

GLORYHAMMER

TALES FROM THE KINGDOM OF FIFE



The Gloryhammer - Tales from the Kingdom of Fife Campaign

CONTENTS

INTRODUCTION	4	EPIC RAGE OF FURIOUS THUNDER	36
Credits.....	4		
A Short Summary	4	POINTS OF INTERESTS	37
Where to Start.....	4		
KINGDOM OF FIFE	5	ABERDEENSHI MOUNTAINS	38
Map of the Kingdom of Fife	6	Aberdeen.....	38
Factions.....	7		
CAMPAIGN PITCH	9	FIFE.....	39
A ROYAL WEDDING IN DUNDEE	10	Auchtermuchty	39
The Braided Unicorn	11	Auchtertool	39
WEDDING FAIR	13	Cowdenbeath	39
Dragon's Gold	13	Dark Forest of Tay	39
Tree Game	14	Dunkeld.....	39
WEDDING TOURNEY	15	Loch Fitty.....	39
Bullseye's Glory	15	Mines of Methven	39
Hurl of Might	15	Ochil Hills	39
Timber Trial.....	16	Woods of Lomond	39
The Grand Joust	16		
Tourney Prizes	17	RANDOM ENCOUNTERS	40
WEDDING CEREMONY.....	18	Coast and Estuary	40
Dwarven Keg of Chaos.....	18	Forest	40
Seer's Confection.....	19	Hills and Mountains.....	40
Floating Goblets	19	Loch and Waterways	40
Encounters	20	Moor and Swamp	40
UNICORN INVASION OF DUNDEE.....	21		
The Last Stand.....	21	MAGIC ITEMS	41
The Fall of Dundee	21		
The Unholy Coronation	22	KNIFE OF EVIL	42
Flee Certain Death	22	AMULET OF JUSTICE	43
A Horrendous View.....	23	HAMMER OF GLORY	44
KNIGTHS OF CRAIL	24		
Travelling Rules	25	RESOURCES	45
WAY OF TAY	26		
Random Encounter	26	ROYAL INVITATION	46
CITADEL OF CRAIL.....	31	CHARACTER STATBLOCKS.....	47
THE HAMMER OF GLORY	32	Angus McFife	47
VILLAGE OF WIZARDS	33	Hootsman	48
MONSTER STATBLOCKS	34	Ser Proletius	49
THE HOOTSMAN	35	Zargothrax	50
		Tourney Contestants.....	51
		MONSTER STATBLOCKS	54
		Bandit.....	56
		Bandit Captain.....	56
		Bandit Archer	56
		Bandit Scout	56
		Mastiff	57
		Shadow Mastiff	57
		Grung	59
		Grung Wildling.....	59
		Grung Elite Warrior.....	60
		Corrupted Unicorn	62

Undead Soldier	62
Captain Yarrface	63
Shadow.....	63

TEST PART

64

CHAPTER 1: INTRODUCTION

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A SHORT SUMMARY

THE SPECIFICS

WHERE TO START

CHAPTER 2: KINGDOM OF FIFE

For over a thousand years, the Kingdom of Fife stood as a beacon of strength and unity in the northern lands, founded by the legendary hero Dundax. From the city of Dundee, the royal bloodline ruled over a prosperous kingdom, its history intertwined with tales of valour, honour, and a long-forgotten prophecy that once foretold its fall. Now, on the eve of a grand wedding that promised to secure peace for generations, whispers of strange and unsettling phenomena began to emerge, though few took them seriously enough to cloud the celebrations.

THE BIRTH OF DUNDAX

In the time before the founding of the grand city of Dundee, the lands of what would become the Kingdom of Fife were wild and untamed, roamed by warring clans and scattered settlements. It was during this era, in the year 20 B.D., that Dundax, the legendary hero, was born. Raised in the rugged hills of the north, Dundax was said to possess a strength and wisdom beyond his years, earning him the admiration of both chieftains and common folk alike. Tales of his feats spread quickly - how he single-handedly defended his village from raiders, how he tamed the wild beasts of the forests, and how he united rival clans through his courage and diplomacy.

Yet, it wasn't just his physical might that made Dundax a hero in the eyes of the people. A dreamer and a visionary, Dundax saw a future for Fife that transcended the tribal skirmishes of his time. He imagined a kingdom, one where peace could flourish and where his people could thrive under a united banner.

THE FOUNDING OF DUNDEE

By the year 0 A.D., Dundax had grown into a man of great renown. It was in this year that he gathered his followers and founded the city of Dundee. From the city's grand walls, rising from the banks of the silvery Tay River, Dundax proclaimed the birth of the Kingdom of Fife - a land where unity and prosperity would reign.

Dundee itself was a marvel of its time. Surrounded by fertile lands and guarded by the natural barrier of the river, it became a beacon for traders and settlers from across the land. Under the wise rule of Dundax, the kingdom began to grow, with smaller settlements and clans swearing fealty to this new vision of peace and unity.

However, as Dundax stood on the heights of his newly founded city, a shadow loomed. Malyroth, a farseer from Anstruther, approached the city and spoke a prophecy that would echo through the ages: "**The prophecy is written. Dundee will fall!**" The words, though vague, struck fear into the hearts of those who heard them at the time. But as decades turned into centuries and the kingdom prospered without incident, the prophecy gradually faded into obscurity, remembered only by a select few scholars and keepers of ancient knowledge. For the vast majority of Fife's people, the prophecy of Dundee's fall became little more than an old myth, a forgotten relic of the past.

THE FOUNDING OF THE KNIGHTS OF CRAIL

In the year 450 A.D., Prolon I, a visionary leader from Fyfdonia, a fertile region south of Dundee, founded the Order of the Knights of Crail. The knights quickly became known as a mystical and formidable force, renowned for their mastery of combat and their ability to ride giant, flying eagles. This gave them an unprecedented advantage in battle, and they earned a reputation as warriors who never opted out of a fight and were never defeated. The Knights of Crail became a symbol of Fyfdonia's strength and were revered not only for their prowess but for their mysterious and unwavering code of honor. Their presence in the region began to shape the political and military landscape of Fife.

THE GREAT EAGLE WAR

By the year 743 A.D., tensions between the principalities of Fyfdonia and Angus reached a breaking point, leading to the outbreak of the Great Eagle War. This conflict, named for the flying eagles of the Knights of Crail, saw Fyfdonia and Angus locked in bitter combat. Dundee, though officially neutral, was heavily affected by the conflict between its northern and southern neighbours.

The war raged for years, with both sides suffering significant losses. However, the might of the Knights of Crail, launching devastating aerial attacks from their eagles, proved overwhelming for Angus's ground forces. In a momentous agreement, the principalities of Angus and Fyfdonia were unified into a single kingdom, marking the birth of the Kingdom of Fife. The city of Dundee, with its strategic position and deep cultural significance, was declared the capital of this newly united realm. The Great Eagle War, though devastating, resulted in a lasting peace, with the once-warring regions now working together as a single kingdom.

ANGUS MC FIFE I AND IONA McDougall

In the year 992 A.D., a great celebration was planned in Dundee. **Angus McFife I**, Prince of Fife, was set to wed Iona McDougall, daughter of Ser Proletius, Grandmaster of the Knights of Crail. The marriage was not just a union of two noble houses, but a symbol of the continued unity and strength of the kingdom. It was said that the wedding would solidify the bond between the royal family and the Knights of Crail, ensuring peace and stability for generations to come.

The city of Dundee was alive with excitement. Streets were adorned with banners, musicians played in the marketplaces, and people from across the kingdom flocked to witness the royal wedding. Angus McFife I, a young man of great charm and valour, was beloved by the people. His bride-to-be, Iona, was known for her beauty and intellect, as well as her skill in diplomacy. Together, they seemed poised to usher the Kingdom of Fife into a new age of prosperity.

Yet, as the kingdom prepared for the joyous event, whispers began to surface of strange occurrences in the mountainous regions beyond the river Tay. There were scattered sightings of the kingdom's famed unicorns - creatures known for their

gentle nature and their gleaming, pure white coats - behaving in ways that unsettled those who saw them. Normally kind and serene, these unicorns were seen acting erratically - skittish and aggressive, fleeing from human contact. Stranger still were reports of unicorns with unusual, festering wounds that never seemed to heal, wounds that glowed with an eerie, unnatural light. Their once-brilliant fur had grown dull and dirty, as though corrupted by a dark and malevolent force.

The sightings, however, were few and far between, scattered across the remote and wild mountains where only the bravest of travellers ventured. As such, most dismissed these reports as exaggerations or simple superstitions. After all, the unicorns had always been a symbol of purity and light, cherished by the people of Fife for centuries. The odd behaviour of a few unicorns in distant lands seemed insignificant in the face of the grand wedding and the

continued prosperity of the kingdom.

Still, for those who had encountered the strange unicorns first-hand, there was a growing sense of unease, though it remained unspoken. The royal family and the Knights of Crail quietly noted the reports but took no public action, choosing not to alarm the populace on the eve of such an important event.

The stage was set, not just for a royal wedding, but for a turning point in the history of Fife. As the city of Dundee prepared for joy, unseen forces began to stir in the shadows. And so, on the eve of Angus and Iona's wedding, the Kingdom of Fife stood on the precipice of its greatest trial. Would the kingdom survive the strange occurrences creeping from the mountains beyond the Tay, or was this the beginning of the end for the proud land that Dundax had founded so long ago? Only time would tell...



FACTIONS

 alemania is a realm of countless powers, where kingdoms, orders, and ancient enclaves shape the world through might, magic, and invention. From frostbound mountains to mist-shrouded isles, from hidden elven cities to roaring dwarven forges, each faction pursues its own vision of strength, honour, or dominion. Some clash in bitter rivalry, others form uneasy alliances - but all leave their mark on the ever-turning tale of Caledonia.

KINGDOM OF FIFE

The Kingdom of Fife, ruled by King Dundax XIII and his heir Prince Angus McFife, dominates eastern Caledonia from its thousand-year-old capital of Dundee - founded by the legendary hero Dundax himself. Here, noble warriors train beneath the ramparts of grand castles, and centuries-old traditions guide every feast and festival. In the aftermath of the Great Eagle War, Fife's martial defences now rest almost entirely upon the Knights of Crail - those eagle-borne champions who alone bear the burden of war. Their soaring patrols and rapid response keep the kingdom's borders secure, freeing King Dundax XIII and Prince Angus McFife to govern in peace.



TEMPLAR KNIGHTS OF CRAIL

Founded in 450 AD by Prolon I, the Knights of Crail secured their edge by taming the Great Eagles of the nearby peaks, charging into battle on raptor-back with steel and talon alike. In 743 AD they waged a brutal war against Angus and Fyfonia - eagle-borne lancers breaking enemy ranks on the battlefield, though countless innocents perished. The peace that followed united Crail with Fife under the new Kingdom of Fife, its capital at Dundee. Even now the Order stands apart: sworn to uphold honour and justice, they pledge fealty to the crown but answer only to their Grandmaster.



DWARVES OF CALEDONIA

Two proud dwarven clans have been locked in a generational feud over the truest expression of their people's birthright: is their innate magic best honed at the anvil, weaving runes into living steel, or distilled in bubbling vats, forging power through alchemical art? Each clan jealously guards its traditions and secrets - one honing weapons and armour of unrivaled craftsmanship, the other brewing elixirs and ales that reshape flesh and mind.

ABERDEENSHI DWARVES

Perched in hill-carved holdfasts around Aberdeen, these dwarves weave ancient runes into every ingot. Their forges, built atop converging ley lines, glow with molten magic as master-smiths



hammer out blades and plate mail famed for near-living responsiveness. Each weapon whispers with elemental wards - arrows that fly truer, swords that shatter curses, armour that hardens at a touch - earning them renown among knights and mercenaries alike.

METHVEN DWARVES

Below the settlement of Methven, the dwarves cultivate subterranean breweries and alchemical labs. In vaulted cellars carved from dragonstone, they blend phosphorescent fungi, enchanted waters, and crushed gemstone dust into elixirs and ales of astonishing power. Their draughts can mend shattered bones, sharpen the mind's edge, or unleash berserker strength - each batch a guarded masterpiece. To them, the halflings and humans who stagger from their taverns in awed reverence prove that magic's greatest gift is not tempered steel but the spirit it kindles.



ELVES OF DÙN ÈIDEANN

South of the Kingdom of Fife, across the mist-shrouded Firth of Forth, lies the realm of Dùn Èideann - home to a dozen proud elven tribes, each as distinct as the moonlight dancing on its silver towers. Though the deep waters limit traffic to a handful of enchanted ferries and caravans, a steady trickle of goods, lore, and diplomacy flows between the two realms.

AELORIA (HIGH ELVES)

In the vaulted Arcanum Halls of Dùn Èideann, the Aeloria bend raw magic to weave enchantment into steel, wood, and stone. Fluid circles of silver and sapphire shimmer on workbenches as apprentices channel moon-tide energy through crystalline focus orbs, infusing tools with precise enchantments: silent footsteps, flame-touched edges, or strands of shadow-cloak. At the heart of their order stands the Runeheart Sanctum, where senior enchanter convene each solstice to renew the city's protective wards and debate the mysteries of aetheric resonance - ensuring every enchanted object carries a spark of Aelorian brilliance.



SYLVANI (WOOD ELVES)

Deep within the wooded Pentland Hills of Dùn Èideann's southern groves dwell the Sylvani, a hidden elven tribe whose treetop homes spiral like living sculptures around ancient oaks. By moonlight, vine-woven bridges connect their lantern-lit platforms, where druids known as Leafwardens tend whispering groves and coax sap to heal broken branches. They trade rare healing herbs and bow wood for tools and medicine, though no iron crosses their sacred thresholds. Governed by a moon-lit Council of Bark and Moon, the Sylvani move in silent harmony with the forest's breath - fierce guardians of every leaf and root.



UMBRAZIL (DROW ELVES)

In the fathomless caverns beneath Dùn Èideann, the Umbrasil first delved only for veins of moonstone, starsteel ore, and aether-quartz - precious crystals prized by the Aeloria. Generations of tunneling left echoing hollows, until one expedition discovered luminous caps sprouting in these spent veins. Intrigued, their alchemists studied the fungus' phosphorescent spores, unlocking draughts of night-vision, resilience tonics, and dream-weave essences. Thus were born the hidden cultivation caverns - stone-hewn galleries where mycologists coax bio-luminescent crops beside crystal seams. Rare surface-dwellers barter for Umbrasil elixirs - draughts that grant night-vision or dreams of the deep places - but always through high-elf intermediaries, for the Umbrasil trust the light above only as much as it benefits the hidden depths.



OTHERS

Mistwalkers. Skiff-borne sea elves who harvest ghostly pearls and shell-silk from hidden reefs, trading these ocean rarities like driftwood carvings and cured sea-urchin spines.

Lythari. Elves touched by lycanthropy, they patrol the eastern Firth of Forth at the border of Falkirk and Dunfermline - amber eyes on the shore to ensure safe passage and ward off threats with bow and fang.

Selynari. Elusive moon elves of the Lomond Hills - deep in the heart of Fife. They flit between mist-cloaked knolls, leaving only crescent glyphs carved in old oaks. Under starlit hush, they perform silent rites of shadow and moonbeam to preserve the hills' hidden magic.

LORDSHIP OF AUCHTERTOOL

The Lordship of Auchtertool is a gleaming forge-city where arcane runes and mechanical gears merge to animate clockwork guardians and towering warforged. Artificers, forge-clerics, and arcane engineers fill its streets with automata familiars, steam-driven sentinels, and inventions that blur flesh and steel. At its head stands the Mecha-Lord - once a master artificer now encased in enchanted iron - and his heir, the Robot Prince, a sentient bronze construct powered by elemental cores. Together they guide Auchtertool as the kingdom's unrivaled nexus of magical innovation and mechanical marvels.



KINGDOM OF UNST

An island kingdom at Caledonia's northern extreme, Unst is forged in ice and storm, where brutal winters and relentless martial trials - scaling frozen cliffs, sparring on snowbound plains, hurling javelins through blizzards - shape only the toughest into warriors. Under the legendary Hootsman - said to have gargantuanous beasts with bare hands - these axe-wielders ride shaggy war-beasts and wear horned helms as they honour feats of raw strength above all else. Feared for their ferocity, they reward those who prove their mettle with unbreakable loyalty.

WIZARDS

COURTWIZARDS OF DUNDEE

Tucked into a cramped turret overlooking the River Tay, the Courtwizards of Dundee bear a grand title belying their modest resources. Under the steady hand of a sole Master Arcanist - rumoured to be as wise as he is eccentric - a half-dozen apprentices toil over battered grimoires and dented athames. Their workshop is a jumble of cracked crystal balls, tarnished brass astrolabes, and wands salvaged from old duels, yet they manage to weave reliable warding spells around the ducal palace and entertain visiting nobles with small marvels of elemental fire and dancing motes of light. Ambitious but underfunded, they dream of expanding their circle - if only they could persuade the city council to replace cobwebs with coin.



CAIRNGORM MOUNTAIN WIZARDS

High amid the snow-shrouded peaks of the Cairngorms lies a near-legendary conclave of wizards whose hidden village seems carved from living granite. Here, beneath ever-churning mists, the wizards practice ancient arts of divination: obsidian runes etched with the world's fate, dream-weaving rituals performed in moonlit amphitheaters, and scrying pools said to reflect tomorrow's sun. Few pilgrims ever breach the winding passes, and of those who do, still fewer return unshaken - bearing cryptic counsel in voices heavy with portent. To meet these mountain mages is to glimpse destiny's edge... if one can decipher their whispered riddles before the wind bears them away.



CAMPAIGN PITCH

Brave adventurers, welcome to the land of medieval Caledonia - nowadays Scotland! This is a world of mighty warriors, arcane magic, and legendary beasts, where the echoes of battle songs ring through ancient castles and the wind carries whispers of forgotten prophecies. Here, heroes are forged in the heat of battle, kings rule by sword and spell, and unseen forces stir beneath the surface of reality.

SETTING

The year is 992 AD.

The Kingdom of Fife stands at the dawn of a new era. Prince Angus McFife, heir to the throne, is set to wed Lady Iona McDougall, daughter of the grandmaster of Crail - an alliance that promises to bring unity and strength to both realms. As nobles, warriors, and emissaries gather in the royal city of Dundee, festivities are in full swing. The great halls are filled with music, the forges burn bright, and the people of Fife celebrate a future of peace.

