Druid Enclave

Adventure Book



A Fantasy Roleplaying Setting

by J. Evans Payne

5th Edition Fantasy

FlexTale

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To my friends from college, who stuck with all manner of nerdy obsessions of mine through the years, despite dwindling free time in which to pursue such things, and increasing responsibilities in other realms.

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Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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Dedication

This book is dedicated to my mother, who proudly displays each and every one of my books in her living room, whether they're any good or not. She stuck with my early-childhood hatred of writing and work, and has encouraged me endlessly as I've slowly, gradually, turned that around. Love you, Mom. :)

Foreward

Oops. I did it again.

I turned a ~200-300 page book into a massive doorstop of a tome. I ran the page count right up t—literally, right up to—the very maximum limit of what my publisher and printer can support and allows.

Druid Enclave is a massive, sprawling situation. It's a city setting. It's a set of quests. It's a foreward, a suffix, and a wrapper for the equally-massive ***Dark Obelisk 2*** mega-adventure.

On its own, DO2 is the largest single adventure setting ever published. Taken together, DO2 and ***Druid Enclave*** represent dozens, if not over a hundred, gaming sessions' worth of content, quests, and adventure.

I'd originally intended ***Druid Enclave*** to be a launchpad, a kind of healing station, almost, for those wishing to embark upon the DO2 adventure.

Along the way, the Enclave turned into something much larger. Political intrigue, darkness in the characters, and a huge assortment of factions... it's become a thing unto itself.

One of many. Stick around. We're just getting started, here.

J. Evans Payne

Malvern, Pennsylvania

June 2019

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should "feel real" and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It's so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don't put a building on a map if I can't go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it's fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn't be there!

Thoroughness: But What If...?

It's possible to have a 16-page adventure that's wonderful and exciting. It's also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the "intended" Adventure Path or associated suite of IGS products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is "one and done" by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.

There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

"**Dynamic content**" is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable**™.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table

": Traditional Lookup Table" is a typical "what's in the treasure chest" table that requires rolling a **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	**Nothing**	The treasure chest is empty.
31-40	**Minor Reward**	1d20 gp and a silver locket worth 5 pp.
41-80	**Average Reward**	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81-100	**Major Reward**	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- **"Scalable" monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards,** measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

": Sample Treasure Chest Contents" is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context "A" (D%A)**, the next one is **"B"**, and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

Different Probabilities: Context C is the most favorable, since it provides a much bigger range of rolls under which you would receive the "Major Reward". Context B is the next best, since it, too, expands the range that Context A has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: "**Cursed Reward**".

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party's relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to

***FlexTable 1*: Sample Treasure Chest Contents**

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Nothing**	The treasure chest is empty.
31-40	21-50	21-30	31-40	**Minor Reward**	**1d20 gp** and a silver locket worth **5 pp**.
41-80	51-60	31-50	41-45	**Average Reward**	**3d12 gp**, a gold-hilted dagger worth **10 pp**, and two *potions of cure light wounds*.
81-100	61-100	51-100	46-50	**Major Reward**	**2d20 pp**, a potion of cure moderate wounds, and a *scroll of fireball* (CL 12).
n/a	n/a	n/a	51-100	**Cursed Reward**	**6d6 cp**, a rusted dagger (useless in combat), and whomever opens it is struck with a *bestow curse* spell (CL 8).

represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

- **Use Context A:**
  If the party's relationship to the wizard is **Unfriendly** or **Indifferent**.
- **Use Context B:**
  If the party's relationship to the wizard is **Friendly**.
- **Use Context C:**
  If the party's relationship to the wizard is **Helpful**.
- **Use Context D:**
  If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.



Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- An integrated **companion** to the ***Dark Obelisk 2: The Mondarian Elective*** adventure, either as a predecessor/introduction to that adventure, a successor/follow-up, or something to be pursued in parallel.

  (See "Incorporation", p 16).

