERIC QUEST LINES (1D4)

- 1 Deliver (items) for (NPC)
- 2 Search (artifact) from (dungeon)
- 3 Kill (monster) in (dungeon)
- 4 Help (NPC) to reach (location)



6.2 IMPROVISED DUNGEONS

These tables help dungeon master to improvise dungeons.

DUNGEON TYPE

- Natural cave with plants
- Natural cave with water
- Natural cave with boardwalk
- Mine
- Prison
- House
- Warehouse
- Castle
- Crypt
- Temple

DUNGEON NAMES

- Dungeon of the Golden Paladin (Manmade dungeon)
- Maze of the Shadow Guardian (Manmade dungeon)
- Lair of the Mythic Oracle (Manmade dungeon)
- Labyrinth of the Cruel Jungle (Manmade dungeon)
- Cells of the Haunted Mountain (Manmade dungeon)
- Caverns of the Marshlands (Natural dungeon)
- The Emerald Caverns (Natural dungeon)
- The Full Moon Lair (Natural dungeon)
- The Ironbark Caverns (Natural dungeon)
- The Deepest Dungeon (Natural dungeon)

WAYS TO TRIGGER TRAP

- A character steps on pressure plate
- A character steps on weak surface (Suspension bridge, collapsing floor)
- A character opens door
- A character tries pick a lock
- A character touches artifact

TRAP EFFECTS

- A spear hits from wall causing damage.
- Rope launches an arrow trap causing damage.
(Crossbow)
- Character falls down (Trapdoor)
- Character falls down (Slope surface)
- Character falls down (Pitfall)
- Large boulder begins to roll - may crush characters.
- Walls of the room start to move - may crush characters.
- Room begins to fill with water.
- Falling net - characters are trapped inside.
- Roof collapses causing damage.
- Poison needle (Melee or ranged)
- Statue spits fire.
- Quicksand - characters may drown.

OBSTACLES

- Cliff (Climb)
- Cliff with vines (Climb)
- Water (Wade, dive)
- Branches (Clear the path)
- Door (Locked)
- Portcullis (Find lever)
- Secret door

6.3 NPC NAMES

Human, male: Alexei, Bagran, Blem, Bozo, Chiu, Colten, Dandis, Devu, Dorvel, Egan, Gindat, Glof, Heren, Jared, Kamron, Loris, Luckan, Megrom, Mobrin, Neivin, Nibel, Onfroi, Rasher, Sanford, Thioh, Tradrur, Vallis, Voo

Human, female: Bethany, Briona, Carole, Cherise, Cheyanne, Derre, Finnja, Gunda, Isolda, Javina, Kea, Lorraine, Melena, Michaela, Nehri, Nia, Noemie, Renate, Rita, Rosemarie, Solaina, Varinka, Yamina, Zenobia

Lizardfolk, male: Accatzo, Altoxl, Bhugisz, Chakokku, Drixl, Droshk, Grikzot, Guxuk, Jisk, Joushk, Kimaz, Kishk, Koasz, Krok, Qrosz, Rhauz, Thok, Utha, Utzix, Yoxlax

Lizardfolk, female: Ajershesk, Akzere, Anzoruss, Bikni, Bitalez, Chayedis, Crekzask, Elqah, Hex, Kross, Okkuqis, Qirsaess, Shisk, Sih, Shrox, Srez, Sricix, Thuss

Orc, male: Borug, Bugrash, Darfu, Dhog, Dhun, Dubok, Dudagog, Gonull, Gorku, Gudhagh, Jarlul, Lall, Lokk, Mol, Omaghed, Shakrok, Shamob, Tandagh, Zilug, Zabub

Orc, female: Balze, Bhuh, Bula, Dura, Ghak, Gulfim, Homraz, Keedgun, Kualli, Madgo, Nargol, Oghash, Rhiz, Rogbut, Sek, Shadbak, Shaunsum, Vomong, Zogzi