Yet, across the land, whispers of unease grow louder. Strange lights flicker in the deep woods. Hunters vanish without a trace, their weapons found shattered upon the ground. In the distant mountains, the cries of beasts long thought extinct echo through the valleys. Some dismiss it as mere superstition, while others fear that something stirs in the shadows - a force unseen, waiting for the right moment to strike.

For now, the focus remains on the grand wedding, a historic moment that could shape the fate of Fife for generations to come. But in a land of heroes and legends, fate has a way of calling even the most unlikely adventurers into the fire of destiny.

WHAT TO EXPECT

Diplomatic Relations

Navigate the shifting politics between the Kingdom of Fife, the Knights of Crail, and other powerful factions.

Travelling across the Kingdom

Explore the grand halls of Dundee, the towering citadel of Crail, and the mystical Land of Unicorns.

Dungeon Delving

Ancient ruins, forgotten tombs, and perilous crypts hide secrets lost to time.

Skill Challenges

Face puzzles, riddles, and contests of skill, from solving arcane mysteries to competing in grand tournaments.

High Fantasy, High Chaos

Expect epic battles, legendary weapons beyond mortal comprehension, and magical beasts like unicorns, dragons, as well as large goblin hordes.

Fife, but not as you know it

A world of dwarven ale-forges, barbarian clans, and technological advancements. But strange disappearances and eerie omens suggest that something is not quite right in the lands of Fife.

FACTIONS

Kingdom of Fife. The mighty realm of King Dundax XIII and Prince Angus McFife, lying in eastern Caledonia. Its capital, Dundee, was founded nearly a thousand years ago by the legendary hero Dundax, who shaped the foundation of this proud kingdom. Fife is a land of noble warriors, grand castles, and rich traditions, standing as a beacon of order and strength in a realm where magic and chaos often collide.

Templar Knights of Crail. A storied brotherhood of warriors, founded by Prolon I in 450 AD. Renowned for their skill in battle and their legendary eagle-riding cavalry, the Knights once waged a brutal war against the principalities of Angus and Fyfdonia in 743 AD. After years of bloodshed, the war ended in unification, forging the modern Kingdom of Fife. The Knights remain an independent and powerful force, sworn to uphold honour and justice.

Dwarves of Caledonia: Aberdeenshi & Methven.

Two great dwarven clans shape Caledonia, divided by their views on magic.

The Aberdeenshi Dwarves, dwelling beneath Aberdeen and Dundee, are legendary blacksmiths, binding magic to steel to forge unmatched weapons and armor.

The Methven Dwarves, living in the Mines of Methven in the western mountains of Fife, are alchemists and brewers, crafting powerful potions and their famed enchanted ale, rumored to grant visions of the future.

Though kin by blood, the two clans clash - steel versus alchemy, forge versus flask.

Kingdom of Unst. A fierce barbarian kingdom on an island in the far north of Caledonia, Unst is a land of harsh winters, brutal martial training, and warriors forged in the fires of endless battle. Led by the legendary Hootsman, the warriors of Unst are as wild as the storms that rage across their shores. To them, strength is everything, and only the mighty deserve to rule. Many fear their warriors, but those who earn their respect find allies of unwavering loyalty.

Lordship of Auchtertool. A realm where magic and technology intertwine, ruled by the enigmatic Mecha-Lord and his heir, the Robot Prince of Auchtertool. The lordship stands as a hub for artificers, forge clerics, and arcane engineers, where ancient spells fuel mechanical marvels. From towering war machines to enchanted automatons, Auchtertool is a land where the boundaries of science and sorcery blur, giving birth to creations both wondrous and terrifying.

Elves of Dùn Èideann. South past the mist shrouded Firth of Forth lies the land of the elves. In the great city's ivory spires the Aeloria weave their enchantments in once mundane objects, while deep below the Umbrasil carve crystals and grow fungi. In the living groves across the region the Sylvani sculpt their spiral homes around ancient oaks and the Mistwalkers retrieve treasures and riches from the often treacherous firth.

ACT I

A ROYAL WEDDING IN DUNDEE

Che campaign begins in the city of Dundee, a bustling metropolis in the heart of the Kingdom of Fife. The city is in the throes of grand celebration for the wedding of Prince Angus McFife and Lady Iona McDougall. Read aloud or paraphrase:

As your party crests the final hill, the sprawling city of Dundee comes into view, its towering stone walls adorned with banners of blue and gold. The air buzzes with the sounds of celebration - cheering crowds, the lively strains of music, and the toll of bells from the grand citadel in the heart of the city.

The streets are alive with bustling merchants, performers, and revellers from across the kingdom, all eager to witness the union that promises to bring peace and prosperity to the land.

The group initially looks wary but opens up if the party approaches with care (DC 15 Persuasion check, or simply buying them a round of drinks).

- They describe unicorn sightings in the nearby Dundee woods, where normally noble and peaceful unicorns have been seen acting strangely - charging madly, baring teeth, and collapsing mid-gallop.
- Several distorted corpses of animals (and one local hunter) have been found either mauled to death or show terrifying piercing wounds.
- Some whisper of a "rabid curse" or a spreading sickness. Others suggest something terrifying is lurking in the woods, frightening even the unicorns.

Gambling Station. At the far side of the common room, a corner is dedicated to a large, well-worn oak table surrounded by mismatched chairs. Above it hangs a cracked wooden sign with the words "**Fortune's Folly**" scrawled in faded paint. The table is always surrounded by locals, travelers, and a rotating cast of suspiciously smug regulars.

Borin Stouthammer has no patience for cheaters but allows gambling as long as it doesn't disrupt the tavern. The games played here are deceptively simple, promising quick coin - a fool's trap, as the locals say.

Players can engage with Arlen, a half elf with nimble fingers and a sharper tongue, and Breeza, a halfling dressed in flashy silks, to try their fortune in varying games:

Dice Game. A player makes contested Deception and Insight Checks against Breeza (Breeza's Deception vs. Player's Insight and Breeza's Insight vs. Player's Deception). The winner of each round gets 2 points to their score. If Breeza and the player tie both rolls or both win one roll each, each player gets 1 point. The first player reaching 10 points in total wins the game.

Breeza's Cheating. Breeza (Deception +7, Insight +5) can use Arlen as a spy gaining a +5 to her Insight rolls. Players can realize that they are cheated with a successful DC 15 (-2 for each time Breeza used Arlen to cheat) Insight Check.

The Everyman's Fireball. Tiny, wooden objects (HP 10, AC 9, immobile) are placed on the far side of the table. Each player takes a mouthful of alcohol and spits through a flame

ALCOHOLIC DRINKS

Drink	Strength
Weak Beer	1
Regular Beer	2
Wine	4
Strong Wine	6

placed between the player and the object. Before "attacking" the object, a player must make a DC 12 Dexterity roll to not burn themselves, taking 1 ($1d4 - 1$) fire damage on a failed save. The player then makes a ranged attack (DEX, -4 to hit; additional -2 to hit if player failed DEX save) against the wooden object, dealing 3 ($1d6$) fire damage, but not more than the drink's strength, on a hit. After each round the object's AC and the Dexterity DC increases due to the effect the drinks have on the contestants:

- Objects AC: + (Drink Strength / 3) rounded down
- Dexterity DC: + (Drink Strength / 2) rounded down

The first to destroy the wooden object wins the game - the game is considered a tie if both are destroyed at the same time.

THE BRAIDED UNICORN

Nestled in the heart of Dundee, The Braided Unicorn is a sturdy stone-built inn with a weathered slate roof and timber beams, exuding a timeless charm. Above the heavy oak door hangs a beautifully carved wooden sign of a proud unicorn, its mane braided with intricate patterns, as though prepared for some ancient, regal ceremony.

Inside, the air is filled with the scent of roasted meat, strong ale, and a hint of peat smoke. A massive hearth dominates the room, its fire crackling merrily. Above the fireplace hangs an ancient great axe, rumored to have belonged to the current owner's great-grandfather.

The tavern is run by Borin Stouthammer, a stout, no-nonsense mountain dwarf with a braided iron-grey beard and a voice like rolling thunder. He keeps a keen eye on patrons from behind the polished oak bar, where rows of wooden tankards and whisky casks line the walls. Borin is quick to laugh but quicker to enforce his rules.

At the entrance, a small board proudly displays "The Braided Unicorn's House Rules":

- "Nae brawling near the bar"
- "If ye break it, ye buy it"
- "Sing in tune - or buy a round for the house"

Up a creaky staircase, cozy guest rooms await with clean beds, thick quilts, and sturdy locks on the doors - perfect for a night's rest during the city's celebrations.

Rumours. As the party mingles, a successful DC 12 Perception (hearing) check reveals the low murmur of an intense, anxious conversation coming from a nearby table.

The source is a group of five villagers, mostly hunters and woodsfolk, huddled close and speaking in hurried, hushed tones. Their expressions range from bewilderment to dread, and the table has several empty mugs.

- "I tell ye, they weren't natural unicorns - one of 'em just stared at me, eyes black as pitch."
- "Aye, and those bodies... distorted they were, like something twisted the poor beasts before killing them."
- "'Tis nae normal wounds! Mauled, but not like any predator I've ever seen."
- "It's a plague, I say. A rabid curse! Something's got into the beasts and it's spreadin'!"

Arlen's Cheating. If Arlen (DEX +5) hits the object or nearly misses it (AC - 3), Breeza activates a contraption that will lit up the idol dealing an additional 2 (1d4) fire damage to the object. A DC 17 (- amount of additional damage dealt) Insight Check reveals this cheating mechanism.

AN APE-NAPPING

As the party makes their way to exit the Braided Unicorn tavern, the door bursts open with a loud **CRASH**, nearly unhinging from its frame - The party member nearest to the door must succeed on a DC 15 Dexterity Saving Throw or takes 1 bludgeoning damage from the swung open door and is knocked prone.

The door slams open with a thunderous **BANG**, silencing the tavern as a figure of regal authority strides in. A grand knight, his armour polished to a mirror-like gleam and adorned with the coat of arms of Crail, surveys the room. His breath is laboured, but his presence is unshaken, exuding an aura of command.

"WHERE are my men?" he mutters, more to himself than anyone else, his voice tinged with frustration and urgency.

His eyes settle on you, narrowing for a moment as if weighing your worth. Then, stepping forward with purpose, his voice booms with authority, yet carries a regal, almost poetic cadence:

"You there! Adventurers! I see the fire of duty in your eyes. Will you rise to the occasion, as proud sons and daughters of Dundee? A task most urgent calls, and your valour will be met with rewards worthy of your bravery. What say thee?"

Should the party express their willingness to assist, the Grandmaster will give them the details of their noble task to recover the prized ape, Bobo.

QUEST HOOK - RESCUE BOBO

Location The Braided Unicorn Tavern, Dundee

Quest Giver Ser Proletius, Grandmaster of the Knights of Crail

Objective Retrieve Prince Angus McFife's stolen pet ape, Bobo, from a bandit camp in the north-eastern woods near Dundee.

If the party succeeds on a Survival (DC 13) check, they find signs of the camp - broken branches, footprints, and scattered food - leading them toward their destination. If they fail, they instead encounter a **Bandit Scout** accompanied by two **Mastiffs**. The scout attempts to fight or flee, sending one mastiff back to the camp to warn the bandits. If the scout is killed, the party can find a map to the camp on his body.

As the party approaches the camp, they find it surrounded by several traps. A Falling Net Trap is hidden among the foliage and if triggered, the net restrains the target, and a **Bandit** and a **Mastiff** emerge to attack. The mastiff may be sent back to warn the camp if it survives. The camp is also rigged with Warning Bell Traps. If triggered, the loud sound alerts the entire camp.

Inside the bandit camp, the party finds two **Bandits** and two **Mastiffs** near a wooden cage containing Bobo, the stolen pet ape. If the camp is alerted - whether by a bandit's mastiff or a warning bell - additional reinforcements arrive after two rounds: a **Bandit Scout**, a **Bandit** and another **Mastiff** - if not killed before.

The party has options for non-lethal approaches. They can attempt to infiltrate the camp, bribe the bandits, or use stealth to

avoid combat. Alternatively, the party can attempt to free Bobo quietly or with force, though loud actions will attract attention.

Bobo, frightened but alive, is in a sturdy cage (Sleight of Hand DC 15 to lockpick with thieves' tools), and the party can calm him with food or gentle handling (Animal Handling DC 13) to ensure a smooth rescue.

Reward. Upon successfully retrieving Bobo, the party receives the following rewards from King Dundax XIII and Prince Angus McFife:

- **Heroic Inspiration**

- **Coupon for the Wedding Festival**

Each character is given a coupon, redeemable at the festival grounds for one of the following:

- A free round of the Tree Game or Dragon's Gold games
- A hearty free meal at one of the many stalls

- **Private Lodging**

As a further token of gratitude, the party is given private lodging at The Braided Unicorn, rather than having to sleep in the communal quarters. This gesture signifies their growing status in Dundee and ensures them a more comfortable stay during the wedding festivities.

- **Tournament Entry Voucher**

This voucher allows participation in the prestigious Wedding Turney

- **LEVEL-UP**

At the end of the session

When the adventurers deliver Bobo to the commanders' tent, King Dundax XIII, Prince Angus McFife, and Ser Proletius express their joy and gratitude. After awarding the promised rewards, Ser Proletius will single out a barbarian, fighter, ranger, or rogue (if available) in the group by giving them the Tournament Entry Voucher and set them up for a personal challenge.

Ser Proletius lips curl into a confident grin. "I challenge you to enter the Wedding Tournament. Should you reach the Jousting final, regardless of the outcome, I shall reward you with a magic item from my personal possession. But should you fail..." He pauses, letting the moment hang in the air. "You shall join me during the wedding ceremony to sing the anthem of Crail, a song of honour, glory, and tradition."

If the player successfully reached the final of the Jousting Tournament they can choose between the **Cast-Off Armour** (the armour-type can be chosen by the player) or the **Shield of Expression**.

If they win the final, Ser Proletius also allows the players to fly over the city of Dundee with the mighty Eagles of Crail.

CAST-OFF ARMOUR

Armour (light, medium, or heavy), common
You can doff this armour as an action.

SHIELD OF EXPRESSION

Armour (shield), common
The front of this shield is shaped in the likeness of a face. While bearing the shield, you can use a bonus action to alter the face's expression.

WEDDING FAIR

Bustling with life, Dundee's wedding fairgrounds overflow with color and sound, drawing crowds into a joyous celebration that spills into nearby streets. Bright banners ripple in the breeze, lanterns glow warmly, and the tantalizing scents of roasted meats, honeyed shortbread, and mulled cider drift through the air. At the center stands a grand oak tree, its branches adorned with ribbons and lights, casting shade over the lively gathering. Roaming the grounds is the festival's famed dragon, a marvel of craftsmanship with snapping jaws, fluttering wings, and bursts of theatrical fire that delight festival-goers. Stalls brim with Highland treats, fine tartans, and handmade goods, while performers and musicians keep the festivities alive with juggling, dancing, and lively tunes.

You find yourself immersed in the sights and sounds of the wedding fair. Music from fiddles and bagpipes fills the air, weaving with laughter and the chatter of excited festival-goers. Children race between stalls, clutching candied apples and pointing in delight at jugglers tossing flaming pins. The tantalizing aroma of roasted meats and sweet shortbread tempts you at every turn.

Nearby, a massive oak tree draped in ribbons and lanterns serves as the heart of the fair. The crowd's attention shifts as the festival's dragon - a towering, lifelike marvel of wood and metal - stirs. Its wings ripple and its jaws snap with dramatic flair eliciting gasps and cheers from the crowd.

As the sun dips below the horizon, lanterns and torches bathe the fairgrounds in a golden glow. Laughter and awe ripple through the throng as the magic of the festival fully takes hold, drawing you deeper into its spellbinding atmosphere.

DRAGON'S GOLD

Entry Fee: 1 GP

The Dragon's Gold is the crown jewel of the festival, a dazzling and immersive event that draws crowds of eager participants and onlookers to the central plaza. The centrepiece of this spectacle is the magnificent dragon itself, a towering construct of painted paper, wood, and metal. Adorned with shimmering scales in vibrant reds, greens, and golds, the dragon moves with startling realism. Clever mechanisms allow its angular head to snap and jerk, its wooden wings to flutter with a show of might, and its mouth to "breathe fire" in the form of colourful ribbons and occasional bursts of magical smoke. The creature prowls menacingly near its sprawling treasure hoard, exuding an air of majesty and danger that captivates the entire square.

MECHANICS

The Dragon's Gold game takes place in a 50-foot radius playing area, covered in thick layers of hay to conceal scattered treasures. At the heart of the area lies the 15-foot radius Inner Hoard, where the most coveted prizes are clustered. However, this inner zone is guarded by the festival dragon, which relentlessly defends its treasures.

FESTIVAL DRAGON

Large Construct, Unaligned

Initiative 0 (10)

Armor Class 16

Hit Points 85 (9d10 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	7 (-2)	18 (+4)	8 (-1)	18 (+4)	20 (+5)

Saving Throws CON +8, CHA +9

Skills Insight +8, Intimidation +9, Perception +8

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 18

Languages -

Challenge -

Proficiency Bonus +4

TRAITS

Operative Mastery. The Festival Dragon must be operated by a group of at least 6 people. If the Festival Dragon is operated by a properly trained performing team, its AC is increased by 2 and gains a bonus of +4 to each melee attack and damage roll. Also, the Breath Weapon recharges in 3 turns.

Friendly Nature. The Festival Dragon is usually friendly towards children and only chases them away, unless they get too greedy.

ACTIONS

Multiattack. The Festival Dragon makes one Claw Attack and one Bite or Tail Attack.

Claw. Melee Weapon Attack: -2 to hit, reach 5 ft., one target. Hit: Player is instantly out of the game.

Bite. Melee Weapon Attack: -2 to hit, reach 5 ft., one target. Hit: Player is instantly out of the game.

Tail. Melee Weapon Attack: -2 to hit, reach 20 ft., one target. Hit: Player is instantly out of the game.