- A **follow-up component** to the ***Dark Obelisk 1: Berinncorte*** adventure.
- An urban adventure setting describing a vast city and underground dwelling, usable as a **supplement** in any campaign world, setting, or environment.
- A **standalone campaign setting**, usable as a "sandbox" style set of adventures without a main plot or objective, but still offering plenty of interesting quests, challenge, and intrigue.
- A **sourcebook** of NPCs and common character reference of fully-fleshed-out and interesting characters, ready to insert into any adventure or campaign, at any level of difficulty or challenge.
- A source of "**tidbits**" of characters, quests, buildings, maps, descriptions, and other game elements—you can "steal" content from this as a sourcebook and insert as desired into your own adventures or campaign
- **Inspiration** for construction of your own adventures and content.

In short, how you use this book is really dependent upon you and your needs as a GM.

Plot Summary

The Druid Enclave is a city based on a worthy ideal... but there exists great corruption and evil at all levels of society.

There are dozens of Quests, both "side" and major, that can be pursued in the context of this intricately-detailed city-setting.

In the course of their conversations and exploration, the PCs might uncover a disaster at the nearby city of Mondaria, and the dark mines underneath that region that suffered an untold disaster.

Adventure Path Summary

Although not formally a component of the ***Dark Obelisk Adventure Path***, and not in any way required, the **Druid Enclave** city-setting integrates tightly with the events of those adventures.

Druid Enclave may be used on its own, as a component of the Adventure Path, or as a component of a single adventure in that Path.

If you do intend to use this adventure with its companion products, there is no one logical order in which to play them.

The **Druid Enclave** is a closely-integrated political ally of the city of **Mondaria**; the mines of the latter are controlled wholly by the former, and the city relies heavily on the ore and revenues from the mines to make it function.

The PCs may encounter the **Druid Enclave** before, after, or during any component of the **Adventure Path**.

In addition, the **Adventure Path** described above is intended to be the beginning of a much broader story arc and campaign setting.

Regardless of which pieces of the envisioned world and story are published when, the intent is for a GM to be able to pick up any piece of the overall campaign setting and be able to play it without having any background of the other components that may come before or after it.

Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text

These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been preconstructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more "sensitive" than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer's Soapbox

In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In

all cases, veteran GMs should feel comfortable ignoring these "soapbox" diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!

Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.

Quest: Rats in the Cellar (example)

Summary: Kill rats in a fantasy tavern. Fun and creative.

Rewards: Rat corpses. Plus 10 gp from the bartender.

Locations: Bar.

Key NPCs: Bartender.

Kickoff: When any PC speaks with the bartender.

Description:

The bartender asks the party to slay **2d6** Giant Rats that have infested his basement.

In so doing, they will benefit from his goodwill, and a reward of **10 gp**.

Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

Locked Secret Door (example)

5" thick; **Hardness** 5; **hp** 30;
Perception DC 16; **Break** DC 15; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30;
Perception DC 18; **Break** DC 17; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 30;
Perception DC 20; **Break** DC 19; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 30;
Perception DC 22; **Break** DC 21; **Disable Device** DC 24

Skill Checks

Whether it's a single, simple check, or a series of checks in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a DC 12 **Knowledge (Profession)** check.

Skill Challenges

Skill checks are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply more at stake. Either way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

Falling Timbers (example)

First Check: DC 18 Perception (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 **Acrobatics** to avoid the debris; failure inflicts **2d6** points of crushing damage plus a possible **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 **Strength** to dislodge one's self from the debris; failure inflicts **1d4** points of crushing damage plus a possible **1d8** points of fire damage; success quits the challenge.

Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time.

At any rate, rewards are shown with blue boxes like this one. Some containers have common treasure, which applies equally to all difficulty bands; these are shown with the badges for all four bands like this: .

Other treasure is "scaled"; that is, the PCs receive different treasure depending on what difficulty band they are playing at. Select the band that's appropriate for the level of the PCs; that is the treasure they receive. They do **not** receive all of the treasure listed across all four bands!

Secret Closet Chest

Brushgather geneology book (a small book; value **6 gp**)

19 gp; opal pendant on gold chain (value **31 gp**)

8 pp; 42 gp; opal pendant on gold chain (value **72 gp**)

19 pp; 37 gp; opal pendant on gold chain (value **180 gp**)

52 pp; 84 gp; opal pendant on gold chain (value **428 gp**)

Traps

Hey, blame the rogue—who in all likelihood is suffering

the brunt of the trap s/he either failed to detect, and/or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.

Note that the statistics for the impact of most traps scale to the four difficulty bands; select the one that is appropriate for the PCs in your game.

Acid Arrow Chest Trap

Type Magic; **Trigger** Touch; **Reset** none

Perception DC 18; **Disable Device** DC 20

Effect spell effect (*acid arrow*; Atk +1 ranged touch (**1d4** acid damage for 2 rounds)

Perception DC 20; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +3 ranged touch (**2d4** acid damage for 2 rounds)

Perception DC 22; **Disable Device** DC 24

Effect spell effect (*acid arrow*; Atk +5 ranged touch (**2d4** acid damage for 3 rounds)

Perception DC 24; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +7 ranged touch (**2d4** acid damage for 4 rounds)

Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

Adventurer's Chronicle (example)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; Slot usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes **1d4** full rounds of searching the text), an *adventurer's chronicle* grants a **+2** competency bonus on a specific **Knowledge** check for which the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least **10** ranks in the skill for which you are designing the book; **Cost** 30 gp

NPCs and Monsters

Crunch time!

Due to the scale of this adventure, this Adventure Book contains statistics only for NPCs (both Common and Dramatis Personae) and new monsters.

Common monsters, such as Umber Hulks and Giant Spiders, do not have statistics within this tome. Most of the common monsters referenced in this book have freely-available stats, either for free online, or as part of the core books of the game system you are playing.

The upcoming ***Aquilae: Bestiary of the Realm*** by **Infinium Game Studios** will contain ful, Quadded Statblocks for every common monster referenced in this book. While that book is not required to use this one, the ***Bestiary*** will allow for greater flexibility in how this adventure is used, and what level of party for which it's appropriate.

PC Replacement Opportunities

It's possible that a PC might perish in the course of adventuring in the Druid Enclave. Although the city is a civilized, urban adventure setting, poor choices, dumb luck, or sheer idiocy can overwhelm even the most prepared adventurer.

In addition, there is so much to do and see in the Druid Enclave that your gaming group may see new players join the table as you progress through the content.

In either scenario, you have several options to quickly insert a PC into the existing adventure context. This approach of taking an existing NPC, and having a player take control of them as a PC, is referred to as **PC Replacement**. There are several NPCs defined in this book as being good **PC Replacement Opportunities**. These can be found in the detailed descriptions of Dramatis Personae starting on page 477.

Below is an example of a PC Replacement Opportunity:

PC Replacement: Groob

Given his desperate goal to return to a life of violence and/or adventuring, Groob may serve well as a replacement for a dead PC, or to provide a PC opportunity to a newly-joining player.

Each gaming group has its own perspective on what to do about PC demise. Many GMs enforce death as a consequence of decision-making, and if your beloved PC dies, so be it; roll up another character and start over again. Other groups are more in the storytelling aspect of things; lenient GMs will take every measure necessary to make sure that every single PC makes it through, no matter how bone-headed their decision-making or horrible their luck.

If one or more PCs die in the course of this adventure, the GM has some options. You may of course enforce the death, and either have the player roll up a brand-new first-level character, or create a character of a level matching the lowest current level of surviving party members.

As every named NPC is dynamically located—that is, they pop up as the result of **Random Encounters** or specific probabilities in **Areas of Interest**—they are not tied to a certain location.

The GM is encouraged to try to match races and/or classes where possible, to suggest possible replacements for players whose PCs have perished.

These opportunities are chances for the specified NPC to be "taken over" by the player who lost a PC. This way, the player doesn't have to slow down play creating a new character, and the party can keep going.

This should be viewed as an opportunity for roleplaying: the GM may consider showing the player the detailed

information for the NPC they are assuming control over, and the player should be encouraged to act as though their new PC had that background, secrets, and so on.