Breath Weapon (Recharge 5 Rounds). Each creature in a 30ft. long, 5 ft. wide line must make a DC16 Dexterity Saving Throw or are instantly out of the Dragon's Gold game. While Recharging the Festival Dragon can only make one attack and can take a maximum of 2 Reactions each turn.

REACTIONS

Automated Construct. The Festival Dragon can make one attack of opportunity with each of its front limbs, mouth, and tail.

Participants enter the game unarmed and unarmoured, with no equipment allowed. The use of magic is strictly prohibited, and contestants may not harm or attack one another under any circumstances, preserving the festive nature of the game.

Each round lasts 2 minutes (20 rounds in total). Contestants have this time to search for and claim as much treasure as they can manage.

To locate treasures, contestants may perform one of the following actions:

- Spot Check (Perception):** Roll against a DC20 Check to locate a treasure anywhere in the play area (DC15 if searching within the Inner Hoard).
- Search Check (Perception):** Roll against a DC10 Check to locate a treasure in a specific 5-foot square. Searching in this way within the dragon's reach provokes an Attack of Opportunity from the dragon.

If a contestant succeeds on either check, they can roll on the Treasure Table to determine the item found.

Contestants may continue to search and gather treasure for as long as they wish, carrying as many items as they can manage. However, treasures are forfeited if a contestant is struck by the dragon's attack and "killed". To remain in the spirit of the game, "dead" contestants are expected to leave the game when they are struck and may not interact with the hoard further, though they can remain in place as casualties for the remainder of the game.

Contestants may leave the treasure hoard at any time, taking their gathered loot with them. Once a contestant leaves the playing area, they cannot re-enter. Leaving the area ends their participation in the game.

The balance of greed and caution defines the game: contestants must weigh the temptation of more treasures against the risk of provoking the dragon's wrath. The most daring and resourceful participants will walk away with riches, but those who overreach may lose everything!

TREASURE TABLE

d100	Outer Hoard (value)	Inner Hoard (value)
01-10	A small mound of 3d6 cp	A mound of 5d6 sp
11-20	A shell bracelet (2 sp)	Costume jewellery (1 gp)
21-30	A bag filled with coloured stones and marbles (5sp)	A finely article of clothing, tied with ribbon (5 gp)
31-40	A wreath of flowers and ribbons (2 sp)	A large box that holds many rich candies (2gp)
41-50	An embroidered cloth with a picture (1 gp)	Bronze jewellery set with semi-precious stones (5gp)
51-60	A wooden token good for a free meal at a local restaurant (5sp)	A dagger or short-sword in sheath (10 gp)
61-70	A toy sword painted silver (2 sp)	A metal flask filled with spirits (2 gp)
71-80	A gold coin (1 gp)	A pretty doll or toy (5 gp)
81-90	Some type of art supply, like inks, pens, fancy wood, or paint (3 gp)	A common item made of silver or gold, like a needle (10 gp)
91-100	Roll on the Inner Hoard table at +10	Fancy jewellery or clothing (50 gp)

OPTIONAL RULE 01 - ATTACK THE DRAGON

The Festival Dragon can be attacked during the Dragon's Gold Game with weapons and weapon-like items that are found during the game. However, it is not allowed to use any kind of magic to damage the construct.

the high branches of a towering tree. Using arrows, handaxes, or throwing knives, competitors aim for trinkets, baubles, and even valuable treasures carefully lodged within the tree's limbs. Each well-placed strike sends a prize tumbling gracefully to the ground, greeted by the crowd's cheers - or the envious gazes of onlookers hoping for their turn.

Before you stands a majestic oak, its sprawling branches adorned with glittering prizes that catch the light like stars in the daylight. Trinkets dangle from ribbons and strings, while more valuable treasures are wedged tightly into crooks and knots high above. The lower branches sway gently with small, easy-to-reach prizes, while the loftiest rewards glint enticingly just out of easy range. Contestants gather at the base of the tree, readying their arrows, handaxes, or knives as the crowd murmurs in anticipation.

"Step forward and take your shot!" calls the event's master of ceremonies. "What will you claim from the tree's bounty - luck, skill, or sheer determination?"

The air hums with excitement as the first competitor lines up their throw, aiming to send fortune falling from the great tree's branches.

MECHANICS

In the Tree Game, contestants are tasked with dislodging prizes tied to the branches of the grand festival tree using borrowed weapons provided by the game organizers. Each participant may choose either a shortbow with 5 arrows or two handaxes, both of which must be returned at the end of the game. Over the course of five rounds, contestants attempt to target and knock down the dangling prizes, each taking a single shot or throw per round.

Using the shortbow requires precise aim, as contestants must hit the harder AC (standard-AC +2) listed in the Prize Table to sever the ribbons holding the prizes in place. Conversely, handaxes rely on brute force, allowing contestants to attack against the standard AC of the target. Regardless of the weapon used, any prize that is successfully dislodged and falls to the ground is immediately claimed by the contestant.

PRIZE TABLE

Height	Effective AC	Prize
10-24 ft	11 (13)	Dart, Bucket, Piton, Signal Whistle
25-39 ft	13 (15)	Ladder, Sling Bullets (40), Sling
40-44 ft	15 (17)	Javelin, Lamp, Blanket, Sealing wax
45-49 ft	18 (20)	Arrows (20), Crossbow Bolts (20), Hammer, Caltrops (bag of 20)
50 ft +	18 (20)	Padded Armour, Handaxe, Pike, Healer's kit

OPTIONAL RULE 02 - LOSING THROWN ITEM

Critical Failure (NAT 1) leads to the thrown item to be stuck in the tree as well, and needs to be retrieved/dislodged in a similar manner like the prizes. Otherwise it will be lost to the game.

For each borrowed hand axe lost during the game the contestant has to pay 10GP (40GP for a lost shortbow).

TREE GAME

Entry Fee: 1 GP

The Tree Game is a lively and challenging test of accuracy and skill, where contestants attempt to claim prizes nestled among

WEDDING TOURNEY

The Wedding Tourney celebrating the union of Angus McFife I and Iona McDougall has brought an air of excitement and festivity to Dundee. The grand event unfolds with a series of thrilling competitions, drawing skilled participants and eager spectators from across the land. The day's revelry begins with an archery contest and progresses through feats of strength and skill, including the long throw and the challenging log chop. Competitors earn points in each event based on their finishing positions, with their accumulated scores determining the seeding for the climactic jousting competition. In this final contest of valour and chivalry, the ultimate winner of the tourney will be crowned, marking the joyous celebration's triumphant conclusion. The point-scoring system for the Wedding Tourney is designed to reward consistent performance across the Archery, Long Throw, and Log Chopping competitions. Competitors earn points based on their finishing positions in each event, with the highest total scores determining their seeding for the jousting competition.

BULLSEYE'S GLORY

The archery competition marks the opening event of the Wedding Tourney, testing the precision and steady hands of each competitor. Standing 80 feet away from a stationary target, each archer must demonstrate their mastery over the shortbow, aiming true to score as many points as possible. Crowds gather to watch as the competitors take their shots one by one, the rhythmic twang of bowstrings ringing through the air as arrows fly toward the bullseye. This contest of skill requires calm focus and careful aim, setting the tone for the challenging events to follow.

MECHANICS

In the archery competition, each contestant has four shots to score points based on their aim and accuracy. To make each shot, competitors roll an attack against the target, with their point total determined by the roll's outcome, as detailed in the provided Scoring Table. All competitors must use an unenchanted shortbow, provided by the tourney organizers, to ensure fair play; any archer found using enchanted equipment will be immediately disqualified.

ARCHERY SCORING

Attack Roll	Location	Points
less than 8	Miss	0
8+	Outer Ring	1
11+	Middle Ring	3
14+	Inner Ring	5
17+	Bullseye	10
NAT20	Split another Arrow	10 + Crowd Roar*

* Crowd Roar gives a +2 to the next attack roll in this competition.



ARCHERY RANKING

Rank	Name	Points
1st	Ewan MacRae of Dunkeld	28
2nd	Gavin Buchanan	19
3rd	Rory MacTavish	14
4th	Alasdair MacLeod	8
5th	Hamish "Halfwit" McGregor	1

HURL OF MIGHT

The Long Throw Competition is a test of raw power, technique, and endurance, as competitors attempt to throw a series of progressively heavier and more unwieldy objects as far as possible. Each object presents a unique challenge, requiring not only physical strength but also skillful control to reach impressive distances. Spectators gather eagerly along the marked field, cheering as each competitor heaves their object through the air, striving for the farthest distance in each throw. This contest celebrates feats of might and mastery, with each participant vying to surpass their rivals in sheer throwing range.

MECHANICS

In the Long Throw Competition, contestants must throw four distinct objects, each with its own weight and difficulty, as outlined in the provided table. Each competitor has two attempts with each object, and only the best throw for each object counts toward their total score. Each throw requires a DC 10 check to clear the first range increment, and every additional 4 points above the DC increases the throw's range by one increment, as defined in the table. The contestant can use specific skills (also noted in the table) to attempt each throw. If the object's weight exceeds twice the contestant's Strength Score in pounds, they must roll with disadvantage due to the strain of hefting the object. The contestant's gain points for each distance increment, with the competitor achieving the greatest total declared the victor of the Long Throw Competition.

THROWN OBJECTS

Object	Range	Weight	Skill(s)
Javelin	30 ft.	2 lbs	STR
Discus	20 ft.	5 lbs	Athletics (STR), Acrobatics (DEX)
Stone	10 ft.	18 lbs	STR, DEX
Halfling	5 ft.	30 lbs	STR

LONG THROW RANKING

Rank	Name	Points
1st	Ewan MacRae of Dunkeld	13
2nd	Alasdair MacLeod	10
3rd	Rory MacTavish	6
4th	Gavin Buchanan	4
5th	Hamish "Halfwit" McGregor	2

TIMBER TRIAL

The Log Chopping competition is a thrilling display of strength, stamina, and quick decision-making, as contestants race against the clock to chop through as many logs as they can in a single minute. With logs standing at regular intervals, participants must strike quickly and move swiftly to cover the ground between each target, chopping one after another in a relentless rhythm. Spectators cheer on as wood chips fly and axes swing, creating an intense spectacle of determination and power. The choice of weapon might play a key role, as each contestant must decide between speed and force, adjusting their approach to maximize their tally. Only the most determined and strategic log chopper will claim victory in this demanding event.

MECHANICS

In the Log Chopping competition, contestants have one minute (10 rounds) to destroy as many logs as possible. Each log has an AC of 15 and 18 HP, challenging competitors to balance force and accuracy with each swing. The logs are spaced 10 feet apart, requiring contestants to move to the next log after each one is destroyed. At the start of the competition, contestants select a weapon from the provided weapon rack, which holds 2 **Handaxes** (1d6 slashing, light), a **Battleaxe** (1d8 (1d10 versatile) slashing), and a **Greataxe** (1d12 slashing, heavy, two-handed). They may switch weapons during the contest, but doing so requires a full round to return to the rack and select a new weapon. The contestant who destroys the most logs within the allotted time is declared the winner, with any ties broken by the lowest HP remaining on the last partially damaged log.

LOG CHOPPING RANKING

Rank	Name	Points
1st	Hamish "Halfwit" McGregor	10*
2nd	Ewan MacRae of Dunkeld	5 (18 HP)
3rd	Alasdair MacLeod	3 (12 HP)
4th	Rory MacTavish	2 (6 HP)
5th	Gavin Buchanan	1 (12 HP)

* Hamish has used an illegal Adamantine Axe for this challenge and will be disqualified after the competition

THE GRAND JOUST

Before you stretches the grand jousting arena, a testament to the kingdom's dedication to noble sportsmanship and spectacle. The tiltyard is a long, sandy stretch bordered by wooden rails, with pennants in vibrant colors fluttering from high poles. Rows of wooden stands rise on either side, packed with eager onlookers waving banners of the Kingdom of Fife. At the center of the stands, the royal box gleams with ornate carvings and golden accents, where the bride and groom sit with their court, overseeing the proceedings with regal anticipation. Squires and attendants scurry along the perimeter, preparing horses and lances while the competitors mount up for the first tilt. The air is electric with the sound of cheering, the smell of trampled earth, and the thrill of impending glory.

MECHANICS

Based on their performances in the earlier contests - the Archery, Long Throw, and Log Chop - the champions have been seeded: the first-ranked competitor will face the fourth, and the second will challenge the third. Only the victors of these matches will move on to the final joust to determine the champion of the tourney.

MOUNT FAMILIARIZATION

Before engaging in the joust, each competitor must take time to familiarize themselves with their mount. This crucial moment allows them to build a bond of trust and control, ensuring their steed responds with precision during the high-stakes contest.

Each participant must make a DC 15 Animal Handling Check to gauge how well they connect with their mount.

- **Success:** The rider gains a +1 bonus to their first Ride (Constitution) check during the joust.
- **Critical Success (Natural 20):** The rider gains a +2 bonus to their first Ride (Constitution) check and an additional +1 bonus to a potential subsequent Ride (Constitution) check.
- **Critical Failure (Natural 1):** The rider suffers a -2 penalty to their first Ride (Constitution) check and a -1 penalty to all subsequent Ride (Constitution) checks for the duration of the competition.

THE JOUST

After familiarizing themselves with their mounts, the contestants ride onto the tiltyard for the main event. The jousting competition is a dramatic test of precision, strength, and endurance. Riders charge toward one another, their tourney lances poised to strike, as the crowd cheers in anticipation of every thunderous impact.

Contestants use specially crafted tourney lances provided by the organizers. These lances deal 1d4 piercing (non-lethal) damage. If a rider deals more than 10 damage in a single round, the lance shatters spectacularly, earning the rider a +2 bonus to their next attack roll as the crowd cheers their impressive display of skill and power.

The use of magic during the joust is strictly forbidden and results in immediate disqualification.

Each pass between the two contestants is resolved through simultaneous strikes. Riders may choose one of the following attack strategies for their turn:

• Aim at Helmet:

- Attack Roll Penalty: -8 to attack roll.
- If the attack lands, the opposing rider must make a Ride (Constitution) Check with a DC of 15 + damage dealt to stay mounted.

• Crouch defensively:

- Attack Roll Penalty: -4 to attack roll.
- The rider gains a +4 bonus to their Ride (Constitution) Check if struck.

When struck by an opponent's lance, a rider must make a Ride (Constitution) Check (DC 5 + damage dealt) to remain in the saddle. Any rider reduced to 0 HP will automatically fail this check.

The unseated rider must succeed on a DC 15 Athletics or Acrobatics Check to land safely. On a failed check, the rider takes 1d6 bludgeoning damage from the fall.

If both riders remain mounted after a pass, the joust continues into another round. The DC for all subsequent Ride (Constitution) Checks increases by +2 after each round to represent the mounting tension and fatigue of the contest. The joust ends when only one rider remains mounted. That rider is declared the winner.

If both riders are unseated in the same round, the contest escalates into a melee duel to determine the victor. Both contestants are armed with blunt shortswords (1d4 bludgeoning, non-lethal) provided by the organizers. The duel continues as a standard one-on-one melee fight, with both riders retaining the hit points and damage accumulated during the joust. The first contestant to submit or fall unconscious loses the joust.

"PARTY-CIPATION"

The jousting finale may be centred on one member of the party, but the bonds of friendship and camaraderie run deep. This optional rule allows the rest of the party to actively contribute to their champion's performance, giving them a chance to support and influence the outcome in meaningful ways. Whether through cheering, strategizing, or even small magical gestures (within the festival's rules, of course), the party's involvement can turn the tide in a close contest. Following are some ideas that can be implemented:

• Hype up the Crowd

The party members can use their turn to cheer, chant, or otherwise encourage their champion. Doing so requires a successful Charisma (Performance) Check DC 13 to hype up the crowd and giving the following benefits:

• Success

The champion gets a +2 bonus on either the next attack roll or the next Ride (Constitution) Check.

• Critical Success

The champion also gains temporary hit points equal to the party members' highest Charisma modifier (minimum of 1).

• Critical Failure

The next attack roll and a possible Ride (Constitution) Check are made with disadvantage.

• Crowd Manipulation

A particularly charismatic party may attempt to rally the crowd to their champion's favour. This requires a Charisma (Persuasion) or Charisma (Deception) Check (DC 20).

• Success

The crowd becomes fully invested in the champion's success, granting a +2 bonus to their attack rolls for the next two rounds.

• Critical Success

The crowd's overwhelming support inspires the champion, giving them advantage on all checks and attack rolls for the next two rounds.

• Failure

The crowd's disapproval leads to the champion being distracted, having disadvantage on the next attack and potential Ride (Constitution) check.

• Critical Failure

The crowd immensely disapproves of the champion, giving them disadvantage on all checks and attack rolls for the next two rounds.

BOON OF THE CROWD

If the party influenced the match (through cheering or crowd manipulation), the champion gains the following boon:

- The champion can re-roll a failed Ride (Constitution) Check or attack roll during the joust.

TOURNEY PRIZES

Winner. The Winner of this prestigious tourney will be known throughout the Kingdom of Fife which will have some benefits but also drawbacks later in this campaign if a player is able to win the tournament. A player also gets a Heroic Inspiration and 200 GP.

2nd Place. The 2nd placed contestant gets 100 GP.

3rd / 4th Place. The 3rd and 4th placed contestants get 25 GP each.



WEDDING CEREMONY

With the Grand Joust concluded and the dust of the arena settled, the realm turns its eyes toward the Wedding Ceremony. Nobles and warriors, emissaries and jesters, all gather beneath the soaring banners of the Kingdom of Fife, bearing witness to the sacred union that will shape the future of the land.

The air is filled with the soft melodies of minstrels, the quiet murmur of conversation, and the distant toll of ceremonial bells. The feast is prepared, the finest ales poured, and every detail has been arranged to honour this momentous occasion. As the ceremony begins, the weight of history settles upon those in attendance - this is more than a union of two souls; it is a bond that will shape the future of the realm.

LOST BET

Should a player have lost their bet with Ser Proletius their fate is now inescapable. The grandmaster, ever the showman, seizes the moment, throwing a jubilant arm around the unlucky soul and pulling them toward the center of the stage.

"A debt is a debt, my friend!" Proletius declares, his voice booming over the gathered guests. "And tonight, we shall hear your voice in all its glory!"