The gaming group is encouraged to roleplay the "taken over" NPC as though s/he still had their place in society and the greater scope of the adventure. For example, if a player takes over an NPC who hates a rival NPC, then subsequent interactions between the "taken over" PC and that rival should reflect that animosity in the player's roleplaying.

Shops & Services

Some NPCs and their establishments sell good and/or services. These are typically noted in the NPC's description under a special heading of "Doing Business".

In most cases, the shop will be described as simply referring to a section of the appropriate rulebook, or to describe things in general terms. When selecting an item to purchase, it's important to remember the context of the transaction: the bowels of an enormous, largely abandoned, and chaotic mining complex that has been overtaken by monsters and whose inhabitants run amok.

Thus, each item for sale may have a bit of difference as to its typical prices, as this is far from a typical scenario and rules of supply and demand are quite abnormal.

It's also worth remembering that what can be bought, can also be sold: while the PCs may have no use for buying, say, a bolt of silk, generally speaking whatever a vendor has for sale, they will also purchase. Use normal rules, but use the table below to help determine each item's price basis.

Table 2: Enclave Vendor Price Adjustments

D8	Price Adjustment	Description
1-2	+30%	"Hand-crafted or assembled from the best in the trade.
3-5	+10%	"Ah, that's a useful item. And much in demand, of late."
6	None	Use normal / typical prices as per sourcebook.
7	-5%	"Few folks seem to want that item."
8	-10%	"I'll be glad to see it gone."

Kiosk Negotiations

At the GM's discretion, enterprising PCs can attempt to negotiate. Once a PC receives a result from the **Price Adjustments** table above, they may make a **Diplomacy, Bluff, Intimidate**, or **Appraise** check, at DC 16, plus 1 for each full **500 gp** of retail value (so negotiating for an item normally worth **1,225 gp** would be DC 18).

Success by **1-5** points means the PC may force a re-roll on the **Price Adjustments** table, with a **+1** circumstsance modifier to the roll. The new roll stands, even if it is less favorable to the PC than the original roll pre-negotiations. If the GM allows it, a stubborn PC can attempt to negotiate further; each successive attempt increases the DC by **+1**, and these modifiers stack. Succeeding at multiple negotiations generates circumstance modifiers that DO stack!

Here's an example: a PC wants to purchase a masterwork dagger, which is normally worth **302 gp**. The GM rolls on the **Price Adjustments** table, and rolls a 4—which means the kiosk sells the dagger for **10%** more than normal, and therefore the transaction will require **332 gp**. This PC is skilled in **Diplomacy**, however, and so asks to negotiate. The check is DC 16; the PC's check value is 18, so they succeed. The GM rerolls on the **Price Adjustments** table, and rolls a 1—but this time the roll benefits from a **+1** modifier, and so it's treated as a 2 outcome. This is worse, however, than the original price! The PC asks to negotiate further, and the GM indulges them, but this time, the DC for the check is 17. The check outcome is 18, so the PC succeeds; the GM rerolls the **Price Adjustments** check, and this time adds **+2**, because it is the second successful negotiation. The roll is a 4, plus 2, with a 6 total outcome—and the masterwork dagger is now on sale for **302 gp**. The PC accepts the price, and completes the transaction.

If the PC fails a negotiations check, the GM has some options as to how to penalize them. If the check is failed by **1-5** points, the price may simply stand as-is. Failure by **5-10** points might indicate that the price is fixed, and no further negotiations are possible with this vendor. Failure by more than **10** points might suggest that the price increase as though the next-worst result had been rolled on the Price Adjustements table.

In addition, the type of skill employed in negotiations might imply additional consequences. Failure at an Intimidate check, for example, might mean that the vendor refuses to do any further business with the PC in question; failure by more than 5 points may even involve the vendor attacking the PC.

Variable Challenge

Druid Enclave was designed initially as an adventure for four to six PCs of between 4th and 6th level. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., "4th to 6th level").

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—"crunch", in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are "by the seat of their pants" GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is "better" or "worse". What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in charcter, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would "turn in" their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a "nugget" of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!

Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinncorte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of "**Reward Stars**" players should receive for success. This is denoted like this: **+2**.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically "quadded"; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule),

convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such "intangible rewards" should be general in nature: a good, timely joke should be rewarded with a chunk of XP that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level** (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the ***Pathfinder Core Rulebook***.

For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 3: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low, Moderate, Advanced**, and **Elite**.

Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Incorporation

Some gaming groups are comfortable just sitting down around a table and starting things off by the GM informing everyone "all right, you're in the Central Tavern on Main Street of Middle Town. What do you want to do?"

However, many gaming groups desire a bit more context. Particularly for play styles that emphasize storytelling, it can help for players to have a bit of information about the game world. What sort of law and order are kept, and by whom? What good and evil forces roam the land? What is the history of the region, and what wars or struggles have occurred or whose influence lingers still? And above all, what does the surrounding territory look like, and what are our options in terms of travelling elsewhere?

To play **Druid Enclave,** there are a few options to choose from to introduce your players to the larger world. Which option you select as a GM, and as a roleplaying game group, will depend mainly on how you want this adventure to tie in to the larger world and/or campaign setting.

As a New Start or Standalone Adventure

This is the simplest option to using this adventure setting: simply generate your party's new characters and get going! Make sure you have a good variety of characters, races, classes, and so on represented.

Then, feel free to "drop" the party wherever it makes the most sense to do so—e.g., the party simply walks into town.

Using With an Existing Campaign

The plot, NPCs, and other elements of this adventure do not hinge on a dependence to a particular gaming world. As such, it should be straightforward to use this adventure as a one-off module in the context of a grander, established campaign setting—either one "off the shelf", or one of the GM's own creation.

In fact, ***Druid Enclave*** does not require you as a GM to have any larger gaming world established, described, or chosen. You can just play it as-is.

If you choose to continue playing the other modules in the **Adventure Path**, you can spool out additional details about the gaming world as they become relevant; for any given moment in time, your gaming group can focus simply on the plot and action happening that moment, and leave the world-building and grandiose backstory for a later time.

Where In the World...?

The **Druid Enclave** was designed to be somewhat typical in nature and needs in terms of where it could be placed in a n existing or new game world. It's surrounded by forests, so must be placed in that sort of context in your gaming environment, but other than that, its location is very flexible.

Realistically, it can "go anywhere", so long as that context isn't too extreme—for example, it probably doesn't make much sense to have the **Enclave** atop a mountain surrounded by a moat of lava!

The **Druid Enclave** can be situated in any temperate climate. The intended, explicit environs surrounding the town will be elaborated upon in subsequent campaign material, but suffice it to say that all of the following elements are nearby:

- **Forest**, surrounding the area.
- **Mountains** to the west of the city, in which to place the mining city of **Mondaria**.

As a Start to a New Campaign

You may wish to use this adventure to kick off a new campaign... but don't necessarily want to follow the **Adventure Path** to which it leads. Or, you may have an established campaign in mind

In such circumstances, feel free to ignore or amend any references to geography beyond the **Druid Enclave** found throughout the adventure. You can "place" the **Enclave** anywhere you like within an existing map, campaign setting, or geography that makes sense. In doing so, remember tha the city, while featuring some significant qualities, is not meant to be a geographic, economic, or political hub, and is in fact intended to be somewhat remote relative to other towns and villages.

You can also use the ***Druid Enclave*** as a "transitional adventure" to change the setting, context, or theme of an existing adventure campaign.

Experienced GMs can modify the difficulty of challenges found herein to adapt the content to be a suitable match for more powerful PCs. Used in this manner, you can use the obelisks' eruptions to disrupt existing cities in your

campaign world—if you're up to a bit of tweaking and advance preparation, you could even adapt the adventure so that it takes place in an existing city of your choice!

Hooks and Links

If you're looking for reasons that the party seeks out the **Enclave** or begins their tale of adventuring there, here are some ideas. Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class. As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to travel here.

Paladins

News both good and bad has reached you regarding the Enclave: they say that it is a largely successful paragon of virtue and harmony, and that coexistence with nature is a successful and fruitful endeavor here.

It is also said that despite these lofty ideals, evil lurks in every crevice of society.