With a grand gesture, he signals the minstrels, who immediately begin playing the first triumphant notes of **The Anthem of Crail**. The crowd erupts in cheers, awaiting your performance - whether you sing with the heart of a true Knight of Crail, fumble awkwardly through forgotten lyrics, or attempt some last-ditch trickery to escape your fate.

DWARVEN KEG OF CHAOS

A relic of mirth and mystery, the Dwarven Keg of Arcane Chaos is a legendary wedding tradition among the dwarves of the Mines of Methven, nestled deep within the western mountains of the Kingdom of Fife. Said to have been crafted by the Brewlords of Old, the keg is not bound by mortal hands - instead, it is infused with the raw, unpredictable essence of arcane fermentation.

The Methven dwarves believe that drinking from the keg is a blessing of fortune and folly alike - a way for fate to weave its hand into the revelry of a grand occasion. No two drinks are ever the same, and those who partake may find themselves endowed with temporary gifts, burdened by absurd curses, or simply confused as to why they now possess a perfectly baked meat pie.

It is tradition among the dwarves that the keg be brought forth at grand unions and feasts of great joy, for a wedding without chaos is a wedding doomed to boredom. Legends claim the first Grandmaster of Crail himself drank from its frothy depths and spent an entire evening levitating uncontrollably while composing a ballad about cheese wheels - a song still sung in dwarven halls to this day.

MAGICAL EFFECTS

1d10 Effect

1 Beard of Glory

You grow a magnificent beard, regardless of gender. For the next hour you have advantage on Charisma (Persuasion) rolls.

2 Tongue of the Brewlord

For the next 5 minutes you can only speak, read and understand Dwarven. (Primordial if you already can speak and understand Dwarven)

3 The Floor is Lava!

You think that the whole floor is lava. You have to jump from object to object to move through the room. If you touch the floor in any way, you take 2 (1d4) Psychic damage. This effect persists for 1 minute or until you take damage.

4 Mithral Stomach

For 1 hour you are immune to poison - even alcoholic poisoning - and can eat anything.

5 Jolly Jig

A random dwarven drinking song fills your mind. You must make a DC 12 Wisdom Saving Throw or dance and sing for the next minute.

6 Echoing Belch

Your next burp is so loud that it can be heard 300 feet away. Small or tiny creatures that can hear the burp must succeed on a DC 15 Wisdom Saving Throw or are frightened for 1 minute.

7 Dwarven Gourmet

For the next 10 minutes you have developed an absolute love for the dwarven cuisine. You may demand for ale-soaked mushrooms, stone-bread, or lava-boiled snails for the duration of this effect.

8 Mysterious Pocket Snack

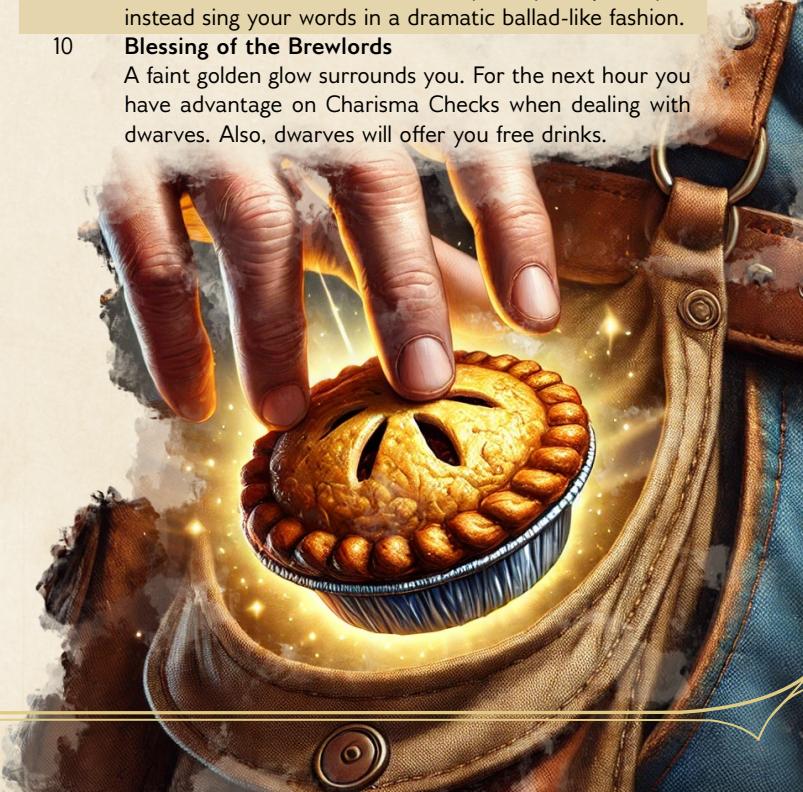
You find a still warm meat pie (7 (2d4 + 2) Temporary Hit Points when eaten) in your pocket. How did it get there? It smells delicious.

9 Bard's Curse

For the next 5 minutes whenever you try to speak, you instead sing your words in a dramatic ballad-like fashion.

10 Blessing of the Brewlords

A faint golden glow surrounds you. For the next hour you have advantage on Charisma Checks when dealing with dwarves. Also, dwarves will offer you free drinks.



SEER'S CONFECTION

At the heart of the wedding feast, standing upon a pedestal of ornate silver and enchanted stone, rests a cake of mysterious origin and whispered legend. Though no one can say exactly where it came from, it is known to appear only at the most significant unions in history - always present, yet never explained. Some believe it to be the work of the Cairngorm Wizards, the enigmatic spellcasters of the western reaches, while others insist it is a creation of fate itself, woven from threads of time and possibility.

The nobility refer to it in hushed tones as "The Seer's Confection", a name that carries both awe and caution. The legends claim that those who partake will experience visions of their destiny, glimpsing possible futures - some glorious, some tragic, some utterly incomprehensible. However, fate does not reveal itself lightly, and the cake's magic is not without risk.

1d100 Vision/Effect

1	You fall into a <i>Destiny Coma</i> . When the player is woken up he speaks the words of " Anstruther's Dark Prophecy ", but cannot recollect the words or the reason why afterwards.
2-20	<i>Destiny Coma</i>
21-40	<i>Hammer of Glory Quest</i>
41-75	In the far corner of the Braided Unicorn Tavern, half-hidden beneath a worn, dust-covered rug, you glimpse the outline of a trapdoor - its edges marked by age and secrecy. A faint draft of cold, earthy air whispers from its seams, hinting at a tunnel descending into darkness.
76-90	<i>Pool/Prison of Liquid Ice</i>
91-99	You have a vision of three items: a Battlehammer, an Amulet, and a Knife.
100	You speak the words of " Anstruther's Dark Prophecy ".

THE DESTINY COMA

For some, the sheer magnitude of the destinies they witness is too much to bear. Their minds become lost in the flood of possibility, their bodies collapsing into unconsciousness as they struggle to grasp what they have seen. This state, known as the *Destiny Coma*, has struck down kings, knights, and scholars alike. While most awaken quickly with aid, some never return at all, their minds forever lost in the depths of fate's tapestry.

Should one succumb to the *Destiny Coma*, they experience the following effect:

DESTINY COMA

You are overwhelmed by the many destinies you see and fall unconscious, taking 3 (1d6) Psychic damage. You can only be woken up by a healing spell/potion - a Goodberry is sufficient - or you are hit after 1 minute of being unconscious, taking at least 1 bludgeoning damage.

FLOATING GOBLETS

Tucked into a shadowed corner of the bustling grand plaza, a small table draws a lively crowd. Laughter, cheers, and playful jeers rise above the din, as people gather around what appears to be a simple game - yet there's a spark of excitement, and perhaps mischief, in the air.

The "stall" is hosted by the charismatic Lady Belissa and the quick-tongued Sir Alrik the Swift, both commanding the crowd with practised flair and contagious energy. However, beneath their convincing appearances, these two are in fact the notorious Breeza and Arlen in masterful disguise.

Only a successful DC 30 Wisdom (Insight) Check reveals subtle clues - a familiar piece of jewelry worn by "Belissa", or a fleeting speech quirk in "Alrik's" banter - hinting at their true identities beneath the disguises. To everyone else, they remain just another pair of colourful revellers adding their own brand of excitement to the festivities.

THE HOBGOBLET SHUFFLEBOARD

A Player Character and Alrik (Sleight of Hand +2) each take turns sliding a goblet down the polished table (Dexterity Sleight of Hand Check), aiming for marked scoring zones at the far end. The goal is to accumulate the highest total score over three rounds.

SHUFFLEBOARD SCORING

Roll	Location	Points
less than 8	Too Short	0
8+	First Zone	1
12+	Second Zone	2
16+	Third Zone	3
NAT20	Right on the Edge	3 - chance to cheat
20+	Too Long	0

Cheating. The hosts still cannot move away from their cheating ways and again created a sophisticated cheating mechanism to turn the odds in their favour. The table can be tilted by Belissa to ensure a goblet either moving further - even off the table - or stopping earlier than expected.

Whenever Sir Alrik takes his turn, Lady Belissa subtly tilts the table at just the right moment, allowing her to adjust Alrik's roll by ±2. Additionally, if an opponent rolls a natural 20, Belissa can discreetly interfere - shifting the balance of the table just enough to cause the goblet to veer off and fall, nullifying what would have been a perfect shot.

The player or a bystander can notice this kind of cheating with a successful DC 15 Wisdom (Perception) Check and possibly intervene.

Fleeing Revellers. If the players catch Belissa and Alrik cheating, they slip into the crowd and vanish, leaving behind a small pouch of valuable:

- 75GP
- Cantrip Scroll of Minor Illusion

ENCOUNTERS

As the ceremony turns to celebration, the wedding feast offers a rare chance to speak with key figures of great importance. Conversations held tonight may reveal hidden truths, forge alliances, or stir tensions yet unseen.

PRINCE ANGUS MCFIFE

On this day, Prince Angus McFife is the happiest man in the world. His love for Iona McDougall is evident in every word he speaks, every glance he steals in her direction. He radiates joy, pride, and an unwavering belief in the future, knowing that their union will bring peace and prosperity to the kingdom.

Angus is genuinely pleased to see so many people from all corners of Fife gathered for the festivities. Unlike many nobles, he is deeply interested in the lives of others, eagerly asking the party about their backgrounds, their adventures, and what brought them to this moment.

STANCE ON THE HIGHLAND MYSTERIES

Angus does not dismiss the danger, knowing that people - real people - have died or gone missing, even if the stories themselves are exaggerated or wrapped in legend. What frustrates him most is his father's reluctance to act, as King Dundax XIII sees the tales as nothing more than superstitious nonsense.

Angus knows arguing with his father is futile, but that does not mean he does nothing. If he cannot fight the cause directly, he will fight for and support the families left behind.

KING DUNDAX XIII

The esteemed ruler of the Kingdom of Fife, King Dundax XIII, welcomes conversation with a regal yet measured presence. He speaks at length about the history of the kingdom, its alliances, and the broader landscape of power across the land. His focus remains on matters of diplomacy, legacy, and the future of Fife, offering insights into the realm's political state and its standing among neighbouring territories.

STANCE ON THE HIGHLAND MYSTERIES

When the topic of strange sightings in the Highlands arises he reacts with mild amusement and scepticism. Dismissing them as superstitious nonsense, he considers such tales to be nothing more than the fancies of fearful peasants or exaggerations from overzealous hunters. He expresses no real concern, seeing no reason to divert attention from more pressing political matters.

EWAN MACRAE OF DUNKELD

If a party member faced Ewan MacRae in the Grand Joust, the stalwart protector of Dunkeld greets them with genuine admiration, praising their skill and courage in battle. He remarks that it's rare to meet someone who can truly hold their own, offering an invitation to share a drink in good company.

Ewan proves to be a welcoming and honourable man, eager to speak of his beloved city of Dunkeld and the responsibility he bears in protecting its people. He takes great pride in his duty, ensuring that the city remains safe from both external threats and the dangers of the wilds beyond its borders.

STANCE ON THE HIGHLAND MYSTERIES

When asked about the mysteries of the Highlands, Ewan's expression darkens for a moment as he falls into deep thought. In a quieter voice, he admits that the hunters of Dunkeld have spoken to him about strange occurrences in the mountains and forests that lie beyond the kingdom's heartlands. Their stories are too detailed, too consistent, to be dismissed as mere folklore.

Yet, Ewan is no fool - he knows that openly speaking about such matters would invite scepticism and ridicule. Instead, he keeps his concerns private, though he remains curious and watchful, eager to uncover the truth behind whatever truly lurks in the Highlands.

PRINCESS IONA MCDougall

Bobo was rescued. If the party successfully rescued Bobo, Iona McDougall seeks them out personally, her usual composed demeanour replaced by genuine gratitude. She expresses her deep appreciation for their actions and rewards them with a magical item, ensuring they know how much their deed means - not just to Prince Angus McFife, but to her as well. **Bobo is still missing.** If the party failed to rescue Bobo, her tone is far more solemn. She informs them that while Angus McFife does not outwardly show his grief, she can see the weight of his sorrow beneath the surface. The loss has affected him deeply, and though he will never speak of it, his heart is heavy.

STANCE ON THE HIGHLAND MYSTERIES

Iona is concerned not for the strange sightings themselves, but for the people who have vanished - hunters, adventurers, and those who set out never to return. She worries for the families left behind, the unexplained absences, and what may be lurking in the Highlands. However, as for the stories of "rabid" unicorns and other legends, she remains largely indifferent, dismissing them as embellishments on a real and more troubling reality.

GRANDMASTER SER PROLETIUS

A conversation with Ser Proletius is never a quiet affair. The Grandmaster of the Knights of Crail speaks with unshakable pride about his order, boasting of their glorious deeds, unwavering honour, and unmatched skill in battle. He never misses an opportunity to praise the Knights of Crail, often weaving grand tales of past victories - sometimes exaggerated, sometimes entirely true. Despite his loud and boastful nature, he is not without humour, readily laughing at a well-placed jest and responding in kind with his own repertoire of knightly jokes and tales.

STANCE ON THE HIGHLAND MYSTERIES

If there is a threat to the realm, Ser Proletius swears he would hunt it down and strike it down himself, should he ever uncover the truth. However, when it comes to the tales of "rabid" unicorns and other Highland legends, he finds himself torn between scepticism and caution. While he doesn't dismiss the rumours outright, he is equally unwilling to waste time chasing after ghost stories. If a true danger exists, he believes it will reveal itself soon enough - and when it does, he will be the one to put an end to it.

UNICORN INVASION OF DUNDEE

Flea-ridden bedding, creaking floorboards, and the lingering odour of stale ale and mildew - the deplorable conditions of within the Braided Unicorn are not suited for a good-nights rest. Any character who sleeps there automatically gains one level of exhaustion.

Elves, constructs, and those who secured private lodging may attempt a DC 15 Constitution saving throw to resist the effects. If an elf or construct enjoyed the comfort of a private room, they make this saving throw with advantage.

Your restless slumber is shattered by a deafening explosion that rocks the tavern. The ground trembles beneath you, and dust fills the air as distant screams echo through the chaos. A blinding flash outside is followed by a crack of thunder, and you see fireballs raining down from the skies.

Through the grimy window, you glimpse a scene of pure carnage. Blackened plumes of smoke coil into the dawn sky as undead soldiers march through the flaming streets. Among them, corrupted unicorns charge through the chaos, killing and mauling the unfortunate and defenceless townsfolk.

Another explosion shakes the tavern, and from downstairs, the frantic voice of the barkeep cries out: "They're here! The monsters are here! We're doomed!"

OPTIONAL RULE 03 - HASTY DEPARTURE

When the party is abruptly roused by chaos in the Braided Unicorn, they may flee in haste, leaving behind non-essential adventuring gear such as rations and backpacks. They retain only their equipped items, quest essentials, gold, and perhaps a few potions.

THE LAST STAND

The barkeeper frantically urges the party to help barricade the tavern's two windows and the front door against the oncoming undead horde.

Each window requires two party members working together. A window will be successfully barricaded if the players succeed twice before failing twice during this skill challenge. For example, a players can make a DC 14 Strength (Athletics) or Dexterity (Sleight of Hand) check (or use appropriate tool proficiencies such as Carpenter's Tools).

If at least one window is successfully barricaded no undead will break through it on Turn 2. If both are successfully barricaded also on Turn 4 no new undead will appear.

ENCOUNTER: FIGHT TO SURVIVE

This encounter resembles a Monster Rush:

Enemies. 2 **Undead Soldiers** appear at the start of the encounter. On initiative count 20 of each round after the first, 2 more undeads will breach through windows. At the start of the 3rd turn additionally a **Unicorn** will breach through the barricaded door and attack the barkeep. On initiative count 20 of the 5th turn the tavern is obliterated by a fireball, killing everyone within the tavern.

End of Battle. The only goal is to flee through the tunnel beyond the trap door, pointed out by the barkeeper shortly before he is mauled and beheaded by the unicorn. As soon as all players reached the trap door the battle ends and the tavern is obliterated above them.

THE FALL OF DUNDEE

Moments after the party enters the tunnel, a fireball crashes into the tavern above, obliterating the structure with a deafening roar. The tunnel shakes as debris collapses behind them, sealing the exit and forcing them forward towards the unknown.

Emerging from the tunnel, you step into a scene of chaos and despair. The acrid stench of smoke fills your lungs, and the sky above burns with fire and crackling lightning. Flames consume the nearby buildings, casting flickering light over the main plaza of Dundee, now a battleground. Soldiers of the kingdom and a few desperate citizens fight valiantly, but they are hopelessly outnumbered by the relentless undead soldiers and grotesque, corrupted unicorns. The screams of the dying echo all around, mixing with the roars of undead beasts and the clash of steel.

At the heart of the plaza, you see a familiar figure: King Dundax XIII, a golden figure in the darkness. His shining armor reflects the fiery glow of the battlefield as he duels several undead soldiers. With every swing of his blade, he fells another foe, standing as a beacon of courage amidst the carnage. For a fleeting moment, hope flickers in your hearts.

But then it happens!

A corrupted unicorn, its rotting flesh gleaming wetly and its glowing, jagged horn crackling with dark energy, bursts through the melee. With terrifying speed, it lowers its head and charges. The king barely has time to turn before the horn pierces through his golden breastplate, the force lifting him off the ground.

Time seems to freeze as King Dundax XIII, the proud ruler of the Kingdom of Fife, collapses to the bloodstained cobblestones. His crown falls, rolling a few feet before stopping at the hooves of the monstrous beast.

Around you, the battle continues, but it is clear: the heart of the kingdom has just been torn away. This is not just the fall of a city - it may well be the end of Fife itself.

ENCOUNTER: THE KING IS DEAD

The corrupted unicorn and two undead soldiers that felled King Dundax XIII notice the party. With bloodlust in their hollow, glowing eyes, the creatures pivot from their prior target and focus on the adventurers. The undead soldiers advance in a disciplined formation, shields raised and weapons ready, while the corrupted unicorn lets out a bone-chilling, unnatural whinny, pawing the ground as it prepares to charge. The party has no choice but to fight for their survival amidst the chaos of the main plaza.

Enemies. 2 **Undead Soldiers**, 1 **Corrupted Unicorn** (47 HP, no Teleport)

Tactics. The undead soldiers will engage in combat first, aiming to tie up melee combatants while the unicorn uses its mobility to keep the party under pressure. The unicorn may charge at a spellcaster or ranged attacker after observing the battlefield.

Support. If a player is hit by the Charge Attack or is hit by any attack while at 5 HP or below, **Ser Proletius** and **Prince Angus McFife** appear to help the party in the battle. Ser Proletius will charge in front of the attacked player and use his Divine Allegiance feature to take the hit instead. During the fight Ser Proletius heals the party members and protects them, while Prince Angus McFife fights along with them.

End of Battle. If the unicorn is below 10 HP or both Undead Soldiers are dead, the battle will end and the evil wizard Zargothrax will appear (continue reading).

UNHOLY CORONATION

The evil wizard Zargothrax, clad in robes of dark energy, makes his entrance atop a massive undead unicorn. His arrival heralds the city's fall, as fear and despair grip the defenders. The party witnesses his terrifying entrance, setting the stage for his declaration as the dark master of Dundee.

A sudden chill grips the air, and the battlefield falls eerily silent for a fleeting moment, as though the city itself is holding its breath. Then, from above, a shadow spreads across Dundee, dark and foreboding.

Through the smoke and fire, a figure emerges atop a towering, undead unicorn of war. The creature's skeletal form crackles with violet energy, its empty eye sockets burning with an eerie, unholy light. It moves with an unnatural grace, its very presence pressing down upon the battlefield like an unspoken command to submit. The few remaining defenders shrink back, their weapons trembling in unsteady hands.

The unicorn's hooves land upon the bloodied stones of the plaza, sending a ripple of necrotic energy through the ground. A silence falls, not of peace, but of resignation - of finality. Then, a voice cuts through the air, cold and commanding, laced with dark amusement and absolute authority.

"People of Dundee! Your king is dead. Your city is mine. Kneel before me, and perhaps I will grant you the mercy of undeath."

For a moment, the battlefield stands frozen, the weight of the proclamation hanging like a curse over the ruined city. Then - Ewan MacRae, bloodied but unbroken, charges through the haze of battle, sword raised high. His face is set with unshaken determination as he rushes toward the figure atop the undead steed.

"FOR DUN-"

But before he can close the distance, he jerks violently mid-stride - his body convulsing as an unseen force seizes him. His sword clatters to the ground - he collapses onto the cobblestone, lifeless. No wounds mark his body. His charge ended in an instant, his final words forever unfinished.

"PATHETIC MORTAL SCUM! KILL THEM ALL! FROM THIS DAY FORWARD, I, LORD ZARGOTHRAX, RULE DUNDEE!"

With these words, the sky, once pitch-black, erupts into an inferno of searing light, as if the heavens themselves burn in response to his unholy coronation.

The inferno in the sky is no natural phenomenon - it is a devastating barrage of fireballs, cascading down upon Dundee like the wrath of a vengeful god. The battle is over. There is no victory to be found here.

FLEE CERTAIN DEATH

As the destruction unfolds and the undead army overruns the last defences, Ser Proletius and Prince Angus McFife waste no time in shouting above the chaos - Dundee is lost. The city and townsfolk were not ready for war. To stay is to die. With no other choice, they urge the party towards the River Tay Bridge, the only remaining escape route.

NAVIGATING THE BURNING RUINS

The streets are collapsing, buildings are crumbling, and undead soldiers prowl the alleys. You must find a safe route to the River Tay Bridge before you are trapped inside the city.

GOAL

Find a secure path through the fire and destruction.

SKILL CHECKS

Each PC makes one check as it is a team effort to navigate safely through what seems like the apocalypse.

Perception (DC 12). Spot a safer, less-collapsed route through the city.

Survival (DC 12). Predict which building is closest to collapsing and avoid dangerous areas.

Acrobatics (DC 12). Leap over burning debris or collapsed rooftops to take shortcuts.

Investigation (DC 12). Identify an escape route hidden between buildings and rubble.

OUTCOME

3+ Successes. The party moves swiftly, avoiding unnecessary danger.

1-2 Successes. The party takes some damage from falling debris (2 (1d4) bludgeoning damage).

0 Successes. They are caught in a collapsing street, taking 4 (1d4 + 2) bludgeoning damage and gaining one level of exhaustion as they free themselves from the rubble.

PASS THE UNDEAD HORDE

As you navigate the war-torn streets of Dundee, you see a group of undead soldiers cut down fleeing townsfolk. Beyond the carnage, the River Tay Bridge stands, but to reach it, you must find a way past these relentless killers... or cut through them.

GOAL

Sneak past the undead horde or engage in battle, fighting your way through them and towards your escape.

SKILL CHECKS

Each PC makes one check aiding to find a way and sneaking past the undead soldiers.

Stealth (DC 15). Weave through burning and collapsed buildings to avoid detection.

Athletics (DC 15). Smash through weakened structures to create a new escape route.

Intimidation (DC 15). Shout commands to confuse and frighten the undead.

Deception (DC 15). Trick the undead into hesitating searching for you.

Sleight of Hand (DC 15). Quickly unlock a barricaded side gate leading toward the bridge.

OUTCOME

5 Successes. The party finds and saves a little child hiding in the rubble (+1 Heroic Inspiration for each PC). They successfully sneak past the relentless killers.

3-4 Successes. The party stealthily bypasses the enemies without combat.

0-2 Successes. The undead detect the players, and the party must fight anyway (reinforcements will arrive 1 turn earlier).

COMBAT

If the party decides to engage in combat or are detected by the enemies they are attacked by 5 **Undead Soldiers** (20 HP). Angus McFife and Ser Proletius can join the battle. On Initiative Count 20 on Turn 5 reinforcements (2 **Undead Soldiers** and 1 **Unicorn**) will arrive - Turn 4 if the party failed to sneak past the horde.

THE FINAL SPRINT OVER THE BRIDGE

As you near the River Tay Bridge, fireballs hammer the ancient stonework, sending tremors through the ground as chunks of masonry crumble into the raging waters below. The entire structure groans under the assault, shaking violently beneath your feet.

From ahead, Ser Proletius and Prince Angus McFife turn back, their eyes wide with urgency.

"MOVE NOW! RUN!"

A deafening crack splits the air as another fireball slams into the bridge. The supports buckle. The path behind you is collapsing.

There is not much time to make it across...

GOAL

Sprint across the collapsing River Tay Bridge to reach the far side before it crumbles into the waters below. Safety is uncertain, but staying behind means certain death.

SKILL CHECKS

This is a frantic individual challenge - each PC must rely on their own speed and reflexes to survive.

- Athletics (DC 13):** For those with trained endurance, sprinting full speed across the unstable bridge while dodging fireballs (Athletics Skill Proficiency required).
- Acrobatics (DC 13):** For the agile, weaving through debris and leaping across collapsing sections of stone (Acrobatics Skill Proficiency required).
- Dexterity Saving Throw (DC 16):** For those untrained in either skill, relying purely on instinct to react fast enough to avoid falling rubble and crumbling pathways.

OUTCOME

If a character fails their check, the Degree-of-Failure (DoF) - the difference between their roll and the DC - will dictate the consequences.

Success. The Player crosses the bridge exhausted but unscathed.

Failure (DoF max 5). The Player takes 3 (1d6) fire damage, but makes it across - if not dropped to 0 hit points.

Failure (DoF > 5). The Player falls as the bridge crumbles beneath their feet. They must make a DC 15 Strength or Dexterity Saving Throw or fall 80 feet into the river Tay - most likely killing them instantly.

A HORRENDOUS VIEW

The party finds themselves on the banks of the River Tay, breathless and shaken. Behind them, the bridge has collapsed, sealing their escape and leaving behind the burning ruins of Dundee. Across the river, where once stood a proud and thriving city, now only devastation remains. Smoke and fire rise into the sky, casting an eerie glow over the shattered buildings - a grim testament to the apocalyptic destruction that unfolded.

As you stand on the muddy banks of the River Tay, the weight of what just transpired settles heavily upon you. Across the water, Dundee is no more. The once-great city, its spires and halls that once shone in the golden light, is now a smoldering ruin. Smoke curls into the sky like grasping fingers, and fires rage unchecked, their glow reflected in the darkened waters of the river. The echoes of distant screams and the collapsing of buildings still carry across the wind, a final whisper of the city's last breath.

Beside you, Ser Proletius and Prince Angus McFife stand motionless, their eyes fixed on the ruins before them. Proletius, his armour still scarred from battle, grips his sword so tightly his knuckles turn white, his usually unshakable demeanour fractured by the horror of what he has just witnessed.

Angus McFife stares in disbelief, his face pale, his lips parted as if to speak - but no words come. His city, his people, his home... all lost. His breath quickens as his eyes scan around the few survivors, searching, hoping for a glimpse of something - of someone. But there is no sign of Iona McDougall.

His shoulders tense, his hands balling into fists. A new fire ignites in his eyes - not the flickering glow of sorrow, but the burning heat of vengeance. He grits his teeth, his voice shaking but firm as he finally speaks:

"I will make Zargothrax die!"

The wind howls across the river, carrying with it the embers of a fallen kingdom. The city of Dundee is lost, but the fire of revenge has just been lit.

The battle is over - the city of Dundee has fallen.
But the war has only just begun.

LEVEL-UP

ACT II

KNIGHTS OF CRAIL



smoke drifts across the river, curling into the midday sky as Dundee burns, its once-proud towers now crumbling beneath Zagothrax's unholy dominion. Across the water, the city is lost - no voices call for help, no banners of resistance remain. The dead walk its streets, and whatever horrors the sorcerer has unleashed are left to fester in the ruins.

On this side of the River Tay, the people who escaped are safe for now. The bridge's destruction has reverted the river into the impassable obstacle it once was. None can say what dark designs Zagothrax still has or when his forces will further spread their corruption. Time is running short, and there is no room for hesitation. Angus McFife and Ser Proletius stand at the ready, their expressions grim yet resolute. If there is any hope of striking back, an army must be raised. The knights of Crail must be called to war.

Angus McFife breaks the silence first, his voice firm: "We cannot let this happen to the rest of Fife. Zagothrax must be stopped. But we are too few - charging back into battle now would be suicide. We need an army." He turns to you, his expression unwavering. "The Knights of Crail are our best hope. You must go to the Citadel and call them to war."

Ser Proletius nods, his gaze fixed on the few people who escaped the besieged city. "Angus and I will remain here - helping the survivors. Send the Great Eagles back to us when you arrive at the citadel." He reaches into his pocket and retrieves a small token, pressing it into your hand. The metal is cool to the touch, marked with the sigil of Crail. "Show this to the quartermaster, and he will know I sent you."

Angus places a firm hand on your shoulder. "Go now. And do not fail."

OPTIONAL RULE 04 - RESTLESS ADVANCEMENT

Even though the players earned a Level-Up after escaping the besieged city of Dundee, you may choose to withhold the benefits of a Long Rest at this time, as the urgency of the situation presses on. This rule reinforces the relentless pace of their flight and the desperate need to secure aid for the survivors.

Despite not resting, players still gain all new features, spell slots, and increased hit points associated with their level-up. However, any previously expended resources, such as hit dice, spell slots, and class abilities that recharge on a Long Rest, remain unavailable until the party finds a true moment of respite.

Emboldened by Angus McFife's unwavering words, the player he addresses feels a surge of courage and determination, gaining 7 (1d8 + 3) Temporary Hit Points. Before the party departs, Ser Proletius kneels in solemn prayer, his voice a soft murmur that calls upon divine strength. A gentle, radiant energy flows through the group, mending wounds and steadyng resolve - if the optional rule is in play, each member of the party regains 12 (2d8 + 3) Hit Points.

Lastly, Ser Proletius hands over a detailed map of Eastern Caledonia, its markings clear and precise, providing guidance through the treacherous journey to the Citadel of Crail.

TRAVELLING RULES

WAY OF TAY

etting out along the paved road most travelled, the party makes their way toward the distant citadel of Crail. The path follows the rugged eastern coastline of Caledonia, cutting through windswept highlands, brackish moors, and sparse coastal woods. Early in their journey, grim sights greet them - bodies left where they fell beside the road, likely survivors of the siege who were not as fortunate as others.

The journey takes approximately two days. The party will need to rest at least once, most likely in the mist-choked moors near the estuary of the river Eden.

If **Optional Rule 03** is in effect, the adventurers must forage for food and water, or find other means to sustain themselves during travel.

Throughout their journey, the party will face a series of challenges. One encounter should take place during the first day of travel, and another on the second. These can be selected by the DM, determined randomly, or influenced by the party's choices - for example, encountering a spriggan while foraging in a nearby grove. During the night the party will experience a fixed event tied to an ancient Caledonian legend. This encounter is narrative in nature and intended to build atmosphere and mystery rather than present a direct threat.

RANDOM ENCOUNTER TRAVELLING MERCHANT (DAY 1)

A ragged figure stumbles onto the path ahead, clothing torn and caked in mud, his face pale and streaked with dried blood. He raises a trembling hand as you approach. "My cart... it crashed down the ravine... I barely made it out", he gasps, gesturing weakly toward a steep drop nearby. "Please, my father's sword and crown are down there... family heirlooms. If you retrieve them, you can keep whatever else you find. But be warned... there are things in the marsh - froglike creatures, savage and territorial. I was lucky to get away."

To reach the crash site, the party must climb down a 30-foot ravine. This requires a DC 15 Strength (Athletics) check. If the party does not attempt a stealthy descent, they draw the attention of a Grung warband currently looting the cart. The group consists of 4 **Grung**, 2 **Grung Wildlings**, and 1 **Grung Elite Warrior**. The Grung will scatter and flee once the Elite Warrior is slain or if the party successfully ambushes them.

After the encounter, each party member may search the wreckage of the cart:

- **DC 10 Perception / Investigation Check**
Heirloom Sword and Crown
- **DC 15 Perception / Investigation Check**
1 Ration (Apples) for each success
- **DC 20 Perception / Investigation Check**
2 Potions of Healing and 20 GP
- **NAT20 Perception / Investigation Check**
Potion of Lesser Restoration

FIRBOLG FOREST (DAY 1)

As the party moves through the coastal woods in search for food, they are approached by a large, moss-covered figure slowly steps into view - a Firbolg with bark-like skin, a tangled beard, and wide, gentle eyes. His presence is calm and uncertain, and expression carries a quiet, worried sorrow.

A strange, thick-bodied and tall creature leaps into your path, eyeing you with hopeful urgency.

"Smallfolk! Help Firbolg!" he rumbles, his voice low and anxious.

"Firbolg lost his Shrubbies. Sing beautiful. Firbolg sad."

He steps closer, glancing behind him before continuing:

"Shrubbies gone! Four!... No more songs in woods. If brave Smallfolk help... Firbolg give... Nature Wonder! Yes! Also show good food place. Many berries. Fat squirrels!"

If the party agrees to help, the Firbolg brightens immediately, clapping with joy. He begins to describe his four lost companions - sentient, singing plants he affectionately calls his "Shrubbies".

QUEST HOOK - MISSING SHRUBBIES

Location Way of Tay, South of Dundee

Quest Giver Firbolg

Objective Find the 4 Awakened Shrubs in the woods.

Before searching for the Awakened Shrubs the party can deduce where the Firbolg last saw them before losing track of them (**DC 13 Insight Check**), thereby reducing every subsequent DC by 2. Ideas how to find the Shrubbies are stated below - but the players can also come up with ideas of their own:

- **DC 17 Survival - "Little Leafy Tracks"**

Tracking the small, erratic prints of the Shrubbies through mud, fallen leaves, or soft moss. Some are partially disguised as natural disturbances.

- **DC 13 Perception - "Hear the Hum"**

The Awakened Shrubs emit faint, melodic hums when alone. A character who listens carefully can hear one humming in the distance, helping the party home in on its location.

- **DC 15 Arcana - "Magical Signatures"**

A character senses faint traces of druidic magic lingering in the area and uses that arcane residue to triangulate a Shubby's location.

- **DC 17 Nature - "Follow the Roots"**

A character uses their knowledge of local flora to identify signs of movement among plants that may suggest the Shrubbes passed through, such as unusual vine trails or bent branches.

- **DC 13 Performance - "Sing Along"**

One Shubby responds to song. A character can sing or play an instrument to draw it out of hiding, encouraging it to sing back and reveal itself.

- **DC 15 Animal Handling - "Ask the Woodland Creatures"**

The character attempts to communicate or bribe a small woodland animal, like a squirrel or jay, to point toward one of the Shrubbes' hiding spots.

Reward. Upon successfully retrieving the Awakened Shrubs, the Firbolg will reward the party with the following items:

- **5 Dried Leeches**
- **Conditional Magic Item**

Depending on which classes your players are, you can give them a suitable uncommon item from the following list:

- If a party member is a Druid or Ranger:
Nature's Mantle

- If a party member is a Bard:
Rhythm Maker's Drum

- Otherwise:

Gloves of Thievery

- **Plentiful Gathering Grounds**

The Firbolg eagerly leads the party to a hidden grove teeming with wild edibles. Each adventurer is able to gather enough to create 2 rations of fresh, nourishing food.

As an additional thank-you once the Shrubbies are found, the Firbolg insists they sing for the party. The four leafy performers sway, rustle, and begin their enthusiastic serenade. However, the melody is far from pleasant. Each adventurer must make a **DC 12 Constitution Saving Throw** or suffer $1d6$ psychic damage from the Shrubbies' truly dreadful performance.