Whether one, neither, or both of these versions is truthful, a curious knight of virtue might well travel here to see for herself.

Rogues

If the Druid Enclave is supposed to be so high and mighty, that may mean that they've let their collective guard down, so to speak. An enterprising thief might find themselves with a great opportunity!

Fighters and Martial Characters

Although the virtuous city itself may seem a distraction from "real adventuring", battle-seeking types might flock to the Druid Forests that surround the city... all manner of beast and plant may be found there.

Arcane & Divine Classes

Druidic magic may be different from the approach these classes use, and indeed may even rub them the wrong way.

However, an entire city and surrounding region steeped in magic is worthy of a closer look regardless of where one derives one's magical powers.

Monks and Druids

Druids are simple: this powerful nexus of the class may simply mandate the involvement of practically any Druid.

Monks are a bit more challenging, but there is so much to investigate, see, and slay, that it can match with the ulterior motives of nearly any character.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Political / Racial Strife

The Council of Elders is populated entirely by interesting, strong personalities from a diversity of backgrounds. The very nature of the Council is to constantly be at odds with itself.

In addition, Dwarves and Elves are in conflict over the power struggle within the mining city of Mondaria nearby: the Elven Administration rules things from an official standpoint, and the worker-class Dwarven Union is convinced there's more opportunity for improved conditions and shared profit.

Commissioned to Investigate

Particularly as part of the integration with Dark Obelisk 2, the PCs may be asked to come to the city as part of a larger plot or a different objective. They can spend some time here before or after pursuing those objectives, or to use as a resupply spot before venturing back.

Former Attachment

For dwarves or elves, having a former attachment to or involvement with the mining city of Mondaria is hardly unthinkable. Similarly, any Druid, Ranger, or half-elf might reasonably have an existing connection to the Enclave... perhaps they were even raised there!

The GM and players are encouraged to craft a convincing backstory that involves them, if nothing else seems reasonable.

The Campaign World

Overview

Aquilae, the campaign setting in which the **Druid Enclave** is located, will be elaborated and described in detail in other books by **Infinium Game Studio**. This is partly due to limitations of length: a focused narrative on the campaign world would itself take longer than the adventure itself! Scope is a factor, as well—too much about the broader game world may distract from the immediacy of the "day-to-day" plot of this particular adventure.

However, the biggest reason for an abbreviated depiction of the game world is that there is much, much more to this realm than meets the eye... and the events of this adventure, while seemingly isolated and bizarre, play a large role in the revelation of these attributes.

In truth, the events of this adventure are so self-contained, and limited to the mining town and the mines underneath it, that for the purposes of playing it out, the larger context hardly matters.

While this is primarily limited to things that directly affect the narrative and activities in the adventure, there are some aspects of **Aquilae** that you may want to bear in mind as you guide the PCs through events—so you don't have to "backtrack" in subsequent components of this **Adventure Path**, or in usage of other adventure books or products in the **Realm of Aquilae**.

What You Need to Know

Here's an executive summary of important aspects of the realm that may affect how you portray the game world in the context of this adventure:

- **Gods** are real, and many. (See **Religion**, below.)
- Nearly every sentient being pays **tribute** to one or more gods. (See **Tribute**, below). Typically this is through tithing to the appropriate **church**, or **government**.
- **Tribute** can be done in the form of monetary wealth, artwork or valuables, or a devotion of magical power. No matter what the form, nearly all tribute actually does end up being transported to the gods themselves!
- About six months ago, the **Dark Obelisk** was discovered on **Level 9** of the **Mondarian Mines**, and it caused evil and chaos to burst forth, upending everything in the **Mines** and the City of **Mondaria**, and causing a massive amount of death and suffering.

  Little of the reality of these events is known in the Enclave: all commerce and travel from Mondaria to the Enclave has stopped. Although the Council has sent emissaries and adventurers to Mondaria to investigate, none has returned with any information.

High Ability, Low Tech

Leafing through the ***Dramatis Personae*** section, you may notice that the **Ability Scores** of most key NPCs are not what might be considered "average". This is by design.