SOUL SNATCHING FELINE (NIGHT)

In the middle of the night, while the players are fast asleep, any player with a **Passive Perception of 15 or higher** is awoken by an eerie howling sound. The Cait-Sith is not intended as a combat encounter but as a narrative and atmospheric event, emphasizing the mystical and eerie tone of the moors. Read aloud or paraphrase:

As the night deepens and the mist thickens over the estuary of the River Eden, an otherworldly wail slices through the stillness, its haunting tones reverberating across the moors. Turning towards the sound, you glimpse a faint green light drifting through the shallow marsh, a brighter white glow hovering beneath it. The lights move with a ghostly grace, pausing in place as the mournful cry echoes once more. Then, as if guided by some unseen purpose, the lights drift onward, vanishing briefly into the mist before reappearing at the next stop.

A successful **DC 18 Perception Check** reveals that the lights belong to a dark, wolf-sized shape skulking through the marsh. Its outline is blurred and ill-defined, as if the mist itself clings to its form, distorting its presence.

The party may attempt to follow the creature and investigate the spots where it pauses. At each stop, they will uncover bodies - likely survivors of the recent siege who have succumbed to their injuries. Despite their efforts, the party will find it impossible to catch up to the creature. It moves with unnatural speed and grace, occasionally seeming to blink out of existence entirely, vanishing into the mist only to reappear further along its path.

A **DC 15 Religion Check** (or **History Check** if the character has a Caledonian background) allows a character to recall the local legend of the Cait-Sith, a spectral feline said to roam the night, collecting souls.

REAL WORLD LEGEND OF THE CAIT-SITH

The Cait-Sith, *Fairy Cat*, is a spectral creature rooted in Celtic mythology. Described as a large, black feline with piercing green eyes and a distinctive white spot upon its chest, it is said to prowl ancient barrows and linger among the cold, mossy grounds of forgotten cemeteries. There, it watches with silent patience, guarding sacred places and observing as souls slip from the bodies of the recently deceased.

Legends tell that if the Cait-Sith reaches a corpse before it has been properly prepared, it will claim the soul, dragging it into the otherworld. To prevent such a fate, wakes were held in vigil, where friends and family would gather around the deceased, filling the air with noise, laughter, and distraction to deter the Cait-Sith from drawing near.

The Cait-Sith endures as a symbol of ritual and community, a spectral reminder of the importance of honouring the dead and guarding their passage to the afterlife.

Near their camp, the party can choose to perform proper burial rites for one of the bodies. During this process, the Cait-Sith will silently observe from atop a nearby boulder, its green eyes faintly glowing in the dark. To successfully complete the rite, the party must succeed in both a **DC 13 Religion Check** and a **DC 13 Medicine Check**.

If successful, the Cait-Sith vanishes without a trace, but the party will find a **Soul Coin** resting on the boulder where it sat.

If unsuccessful, the ethereal form of the Cait-Sith will descend, snatching the soul of the fallen and fades away into the mist. Each player must make a **DC 17 Constitution Saving Throw**. On a failure, the player does not recover a level of exhaustion during this Long Rest.

HAUNTED WRECKAGE (DAY 2)

On the following morning, as the party continues their journey near the southern edge of the River Eden delta, they spot the remains of a large trade vessel half-buried in the brackish mud. Its hull leans at a precarious angle, split and weatherworn by time and tide. The scene is quiet, but carries a heavy, eerie presence.

The wind flows through the torn sails and crooked masts, producing a mournful howling sound that echoes across the marsh. But beneath that hollow moan, you could swear you hear something else - a voice, faint and whispering, calling you closer. It seems to beckon from within the wreck, promising treasure for those brave enough to claim it.

A large hole gapes in the stern of the ship, its jagged edges framed by broken timbers. The hollow darkness beyond invites you in.

A successful **DC 19 Perception check** reveals fleeting glimpses of small, quick figures darting across the upper deck - barely more than shadows. Throughout the wreck, the party can hear bursts of giggling and faint laughter, made all the more unsettling by the acoustics of the broken ship and the rhythmic creaking of wood. The sounds echo and blend with the howling wind, creating an eerie, almost supernatural atmosphere.

Unbeknownst to the party, these figures are a group of juvenile Grung who have made a hideaway within the wreck.

CROAKING NUISANCES

A small group of juvenile Grung have claimed the River Maiden as their personal playground. They leap across beams, splash through flooded decks, and whisper ghost stories to each other in the dark. As a simple but effective alarm, they've rigged a "Cluttering Clutter Trap" at the entrance hole - an improvised line of shells, potsherds, and bones strung between timbers. If disturbed, it produces a loud clatter that alerts the Grung to any intruders entering their domain.

CLATTERING CLUTTER TRAP

Positive Reaction -
Negative Reaction -
Damage -



Rusted cookware, broken bottles, and shells strung together fall loudly when triggered. The Grung children become alerted and gain a +2 bonus when attempting to steal the party's gold and clutter.

The juvenile Grung that inhabit the wreck of the River Maiden are more pranksters than predators. To deter intruders, they've rigged a variety of makeshift traps and nuisances throughout the ship. While most are not truly dangerous, they serve to slow, frustrate, or confuse those exploring the wreck, often with comedic or inconvenient results.

Some of these traps, especially those that restrain or trap a creature (such as the Moss Net), are strategically positioned near hidden crawlspaces and tunnels. From these concealed spots, one or more young Grung may emerge and attempt to pilfer items from distracted adventurers.

When a creature is restrained, prone, or otherwise vulnerable near one of these trap sites, a juvenile Grung can make a DC 10 Sleight of Hand check to steal a small item (a pouch, a coin purse, a ring, etc.) or a minor amount of gold. The exact item stolen is left to DM discretion, and may depend on the degree of success - rolling significantly above the DC may allow a more valuable or specific item to be taken.

All stolen goods are carried away to the Grung's hideout located on the main deck of the River Maiden. This hideout may be discovered later in the encounter and can serve as a reward cache for perceptive or persistent players.

Makeshift Traps. Below is a list of makeshift traps. Each includes a potential advantageous and/or detrimental reaction to be used with the custom "Click"-Ruling.

MOSS NET DROP

Positive Reaction -
Negative Reaction Jump
Damage -



Grung Steal Possible

A simple net made of vines and moss drops from above. All creatures within a 10-foot-by-10-foot area that failed the saving throw are restrained by the net. A creature can use its action to make a **DC 10 Strength Check** to try to free itself or another creature in the net. Dealing 5 Slashing damage to the net (AC 10, HP 20) destroys a 5-foot-square of it, freeing any creature trapped in that section.

GREASED PLANKS

Positive Reaction Brace
Negative Reaction -
Damage 2 (1d4) Bludgeoning



A section of the deck has been slicked with fish oil and swamp gunk. Any creature failing the saving throw slips and falls prone.

STICKY SAP PATCH

Positive Reaction -
Negative Reaction Duck/Brace
Damage -



Grung Steal Possible

A section of the floor has been smeared with thick, tacky sap. When stepped on, it clings to boots or gear, anchoring the creature in place. Escaping risks losing or tearing equipment.

SPRINGY LOG TRAP

Positive Reaction Duck
Negative Reaction Brace
Damage -



A creature failing the saving throw is blinded for 1 Round by flying muck. For 1 Minute the creature has Disadvantage on Wisdom (Perception) Checks that rely on sight.

TRIP VINE PEBBLE SHOWER

Positive Reaction Jump
Negative Reaction -
Damage 1 Bludgeoning



All creatures within a 5-foot radius have to make the saving throw. Each creature failing the save takes 1 Bludgeoning damage and lose concentration on any spell.

TIED-TOGETHER BUCKETS

Positive Reaction Freeze/Step Back
Negative Reaction -
Damage -



Two old pails filled with water or swamp goo swing inward when a character walks through a narrow passage. Each creature in a 15-foot cone must make the save. Each creature that failed the check has Disadvantage on all Charisma-Checks for 10 minutes and must make a **DC 10 Constitution Saving Throw**, taking 2 (1d4) poison damage, or half as much if successful.

TRAVERSING THE WRECKAGE

Exploring the River Maiden is dangerous - the ship is old, splintered, and partially sunken. Boards groan underfoot, rusted nails jut from shattered beams, and sections of the deck and hull have collapsed entirely. As the party moves through the vessel, they will encounter several natural hazards and obstacles.

Below are a few examples of traversal challenges; DMs are encouraged to invent their own, provided they keep the danger moderate. Saving throw or skill check DCs for environmental hazards should not exceed 14, and the maximum damage dealt on a failed check should be no more than 2d10.

Environmental Hazards. These natural hazards reflect the unpredictable dangers of traversing a wrecked and decaying vessel. They aren't traps in the traditional sense, but they still carry risk - often resulting in minor injury or disorientation if not carefully avoided.

FLOODED PASSAGE

Positive Reaction -
Negative Reaction -
Damage 5 (1d10) Piercing



Parts of the lower hold are submerged in cold, murky water. Jagged splinters, rusted nails, and broken crates lurk beneath the surface.

ROTTEN HULL

Positive Reaction -
Negative Reaction -
Damage 4 (1d8) Bludgeoning



Some of the ship's outer walls and support beams are structurally compromised and may collapse inward.

SLIPPERY SLOPE

Positive Reaction -
Negative Reaction -
Damage -



Several interior slopes and gangways are coated in algae and moisture. On a failure, they slide uncontrollably and fall prone, potentially colliding with sharp wreckage for 3 (1d6) damage.

SWINGING BEAM

Positive Reaction -
Negative Reaction -
Damage 7 (2d6) Bludgeoning



An unstable section of ceiling creaks ominously. A sudden gust or shift in weight causes a thick wooden beam to fall from above.

Obstacles. These obstacles reflect the collapsed and unstable nature of the wreck. While not inherently dangerous, they can block progress or isolate party members if not navigated carefully.

Collapsed Stairwell. The stairs connecting the decks are broken and missing multiple steps. Characters must either climb up the broken framework using **Athletics (DC 13)** or **Acrobatics (DC 12)** Check, or find another way to get to the upper deck.

Dislodged Beam. A massive support beam has shifted and blocks a narrow hallway. It takes effort to move it safely

aside. A character must succeed on a **DC 16 Strength (Athletics) Check**. Clever solutions involving teamwork or tools may reduce the DC.

Loose Rigging. Tangled ropes and nets hang from the ceiling and trail across the floor. They must be carefully navigated or cleared. A **DC 12 Dexterity Check** allows a character to slip through or cut them free. Failure may result in becoming restrained until freed.

Fractured Decking. Large, jagged holes have opened in the ship's deck. Characters must cross by jumping or balancing on narrow beams. A successful **DC 13 Dexterity (Acrobatics) Check** clears the gap. Alternatively, a successful **DC 12 Investigation Check** might reveal a more stable path.

ALL ON DECK

Upon reaching the River Maiden's main deck, the party is met with a brief moment of calm, broken only by the wind whispering through the rigging and the rhythmic creak of the ship's worn timbers. With a successful **DC 16 Wisdom (Perception) Check**, a character can spot a small opening hidden beneath torn canvas and driftwood - just large enough for a Small or smaller creature to crawl through.

This tunnel leads to the juvenile Grung's hideout. If entered, the Grung will immediately scatter in a panicked flurry, abandoning their wooden playground and vanishing into the nooks of the wreck. Inside the hideout, the party will find any stolen items the Grung have taken, along with additional trinkets (up to 10 GP).

Nearby stands a reinforced door leading to the captain's quarters. It can be unlocked with either a **DC 17 Dexterity (Sleight of Hand) Check**, the key found in the Grung's hideout, or brute-forced open with a **DC 25 Strength (Athletics) Check**.

ENCOUNTER WITH CAPTAIN YARRFACE

Beyond the creaking door lies a dim and dust-choked chamber, once regal but now rotted and sunken with age. The walls are hung with shredded naval banners, and the scent of salt and decay clings thick in the air. At the far end of the room sits an old, iron-banded chest, streaked with sea salt and green with mildew.

When a player attempts to open or touch the chest, a sudden chill sweeps through the room. The ghostly figure of **Captain Yarrface** materializes from the air. With a shriek that echoes through the wreck, he attempts to possess the interloper.

At the same time, two **Shadows** rise from the corners of the room, their forms flickering like black sails in a storm.

Combat. Captain Yarrface opens combat with Possession if possible, targeting the character who touched the chest. When Yarrface is reduced below 10 HP, he becomes ethereal and flees, vowing to one day reclaim his treasure.

Reward. If the party successfully defeats the Shadows and drives off Yarrface, they are free to open the chest. Inside they can find the following loot:

- 50 GP
- Breathing Bubble
- Medal of the Conch
- Shield of the Turtoise (cursed)

BANDIT NEST (DAY 2)

Caged Owl-Bear Cub, some (not yet dead) bandits
and mastiffs

CITADEL OF CRAIL

ACT III

THE HAMMER OF GLORY

ACT IV

VILLAGE OF WIZARDS

MONSTER STATBLOCKS

ANCESTRAL LASERDRAGON

Gargantuan Dragon, true neutral

Armor Class 22 (Natural Armor)

Initiative +7 (17)

Hit Points 481 (26d20 + 208)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws DEX +7, CON +15, WIS +10, CHA +12

Skills Perception +17, Stealth +7

Damage Immunities Lightning, Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Languages Common, Draconic

Challenge 23 (50,000 XP)

Proficiency Bonus +7

TRAITS

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) Piercing damage plus 11 (2d10) Lightning damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) Slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) Bludgeoning damage.

Frightful Presence (Recharge 5-6). Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ACT V

THE HOOTSMAN

ACT VI

EPIC RAGE OF FURIOUS THUNDER

ACT VII

POINTS OF INTERESTS

ABERDEENSHI MOUNTAINS

ABERDEEN

FIFE

AUCHTERMUCHTY AUCHTERTOOL

Warforged, Constructs, Technologically advanced, however, very rudimentary and not yet refined (only 5 years since major technological advancements)

Possible Quest: Defeat the Dread-Witch Queen of Cellardyke

COWDENBEATH DARK FOREST OF TAY DUNKELD LOCH FITTY

Grindylow (Peg O'Nell - Beasts of the Olde World) - Pathfinder Monster

MINES OF METHVEN

Methven Dwarves stronghold (Cutty Soames)

OCHIL HILLS

Spriggan Hill (Well-Guarded Treasure)

WOODS OF LOMOND

Elven Village -> Loch Leven Quest

LOCH LEVEN

Old Castle Ruin on a small island in the middle of Loch Leven -> treasure dungeon

RANDOM ENCOUNTERS

COAST AND ESTUARY

FOREST

HILLS AND MOUNTAINS

DUERGAR TRICKSTER

LOCH AND WATERWAYS

MOOR AND SWAMP

MAGIC ITEMS

KNIFE OF EVIL

Wondrous Dagger, legendary (requires attunement)



APPEARANCE

The Knife of Evil is a menacing short blade, forged from hyperquenched cryofluid. Its wavy, serpentine form enhances its sinister allure, with a dark blue surface, nearly black, that shimmers with mesmerizing green and purple highlights, as if alive with otherworldly energy, all held in a chilling anti-telharsic forcefield. The blade tapers to an impossibly sharp, otherworldly point, exuding an aura of lethal precision. Its handle, crafted from Primordial Infinitum, is entirely black and textured to resemble the scaly body of a dragon, its surface cold and unyielding. Faint, arcane sigils etched into the handle pulse subtly, as though the weapon itself is awake and watching.

HISTORY

Forged in the unfathomable depths of time, the Knife of Evil is one of the legendary Three Relics of Legends, alongside the Hammer of Glory and the Vorpal Laserblaster of Pittenweem. These relics were wielded in 10,000 BD by the Starlords to vanquish an unnamed but incomprehensibly powerful evil. In their victory, the Starlords recognized the immense danger of the relics' combined power. To protect them from falling into the wrong hands, they descended to Earth, choosing the rugged, mystical land of Caledonia - modern-day Scotland - as the hiding place for these artifacts of immense power.

The Knife of Evil was concealed deep within the eerie swamps of Paisley. Whether it was deliberately placed there or accidentally lost during its transport to secrecy remains unknown. The swamp's murky waters and perpetual mists shrouded the knife in mystery, ensuring it remained undisturbed for millennia. However, the knife's malevolent aura could not be forever contained. In 865 AD, it was discovered by Zargothrax, a shadowy figure of dark intentions. Whether drawn to its power by fate or sheer chance, Zargothrax claimed the Knife of Evil, unleashing its dark potential and setting into motion events that would shake the foundations of the world.

MAGIC

The Knife of Evil wields a terrifying and intricate magical mechanism, rooted in arcane physics and infernal energy. When the blade is stabbed into a target, the act of physical momentum flux activates a complex process within the blade's core. The hyperquenched cryofluid begins to generate a subatomic spin, known as a "quantum turbine," creating an immense energy flow within the knife.

This quantum turbine interacts with the boundary layer between the cryofluid and the anti-telharsic forcefield, inducing an electroweak force. This force is perpendicular to both the direction of thrusting and the alignment of the 7th dimension, where the telharsic field's influence manifests. This multidimensional interaction resolves into a horrifying outcome - non-Euclidean vectors are transformed into an energy pulse that breaches the 18th Hell Dimension, opening a microgateway to hell directly within the victim.

The effects are as devastating as they are immediate. Any living being stabbed by the Knife of Evil becomes possessed by the demon spirit of an Elder Hellgod. The victim's physical body is charged with dark, chaotic energies, twisting them into an agent of destruction. They are consumed by a singular, malevolent purpose: to annihilate the forces of Justice. The possession not only destroys the victim's soul but also leaves their surroundings vulnerable to the taint of the 18th Hell Dimension, spreading despair and corruption wherever the knife is used.

In the wrong hands, the Knife of Evil is not just a weapon but a catalyst for unspeakable horrors, capable of tipping the scales of any conflict toward chaos and ruin.

GAMEPLAY MECHANICS

The Knife of Evil has 5 charges. While holding it, you can use a Bonus Action to expend 1 of its charges when you hit a creature with this weapon and had advantage on the roll when you made the attack or dealt a Critical Hit in any way. The creature will be immediately possessed by an Elder Hellgod and will be hostile to any forces of Justice. The knife will regain all charges daily at dawn.

AMULET OF JUSTICE

Wondrous Item, legendary (requires attunement)



APPEARANCE

The Amulet of Justice is a breathtaking artifact, its body crafted entirely from pure, lustrous silk that gleams with a subtle, otherworldly radiance. The silk is tightly woven and shaped into a smooth, flowing form that seems impossibly durable despite its delicate appearance. At the heart of the amulet rests a striking gem, as white and pristine as freshly fallen snow, radiating a soft, calming glow. The silk's edges are adorned with faint, shimmering patterns that resemble ancient runes or flowing streams, giving the amulet an aura of mystique and purpose. The white gem, seamlessly embedded in the silk, draws the eye and exudes an air of quiet, undeniable power, as if it holds the very essence of justice within its core.

HISTORY

The origins of the Amulet of Justice are steeped in mystery, its creation lost to time and whispers of forgotten lore. Tales speak of a powerful artifact forged by divine hands or ancient, unrecorded magic, though none can say for certain. What is known is that its location is a well-guarded secret, known only to an enigmatic magic-wielding blue dragon named Thaloryx, Seeker of Justice, who dwells in the craggy heights of Strathclyde. Thaloryx safeguards the knowledge of the amulet's resting place - hidden deep beneath the tranquil waters of Loch Rannoch, a place said to be warded by enchantments that deter even the boldest of seekers.

MAGIC

The Amulet of Justice is a powerful artifact imbued with ancient, restorative magic that serves as a counterbalance to dark forces. Its primary ability is to directly oppose and neutralize the malevolent enchantments of the infamous "Knife of Evil." When activated, the amulet emits a radiant light that pierces through shadows of corruption, unraveling the sinister spells cast by the blade. This power allows it to reverse curses, dispel harmful effects, and mend the damage wrought by the knife's influence. The amulet's magic is precise, targeting the specific threads of evil magic and restoring balance and purity to those afflicted. It is said that the gem at its center glows brighter when its restorative magic is in use, embodying the unwavering light of justice triumphing over darkness.

GAMEPLAY MECHANICS

While attuned to the Amulet of Justice, the wearer is shielded from the curse of the Knife of Evil, and any curses already affecting the wearer are ended and has advantage on saving throws against being frightened or charmed. Additionally, while attuned, the wearer can use an action to touch a willing creature. The touched creature must succeed on a DC 20 Wisdom saving throw (DC 15 if the wearer has reached level 10). On a success, any curse affecting the creature is suppressed until the end of their next turn. This suppression also applies to the Charmed and Frightened conditions.

If the creature succeeds on the saving throw, they can repeat the Wisdom saving throw at the end of each of their turns to extend the effect for one additional turn. Only one creature can benefit from this effect at a time (this limit increases to two creatures at 5th level, three creatures at 11th level, and four creatures at 17th level).

HAMMER OF GLORY

Wondrous Warhammer, legendary (requires attunement by a Class-Lvl 3+ Barbarian or Fighter)



APPEARANCE

The Hammer of Glory is a magnificent artifact, its design radiating both power and elegance. The head is crafted from a mysterious material described in legend as a "crystal enchantment of steel." This silvery-gray metal shimmers with a faint iridescence, occasionally catching the light in soft hues of blue. Its surface is adorned with glowing runes and intricate patterns, pulsing faintly as if alive with hidden magic.

The handle is formed from ancient dark wood, its grain polished smooth with age, reinforced by intricately engraved golden bands that add both strength and beauty. Balanced and proportional, the hammer feels both ceremonial and deadly, crafted for a hero of unmatched purpose. Surrounding it is a faint, golden aura, imbuing the artifact with a quiet majesty that commands reverence. Its presence exudes a restrained power, hinting at its potential to shape both battle and destiny.

HISTORY

The Hammer of Glory is one of the legendary Three Relics of Legends, an extraordinary trio of artifacts that includes the Knife of Evil and the Vorpal Laserblaster of Pittenweem. Crafted eons ago by the enigmatic Starlords, these relics were forged to combat an ancient, unknowable evil that threatened the cosmos in the year 10,000 BD.

Wielded during this monumental conflict, the Hammer of Glory became a symbol of defiance and hope, its power instrumental in turning the tide of battle. Once the evil was vanquished, the Starlords, fearing the potential misuse of the relics, made the decision to hide them away. The Hammer of Glory was concealed on Earth, buried deep within the rugged Cairngorm Mountains in what is now Scotland.

To this day, the Hammer of Glory remains hidden, its exact location a mystery. No map or record was left behind, and the Starlords ensured that its resting place would be inaccessible to any but the most determined and worthy.

MAGIC

The Hammer of Glory is a weapon of unparalleled power, its magic fueled by raw solar energy. The artifact seems to draw strength directly from the sun, radiating an intense, golden light that grows stronger when bathed in sunlight. This celestial energy not only enhances the hammer's durability and destructive force but also imbues it with a radiant aura that inspires allies and strikes fear into foes.

Only a warrior "with a heart pure of steel" can wield the Hammer of Glory. This enigmatic requirement speaks to both moral integrity and unshakable resolve, rejecting any who lack the strength of spirit or character necessary to command its immense power. To its chosen wielder, the hammer grants the ability to kill even immortal beings, severing their existence in defiance of natural or supernatural laws.

The Hammer of Glory also channels its wielder's fury into devastating enchantments. When its power is unleashed, it can focus this wrath into a concussive force that causes enemies' heads to "explode with fury", an effect both terrifying and unstoppable.

GAMEPLAY MECHANICS

Attacks made with the Hammer of Glory count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Starting at 5th level, the Hammer of Glory gains a magical enchantment, granting a +1 bonus to attack rolls, damage rolls, and the DC of its magical effects. This bonus increases to +2 at 11th level and +3 at 17th level.

The Hammer of Glory has a maximum of 3 charges and when attuned to it you can use the following actions.

- As an action, you can expend 1 charge to channel the hammer's power in a concussive wave of force. Each creature of your choice within a 5-foot radius must succeed on a Dexterity saving throw or take $1d6$ force damage. On a success the creature takes half the amount. The saving throw DC is calculated as follows:

$$DC = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$

The damage increases to $2d6$ at 5th level, $3d6$ and the radius increases to 10 feet at 11th level, and $4d6$ at 17th level.

- You can expend 3 charges as an action to shatter a Wall of Force as if using the disintegrate spell.

When you reach 5th level the number of charges increase to 5, 7 charges at 11th level, and 10 charges at 17th level. The hammer regains all expended charges at dawn.

RESOURCES

ROYAL INVITATION



KING DUNDAX XIII

TOGETHER WITH
SER PROLENTUS

REQUEST THE HONOUR OF YOUR PRESENCE
TO CELEBRATE THE MARRIAGE OF

Prince Angus McFife
&
Lady Iona McDougall

MAY THE UNION
SERVE AS A BEACON OF HOPE, COURAGE, AND UNITY TO THE
KINGDOM OF FIFE AND BEYOND.

ALL HAIL TO DUNDEE AND CRAIL!



CHARACTER STATBLOCKS

ANGUS MCFIFE

Prince Angus McFife I stands just over six feet tall, his posture regal yet relaxed, as if he'd rather be wandering the emerald hills of Fife than presiding over court. Clear blue eyes - reflecting both compassion and resolute courage - scan his surroundings constantly, ever alert for his people or a creature in need. He favours a studded leather armour of deep forest green, embroidered with silver filigree.

Born the eldest son of King Dundax XIII, Angus was raised in princely halls of Dundee but still keep his humility and kindness towards the people of Fife. His voice is warm and low, each word chosen with gentle precision; when he laughs - a rich, infectious sound - it feels like sunlight breaking through canopy leaves.

On the battlefield, Angus takes his place at the vanguard, sword aloft and voice carrying above clashing steel. His keen

tactical mind discerns enemy weaknesses and with an incomparable commanding presence, he bolsters his forces' fortitude and resilience.

PLAYING ANGUS MCFIFE

When portraying Prince Angus McFife I, lean into his compassionate nature. Speak with a soft, calm tone and allow him to interrupt formalities if he senses distress. Showcase his humility by having him downplay compliments and share credit with others. In moments of conflict, shift seamlessly from gentle peacemaker to determined protector. Above all, let his kindness be his strongest weapon - one that inspires allies and tames even the most hardened hearts.

ANGUS MCFIFE

Human Fighter (Lvl 7, Battle Master), Lawful Good

Armor Class 16 (Studded Leather Armor) Initiative +4 (14)

Hit Points 52 (7d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws STR +4, Con +5

Skills Animal Handling +4, Acrobatics +7, History +3, Insight +4, Nature +3, Perception +4, Performance +6, Persuasion +6, Stealth +7

Senses Passive Perception 14

Languages Common, Dwarvish, Elvish

Challenge -

Proficiency Bonus +3

TRAITS

Musician. During a Short or Long Rest Angus McFife can give up to 3 allies an Heroic Inspiration.

Great Weapon Fighting. When Angus rolls damage for an attack he makes with a Melee weapon that he is holding with two hands, he can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

Action Surge (1 use per SR or LR). Angus McFife can take an additional action during his turn.

Combat Superiority. Angus McFife has 5 Superiority Dice (d8) which he can use to do his maneuvers. He regains all expended Superiority Dice when he finishes a Short or Long Rest.

Commanding Presence. When Angus McFife makes a Charisma (Intimidation, Performance, or Persuasion) check he can add one Superiority Die to the roll.

Trip Attack. When Angus McFife hits a creature with an attack, he can expend a Superiority Dice and add it to the damage roll. If the target is Large or smaller, it must succeed on a Strength Saving Throw (DC 15) or be knocked prone.

ACTIONS

Extra Attack. Angus McFife can attack twice whenever he takes the Attack Action.

Commander's Strike. When Angus McFife takes the Attack Action he can forego his attack to command another companion to strike. That creature takes its Reaction to make an attack, adding the Superiority Die to the attack's damage roll on a hit.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) Slashing damage, or 10 (1d10 + 5) Slashing damage when used with two hands. When Angus McFife makes an extra attack using the Scimitar he can do so as part of the Attack action instead of using the Bonus Action.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) Piercing damage. When Angus hits a creature with this weapon he gains Advantage on the next attack roll against that creature.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) Piercing damage. A creature hit with this attack has its speed reduced by 10 feet, up to a maximum reduction of 10 feet.

BONUS ACTION

Second Wind (3 charges). Angus McFife regains 12 (1d10 + 7) Hit Points. Also he can move up to half his speed without provoking Opportunity Attacks.

Rally. Angus McFife bolsters the resolve of a creature. By expending one Superiority Die that creature gains 7 (1d8 + 3) Temporary Hit Points.

REACTION

Riposte. When a creature misses Angus McFife he can expend a Superiority Die to immediately attack that creature adding the Superiority Die to the attack's damage roll on a hit.



THE HOOTSMAN

HOOTSMAN

Warforged Barbarian (Lvl 9, Path fo the Berserker), Chaotic Neutral

Armor Class 16 (Natural Armor)

Initiative +2 (12)

Hit Points 94 (9d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	11 (+0)	14 (+2)	10 (+0)

Saving Throws STR +9, CON +7

Skills Animal Handling +6, Athletics +9, Intimidation +4, Nature +4, Perception +6, Survival +6

Damage Resistances Poison

Condition Immunities Diseased, Poisoned

Senses Passive Perception 16

Languages Common, Sylvan

Challenge -

Proficiency Bonus +4

TRAITS

Rage. While the Rage is active, the Hootsman gains the following benefits:

- He has resistance against bludgeoning, slashing, and piercing damage
- When he makes an attack using Strength, his damage increases by +3
- He has advantage on Strength checks and Strength saving throws

While in Rage, the Hootsman is also immune to the Charmed and Frightened condition and already affecting conditions of that kind end if he enters his Rage. Additionally, the Hootsman can make any checks of the following skills as a Strength check: Acrobatics, Intimidation, Perception, Stealth, and Survival.

Feral Instinct. The Hootsman has advantage on Initiative Rolls.

Reckless Attack. When the Hootsman makes his first attack roll he can give himself Advantage on it until the next turn, but attack rolls against him have Advantage during that time. He can forego the Advantage to deal an additional 5 (1d10) damage and either push the target 15 feet and move up to half his Speed towards the target without provoking Opportunity Attacks or reduce the targets speed by 15 feet. If the Hootsman's Rage is active when using this trait the target also takes 10 (3d6) additional damage of the same type as the attack.

ACTIONS

Extra Attack. The Hootsman can attack twice whenever he takes the Attack Action.

Battleaxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) Slashing damage, or 10 (1d10 + 5) Slashing damage when used with two hands. The creature hit with this attack must succeed on a DC 17 Constitution Saving Throw or is knocked prone.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) Slashing damage. Once per turn when the Hootsman hits a creature with this attack he can make another attack roll against another creature within 5 feet of the first target. On a hit the creature takes 6 (1d12) slashing damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) Piercing damage. A creature hit with this attack has its speed reduced by 10 feet, up to a maximum reduction of 10 feet.

BONUS ACTION

Rage (4 / Short or Long Rest). The Hootsman can enter a Rage while he is not wearing Heavy Armor. He will gain all Rage benefits and it lasts until the end of his next turn if he does not extend it. He can maintain the Rage for up to 10 minutes.

SER PROLETIUS

SER PROLETIUS

Human Paladin (Lvl 10, Oath of the Crown), Lawful Good

Armor Class 20 (Plate Armor, Shield)

Initiative +3 (13)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	16 (+3)	10 (+0)	11 (+0)	16 (+3)

Saving Throws WIS +4, CHA +7

Skills Athletics +6, History +4, Insight +4, Intimidation +7, Persuasion +7

Senses Passive Perception 10

Languages Common

Challenge -

Proficiency Bonus +4

TRAITS

Savage Attacker. Once per turn when Ser Proletius hits another creature with a weapon, he can roll the weapon's damage twice and use either roll against the target.

Channel Divinity. Ser Proletius has two Channel Divinity charges per Long Rest.

Aura of Protection. Ser Proletius and his allies within a 10-foot radius of him gains a +3 bonus to all saving throws. Also all have Immunity to the Frightened condition while in the area of effect.

ACTIONS

Extra Attack. Ser Proletius can attack twice whenever he takes the Attack Action.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) Slashing damage, or 10 (1d10 + 5) Slashing damage when used with two hands. The creature hit with this attack has Disadvantage on its next attack roll before the start of Ser Proletius' next turn.

Javelin. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 8 (1d6 + 5) Piercing damage. A creature hit with this attack has its speed reduced by 10 feet, up to a maximum reduction of 10 feet.

SPELLS

Spellcasting Ser Proletius is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Ser Proletius has the following paladin spells prepared:

1/day each: Aura of Vitality, Command, Compelled Duel, Divine Smite, Find Steed, Spirit Guardians, Warding Bond, Zone of Truth

1st level (4 slots): Bless, Command, Compelled Duel, Divine Smite, Heroism, Shield of Faith

2nd level (3 slots): Aid, Branding Smite, Find Steed, Prayer of Healing, Warding Bond, Zone of Truth

3rd level (2 slots): Aura of Vitality, Crusader's Mantle, Revivify, Spirit Guardians

BONUS ACTION

Lay on Hands. Ser Proletius can touch a creature and draw power from the pool of healing (50 points) to restore a number of Hit Points to that creature.

He can also expend 5 Hit Points from the pool to remove the Poisoned condition from that creature

Divine Sense. Ser Proletius can use a Channel Divinity charge and open his awareness to detect Celestials, Fiends, and Undead within 60 feet of himself. Additionally, within the same radius he can also detect the presence of any place or object that has been consecrated or desecrated, as with the Hallow spell.

Champion Challenge. Ser Proletius can use a Channel Divinity charge to compel other creatures to battle with him. Each creature of his choice within 30 feet must make a Wisdom saving throw. On a failed save a creature cannot willingly move more than 30 feet away from him. The condition ends if Ser Proletius is incapacitated or the creature is more than 30 feet away from him.

Champion Challenge. Ser Proletius can use a Channel Divinity charge to bolster injured creatures. Each creature within 30 feet regains 6 (1d6 + 3) Hit Points if it has no more than half of its Hit Points.

REACTION

Interception. When Ser Proletius sees a creature hit another creature within 5 feet of him with an attack roll, he can reduce the damage by 9 (1d10 + 4).

Divine Allegiance. If a creature within 5 feet of Ser Proletius takes damage, he can use his reaction to magically substitute his own health for that of the target creature, causing that creature not to take the damage. Instead, Ser Proletius takes the damage. This damage to him can't be reduced or prevented in any way.

ZARGOTHRAX

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ZARGOTHRAX

Medium Undead, Chaotic Evil

Armor Class 21 (Natural Armor)

Initiative +3 (13)

Hit Points 285 (30d8 + 150)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	20 (+5)	27 (+8)	21 (+5)	20 (+5)

Skills Arcana +22, History +22, Insight +12, Perception +12

Damage Resistances Cold, Lightning

Damage Immunities Bludgeoning, Piercing, and Slashing damage from nonmagical attack, Necrotic, Poison

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned

Senses Truesight 120 ft., Passive Perception 22

Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Giant, Infernal, Primordial, Undercommon

Challenge 23 (50,000 XP)

Proficiency Bonus +7

TRAITS

Legendary Resistance (3/Day). If Zargothrax fails a saving throw, he can choose to succeed instead.

Turn Resistance. Zargothrax has advantage on saving throws against any effect that turns undead.

ACTIONS

Knife of Evil. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) Piercing damage.

Paralyzing Touch. Melee Spell Attack: +15 to hit, reach 5 ft., one target. Hit: 10 (3d6) Cold damage, and the target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SPELLS

Spellcasting Zargothrax is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Zargothrax has the following wizard spells prepared:

Cantrips (At will): Mage Hand, Ray of Frost, Shocking Grasp

1st level (At will): Ray of Sickness, Shield

2nd level (At will): Arcane Lock, Knock

3rd level (At will): Animate Dead, Counterspell

4th level (3 slots): Blight, Ice Storm, Phantasmal Killer

5th level (3 slots): Cloudkill, Hold Monster, Wall of Force

6th level (3 slots): Chain Lightning, Circle of Death, Disintegrate

7th level (3 slots): Finger of Death, Plane Shift, Teleport

8th level (2 slots): Maze, Mind Blank

9th level (2 slots): Power Word Kill, Time Stop

LEGENDARY ACTIONS

Zargothrax can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Zargothrax regains spent legendary actions at the start of its turn.