There are many schools of thought as to the differences, if any, between a player-character and a non-player-character, or a commoner. Are the PCs superhero-caliber individuals, each imbued with something special that drives their capabilities above and beyond that of normal people? Or instead, are the PCs just people, pretty much the same as everyone around them—they just happened down a different path than others, but one that others weren't prevented from taking by some innate quality or limitation.

It's possible to have a great deal of fun with either philosophy, or anywhere in between. This adventure, the **Druid Enclave**, and the realm of **Aquilae** all operate under the theory that people are people, and most

In addition to which, the Druid Enclave is a center for magical power, political strength, and social goodwill. As a result, the city setting sports a goodly number of fairly talented individuals. Hence the stats.

If your gaming group rebels against this sort of approach, you as a GM are of course welcome to "handicap" any or all NPCs so that they are more in line with your players' expectations of what is considered "normal".

Religion

Gods play a major role in **Aquilae**. The pantheon is varied and vast—dozens, perhaps hundreds, of supremely powerful beings. It is exceptionally uncommon to find someone who is not a devotee of at least one higher power—and there are many who are advocates of multiple gods. The general mindset of most sentient beings in **Aquilae** is an open acknowledgment, an agreement that all gods exist. Devotion to one or more gods in particular merely means that you favor their perspective on things... and, with any luck and enough tribute (see below), those gods return the favor by aiding you from time to time when it is needed most.

One might think of Roman and Greek mythology as a good comparison here: there are many gods, and while they are all immortal and wield immense power, they all share certain "human" weaknesses, such as a proclivity for playing tricks and engaging with mortal affairs. Some gods are more powerful than others, and the "society" of gods is a rich and storied plot unto itself which most mere mortals rarely glimpse.

Tribute

If you pray, you pay! Everyone, in every religion, gives money and resources to their god. In almost all cases, this is done through the church, though in remote situations, tithing in this manner can be quite difficult. Even isolated hermits typically worship at least one god.

Many devotees do not live near a temple of worship for their

deity. The pantheon is flexible, however: any worshipper, of any god, can visit any church, and donate their tribute there. Part of each church's responsibility is to make sure all tribute eventually gets sent to its appropriate god.

To be clear: in **Aquilae**, churches are kind of a form of tax center. And all tribute does in fact end up being shipped off to the gods themselves.

The mechanics of tribute, of how it gets processed and where it goes, how it actually gets to the objects of worship, and the nature of the gods themselves will all be discussed in greater detail in subsequent campaign books.

City Overview

An Overview of the Druid Enclave

Summary

The Druid Enclave is built around a singular premise: that sentient life can coexist with nature in a way that mutually benefits both parties.

It is a city of diverse people, hailing from different backgrounds. It is predominantly a Druidic culture, with elements of Rangers and other mystical qualities. The region is rich in magic and steeped in the wild; much of the surrounding territory is untamed and dangerous.

Although the element of danger is a deterrent for some trade, the Council and citizens in general shy away from curtailing the problem and domesticaing the Druid Forest to any great extent... avoidance of danger has a nice effect of insulating the community from casual interlopers, ensuring that only those with purpose here will come and survive.

A Simple Ideal

The Druid Enclave values all life, no matter the source. Individual lives are seldom the concern, however; it is life writ large that must be protected, preserved, and balanced.

A murder is treated much the same as it would be in other cities, as is most crime. Crimes that affect life in a general sense—pollution, deforestation, poison or disease—are punished much more vigorously.

A Complex Reality

Although few can argue with the purpose of the Enclave in a general sense, the day-to-day execution of that ideal is frought with issues reflecting the complex realities of the citizenship. Personal beliefs vary widely, and religions and other factions that steer behavior have a very versatile array of influences in the lives of most people.

In practice, the Druid Enclave struggles to maintain adherence to its ideals. Even the lofty Council of Elders is prone to much infighting and personal politics.

Levels & Major Regions

The Druid Enclave is far more than it seems on the surface: beneath the gentle dome of the above-ground Enclave structure lies strata of dwellings and remnants of times past.