At-Will Spell. Zargothrax cast one of his at-will spells.

Melee Attack. Zargothrax uses Paralyzing Touch or makes one melee attack with his Knife of Evil.

Frightening Gaze (Costs 2 Actions). Zargothrax fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 20 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Zargothrax's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each creature within 20 feet of Zargothrax must make a DC 20 Constitution saving throw against this magic, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

TOURNEY CONTESTANTS

ALASDAIR MACLEOD

Alasdair MacLeod hails from the rugged slopes of the Glencoe Mountains, where his Stone-Goliath clan tests their mettle by hurling ancient granite boulders off towering cliffs. He enters Dundee's wedding tourney not for mere sport, but to prove that his people's hard-won strength from the Highlands still commands respect across Caledonia.

ALASDAIR MACLEOD

Goliath (Stone) Barbarian, Neutral

Armor Class 16 (Natural Armor)

Initiative +1 (11)

Hit Points 10 (1d12 + 4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws STR +6, CON +4

Skills Athletics +6, Animal Handling +3, Survival +3

Senses Passive Perception 11

Languages Common, Giant

Challenge -

Proficiency Bonus +2

TRAITS

Powerful Build. Alasdair has Advantage on any saving throw he makes to end the Grappled condition. He also counts as one size larger when determining his carrying capacity.

Rage. While the Rage is active, Alasdair gains the following benefits:

- He has resistance against bludgeoning, slashing, and piercing damage
- When he makes an attack using Strength, his damage increases by +2
- He has advantage on Strength checks and Strength saving throws

ACTIONS

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) Slashing damage, or 9 (1d10 + 4) Slashing damage when used with two hands.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) Piercing damage.

BONUS ACTIONS

Rage (2 / Short or Long Rest). Alasdair can enter a Rage while he is not wearing Heavy Armor. He will gain all Rage benefits and it lasts until the end of his next turn if he does not extend it. He can maintain the Rage for up to 10 minutes.

REACTIONS

Stone's Endurance (2 / Long Rest). When Alasdair takes damage, he can take a Reaction to roll 1d12. Add his Constitution modifier to the number rolled and reduce the damage by the total.

EWAN MACRAE OF DUNKELD

Ewan MacRae stands as Dunkeld's unyielding bulwark, born and raised on the misty banks of the River Tay where he learned swordplay guarding abbey walls and herding cattle through Highland glens. Clad in steel plate etched with the symbol of Dunkeld's fallen heroes, he has repelled raiders and settled feuds with unshakeable discipline. Now, as the clear favourite of Dundee's wedding tourney, Ewan seeks not only personal glory but to elevate his town's renown – victory would cement Dunkeld's reputation as a bastion of strength and honour throughout Scotland.

EWAN MACRAE

Human Fighter, Lawful Good

Armor Class 17 (Splint Mail)

Initiative +4 (14)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	8 (-1)	13 (+1)	14 (+2)

Saving Throws STR +6, CON +4

Skills Athletics +6, Animal Handling +3, Perception +3

Senses Passive Perception 13

Languages Common

Challenge -

Proficiency Bonus +2

TRAITS

Savage Attacker. Once per turn when Ewan hits another creature with a weapon, he can roll the weapon's damage twice and use either roll against the target.

Great Weapon Fighting. When Ewan rolls damage for an attack he makes with a Melee weapon that he is holding with two hands, he can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

Action Surge (1 / Short or Long Rest). Ewan takes one additional Action.

Improved Critical. Ewan's attack rolls with weapons and Unarmed Strikes can score a Critical Hit on a roll of 19 or 20 on the d20.

Remarkable Athlete. Thanks to Ewan's athleticism, Ewan has Advantage on Initiative rolls and Strength (Athletics) checks. In addition, immediately after he scores a Critical Hit, he can move up to half his Speed without provoking Opportunity Attacks.

ACTIONS

Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) Slashing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) Piercing damage.

BONUS ACTION

Second Wind (1 / Short or Long Rest). Ewan regains 9 (1d10 + 4) Hit Points.

GAVIN BUCHANAN

Gavin Buchanan is a nimble halfling rogue from Dundee's bustling harbour district, where he learned to ghost through alleyways and lift purses with a rakish grin. His keen green eyes spot every coin pouch and councilor's secret, and his leather jerkin hides tools for any trick. In the wedding tourney, he aims to prove that wit and speed can outmatch steel - and maybe pocket a few unexpected prizes along the way.

GAVIN BUCHANAN

Halfling Rogue, Chaotic Neutral

Armor Class 15 (Leather Armor)

Initiative +4 (14)

Hit Points 15 (2d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	15 (+2)	13 (+1)	12 (+1)

Saving Throws DEX +6, INT +4

Skills Acrobatics +6, Perception +5, Stealth +8

Senses Passive Perception 15

Languages Common, Thieves' Cant

Challenge -

Proficiency Bonus +2

TRAITS

Brave. Gavin has Advantage on saving throws he makes to avoid or end the Frightened condition.

Halfling Nimbleness. Gavin can move through the space of any creature that is a size larger than him, but he can't stop in the same space.

Luck. When Gavin rolls a 1 on the d20 of a D20 Test, he can reroll the die, and he must use the new roll.

Naturally Stealthy. Gavin can take the Hide action even when he is obscured only by a creature that is at least one size larger than him.

Sneak Attack. Once per turn, Gavin can deal an extra 2d6 damage to one creature he hits with an attack roll if he has Advantage on the roll and the attack uses a Finesse or Ranged weapon. The extra damage's type is the same as the weapon's type.

Steady Aim. If Gavin hasn't moved during his turn, he can give himself Advantage on his next attack on the current turn. After he uses it, his Speed is 0 until the end of the current turn.

ACTIONS

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) Piercing damage.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) Piercing damage.

SPELLS

Spellcasting Gavin Buchanan can cast the following spells using Intelligence as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: Mage Hand, Mind Sliver, Minor Illusion

1st level (2 slots): Disguise Self, Fog Cloud, Long Strider

BONUS ACTIONS

Cunning Action. Gavin can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

HAMISH "HALFWIT" MCGREGOR

Hamish "Halfwit" McGregor strides into the lists as Dundee's most infamous human bard, lute slung crooked over one shoulder and mismatched armour clinking with every off-key chord. Hailing from the city's poorest quarter, his performances are as chaotic as his swordplay - he mangles melodies, forgets lyrics, and somehow still manages to rally a crowd's laughter. Nobody's quite sure how he earned a spot in the wedding tourney - some say it's for sheer entertainment - but Hamish embraces the role, blundering through verse and verse until even his foes can't help but chuckle at his well-meaning, bumbling charm.

HAMISH MCGREGOR

Human Bard, Chaotic Good

Armor Class 9 (Leather Armor)

Initiative -2 (8)

Hit Points 6 (1d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	7 (-2)	14 (+2)	8 (-1)	14 (+2)	20 (+5)

Saving Throws DEX +0, CHA +7

Skills Acrobatics +0, Performance +7, Survival +4

Senses Passive Perception 12

Languages Common

Challenge -

Proficiency Bonus +2

TRAITS

Lucky (2 / Long Rest). Hamish can expend one use of his Lucky Trait to give himself Advantage whenever he rolls a d20 for a D20 test. He can also expend a use to give another creature Disadvantage on its next attack roll against him.

Encouraging Song. Whenever Hamish finishes a Short or Long Rest he can use an instrument he is proficient with and give Heroic Inspiration to up to 2 allies that can hear the song.

ACTIONS

Dagger. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 0 (1d4 - 2) Slashing damage.

Shortbow. Ranged Weapon Attack: +0 to hit, range 80/320 ft., one target. Hit: 1 (1d6 - 2) Piercing damage.

SPELLS

Spellcasting Hamish McGregor can cast the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: Dancing Lights, Vicious Mockery

1st level (2 slots): Charm Person, Disguise Self, Faerie Fire, Unseen Servant

BONUS ACTION

Bardic Inspiration (5 / Long Rest). Hamish can inspire another creature within 60 feet of himself that can hear him. That creature gains Bardic Inspiration. Once within the next hour when the creature fails a D20 Test, the creature can expend its Bardic Inspiration and roll a d6, adding the number rolled to the d20, potentially turning the failure into a success.

RORY MAC TAVISH

Rory MacTavish slips into the tournament grounds like a shadow at dusk - tall and lithe, clad in muted forest greens and a cloak of whispering leaves. A Wood Elf by race, he speaks little of his past: no village name, no childhood tales, only the silent precision of his arrows and the watchful calm in his emerald eyes. With each draw of his longbow, he betrays a lifetime's practice among ancient woodlands, yet his true purpose here remains as hidden as his footsteps in the undergrowth. Whether he seeks challenge, redemption, or something none can guess, Rory's inscrutable presence keeps both allies and rivals on edge.

RORY MAC TAVISH

Woodelf Ranger, Neutral Good

Armor Class 16 (Studded Leather Armor) Initiative +4 (14)

Hit Points 11 (2d10 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	8 (-1)	15 (+2)	10 (+0)

Saving Throws STR +3, DEX +6

Skills Animal Handling +4, Stealth +6, Survival +4

Senses Passive Perception 12

Languages Common, Elvish

Challenge -

Proficiency Bonus +2

TRAITS

Darkvision. Rory has Darkvision with a range of 60 feet.

Fey Ancestry. Rory has Advantage on saving throws to avoid or end the Charmed condition.

ACTIONS

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) Slashing damage.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) Piercing damage.

SPELLS

Spellcasting Rory MacTavish can cast the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: Druidcraft, Guidance

1/day: Create or Destroy Water

2/day: Hunter's Mark

1st level (2 slots): Animal Friendship, Speak with Animals, Hunter's Mark, Create or Destroy Water

MONSTER STATBLOCKS

BANDITS

BANDIT

BANDIT

Medium or Small Humanoid, Neutral

Armor Class 12 **Initiative** +1 (11)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Gear Leather Armor, Light Crossbow, Scimitar
Senses Passive Perception 10
Languages Common, Thieves' Cant
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

ACTIONS

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) Slashing damage.
Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) Piercing damage.

BANDIT CAPTAIN

BANDIT CAPTAIN

Medium or Small Humanoid, Neutral

Armor Class 15 **Initiative** +3 (13)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws STR +4, DEX +5, WIS +2
Skills Athletics +4, Deception +4
Gear Pistol, Scimitar, Studded Leather Armor
Senses Passive Perception 10
Languages Common, Thieves' Cant
Challenge 2 (450 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The bandit makes two attacks, using Scimitar and Pistol in any combination.
Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) Slashing damage.
Pistol. Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target.
Hit: 8 (1d10 + 3) Piercing damage.

REACTIONS

Parry. Trigger: The bandit is hit by a melee attack roll while holding a weapon.
Response: The bandit adds 2 to its AC, against this attack, possibly causing it to miss.

BANDIT ARCHER

BANDIT ARCHER

Medium or Small Humanoid, Neutral

Armor Class 16 **Initiative** +1 (11)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5
Gear Leather Armor, Light Crossbow, Scimitar
Senses Passive Perception 15
Languages Common, Thieves' Cant
Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The archer makes two attacks with its longbow.
Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) Piercing damage.
Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) Piercing damage.

BONUS ACTIONS

Archer's Eye (3/Day). As a Bonus Action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

BANDIT SCOUT

BANDIT SCOUT

Medium or Small Humanoid, Neutral

Armor Class 13 **Initiative** +2 (12)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Gear Leather Armor, Longbow, Shortsword
Senses Passive Perception 15
Languages Common, Thieves' Cant
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The bandit scout makes two attacks, using Shortsword and Longbow in any combination.
Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) Piercing damage.
Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) Piercing damage.

MASTIFF

MASTIFF

Medium Beast, Unaligned

Armor Class 12

Initiative +2 (12)

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Saving Throws WIS +5

Skills Perception +5

Senses Darkvision 60 ft, Passive Perception 15

Languages -

Challenge 1/8 (25 XP)

Proficiency Bonus +2

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

SHADOW MASTIFF

SHADOW MASTIFF

Medium Monstrosity, Neutral Evil

Armor Class 12

Initiative +2 (12)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +6

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks while in dim light or darkness

Senses Darkvision 60 ft, Passive Perception 13

Languages -

Challenge 2 (450 XP)

Proficiency Bonus +2

TRAITS

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

Keen Hearing and Smell. The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sunlight Weakness. While in bright light created by sunlight, the Shadow Mastiff has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) Piercing damage. If the target is a creature, it must succeed on a DC 13 Strength Saving Throw or be knocked prone.

BONUS ACTIONS

Shadow Blend. While in dim light or darkness, the Shadow Mastiff can use a Bonus Action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the Shadow Mastiff uses a Bonus Action to end it or until the Shadow Mastiff attacks, is in bright light, or is incapacitated.

CREATURES

GRUNG

GRUNG

Small Humanoid (Grung), Lawful Evil

Armor Class 12	Initiative +2 (12)
Hit Points 11 (2d6 + 4)	
Speed 25 ft., Climb 25 ft.	

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws DEX +4
Skills Athletics +2, Perception +2, Stealth +4, Survival +2

Damage Immunities Poison

Condition Immunities Poisoned

Gear Dagger, Vial of Poison (Basic)

Senses Passive Perception 12

Languages Grung

Challenge 1/4 (50 XP)

Proficiency Bonus +2

TRAITS

Amphibious. The Grung can breathe air and water.

Poisonous Skin. Any creature that grapples the Grung or otherwise comes into direct contact with the Grung's skin must succeed on a DC 12 Constitution Saving Throw or become Poisoned for 1 minute. A poisoned creature no longer in direct contact with the Grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The Grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) Piercing damage, and the target must succeed on a DC 12 Constitution Saving Throw or take 5 (2d4) Poison damage.

GRUNG WIDLING

GRUNG WIDLING

Small Humanoid (Grung), Lawful Evil

Armor Class 13	Initiative +3 (13)
Hit Points 27 (5d6 + 10)	
Speed 25 ft., Climb 25 ft.	

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	10 (+0)

Saving Throws DEX +5
Skills Athletics +2, Perception +4, Stealth +5, Survival +4

Damage Immunities Poison

Condition Immunities Poisoned

Gear Dagger, Shortbow, Vial of Poison (Basic)

Senses Passive Perception 14

Languages Grung

Challenge 1 (200 XP)

Proficiency Bonus +2

TRAITS

Amphibious. The Grung can breathe air and water.

Poisonous Skin. Any creature that grapples the Grung or otherwise comes into direct contact with the Grung's skin must succeed on a DC 12 Constitution Saving Throw or become Poisoned for 1 minute. A poisoned creature no longer in direct contact with the Grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The Grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) Piercing damage, and the target must succeed on a DC 12 Constitution Saving Throw or take 5 (2d4) Poison damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) Piercing damage, and the target must succeed on a DC 12 Constitution Saving Throw or take 5 (2d4) Poison damage.

SPELLS

Spellcasting The Grung is a 9th-Level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

It knows the following ranger spells:

1st level (4 slots): Cure Wounds, Jump

2nd level (3 slots): Barkskin, Spike Growth

3rd level (2 slots): Plant Growth

GRUNG ELITE WARRIOR

GRUNG ELITE WARRIOR

Small Humanoid (Grung), Lawful Evil

Armor Class 13 **Initiative +3 (13)**
Hit Points 49 (9d6 + 18)
Speed 25 ft., Climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws DEX +5

Skills Athletics +2, Perception +2, Stealth +5, Survival +2

Damage Immunities Poison

Condition Immunities Poisoned

Gear Dagger, Shortbow, Assassin's Blood (Poison, Ingested)

Senses Passive Perception 12

Languages Grung

Challenge 2 (450 XP)

Proficiency Bonus +2

TRAITS

Amphibious. The Grung can breathe air and water.

Poisonous Skin. Any creature that grapples the Grung or otherwise comes into direct contact with the Grung's skin must succeed on a DC 12 Constitution Saving Throw or become Poisoned for 1 minute. A poisoned creature no longer in direct contact with the Grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The Grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) Piercing damage, and the target must succeed on a DC 12 Constitution Saving Throw or take 5 (2d4) Poison damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) Piercing damage, and the target must succeed on a DC 12 Constitution Saving Throw or take 5 (2d4) Poison damage.

Mesmerizing Chirr (Recharge 6). The Grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the Grung and able to hear it must succeed on a DC 12 Wisdom Saving Throw or be stunned until the end of the Grung's next turn.

UNDEAD

CORRUPTED UNICORN

CORRUPTED UNICORN

Large Undead, Chaotic Evil

Armor Class 12
Hit Points 75 (10d10 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Charmed, Paralyzed, Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages -

Challenge 3 (700 XP)

Initiative +4 (14)

Proficiency Bonus +2

TRAITS

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) Piercing damage. If the target is a creature, it must succeed on a DC 14 Strength Saving Throw or be knocked prone.

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

Magic Weapons. The unicorn's weapon attacks are magical.

Undead Nature. The unicorn doesn't require food, air, drink, or sleep.

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) Bludgeoning damage.

Horn. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) Piercing damage.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

SPELLS

Innate Spellcasting The unicorn's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The unicorn can innately cast the following spells, requiring no components:

At will: Detect Evil and Good, Pass without Trace, Sapping Sting

1/day each: Cause Fear, False Life, Ray of Sickness

BONUS ACTIONS

Memento Mori (3/Day). The unicorn touches another creature with its horn. The sound of a dolorous bell fills the air around it for a moment. The target must succeed on a DC 13 Wisdom saving throw or take 1d8 Necrotic damage. If the target is missing any of its Hit Points, it instead takes 1d12 Necrotic damage.

UNDEAD SOLDIER

UNDEAD SOLDIER

Medium Undead, Chaotic Evil

Armor Class 16 (Shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Saving Throws CON +3, WIS +2

Skills Athletics +4

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 1 (200 XP)

Initiative +2 (12)

Proficiency Bonus +2

TRAITS

Martial Advantage. Once per turn, the soldier can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

Undead Fortitude. If damage reduces the undead soldier to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Undead Nature. The undead doesn't require food, air, drink, or sleep.

ACTIONS

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

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



TEST PART