Ground Level

Here is where the commercial and political centers of life can be found, in addition to the only sources of entry and exit to the compound.

Second Level

Above the ground level sit a number of military structures, guardposts mostly. Second levels are not outlawed in aformal manner for civilizan or commercial structures, but in practice, none exist.

Underground

Several levels of underground structure exist beneath the Enclave proper. Tunnels, some secret and some forgotten, weave between the formal regions of residence and business.

In the very depths of the Enclave's underground lie fissured caverns that harbor ancient connections to places far darker than any who inhabit the Enclave today could ever guess.

Druid Enclave City Profile

LN large town

Corruption -4; **Crime** -4; **Economy** +3 (-1, until the Mondaria City Mines catastrophe is resolved); **Law** +2; **Lore** +3; **Society** +1

Qualities insular; good roads; magically attuned; supportive

Danger -2 (+4 in Druid Forest surrounding)

Disadvantages none

Government Council (7 Elders)

Population 1,200 (15% humans; 5% half-orcs; 20% dwarves; 40% elves, 20% half-elves)

Base Value:
300 gp / 500 gp / 750 gp / 1,500 gp

Purchase Limit:
3,500 gp / 5,000 gp / 7,500 gp / 10,000 gp

Spellcasting:
3rd / 5th / 7th / 8th

Minor Items:
2d4 / 2d8 / 2d12 / 2d20

Medium Items:
1d4 / 2d4 / 2d6 / 2d10

Major Items:
0 / 1d4-1 (minimum 0) / 1d4 / 1d6

General Rules

Default Doors

Unless otherwise specified, all building doors are of the following profile:

Default Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20

Default Locked Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Break** DC 20; **Disable Device** 16

Key and Common NPCs

Throughout this adventure, if an NPC is mentioned, but it is not specified which stat block to use, treat them as a **Enclavefolk**.

This is a commoner's profile, generally unfit for challenging combat individually regardless of challenge level... but potentially volatile in droves.

"Placing" NPCs

This adventure is an urban one, taking place nearly entirely within the confines of a city. As with a real city, any given citizen moves about during the day and night, tending to business, entertaining themselves, getting food and drink, sleeping, carousing, and so on.

Veteran GMs are encouraged to read through the **Dramatis Personae** section (p 477), and to have the list of key NPCs in mind as the PCs work their way throughout the city.

With rare exceptions where it simply doesn't make sense, you are encouraged to insert key NPCs as makes the most sense—both from the perspective of introducing plot elements and side quests, but also to keep things moving and interesting as opposed to just "we go to location X and have the rogue loot the drawers while the fighter guards them".

Novice GMs, or those seeking a bit more direction (or formality of randomness!) have two options in determining which NPCs to "insert" where and when:

Option 1: By Character

Each key **NPC** has a section describing their **Habits and Logistics**. Some characters will always predictably be in a certain location; others have a varying habit that splits their time among more than one place.

This method is best if you're looking to "place" a specific character(s), as it allows you to determine their position. Whether the PCs run into the person from that point is up to them, and others. It's also the method better suited to elaborate planning ahead of time, if that is your style as a GM.

Using this approach also helps if the party is searching for a particular NPC; they might ask around as to whether anyone has seen them, and other townsfolk can helpfully point them in the right direction.

Option 2: By Location

Each **Area of Interest** in the **Enclave** begins with a brief introduction, followed by a **Random Dramatis Personae** table. As the PCs move into a location, this table makes it simple to make one or more quick rolls, and populate the area with not just a handful of generic **Enclavefolk**, but instead one or more characters of interest. Whether the key NPC approaches the party, or whether you as GM provide a description of the noteworthy individual in their midst, depends on both the NPC in question, and your style as a gaming group.

This method is best if your GM style is more in the vein of reacting to what the PCs do, rather than planning in advance. It also requires significantly less (zero, really!) preparation time ahead of the gaming session.

Below is a generic, all-purpose **Random Dramatis Personae** table... this serves as both an example of the concept, but also as the "default" table that encompasses all possible key NPCs. You can use this default table in place of any given location's more contextually-specific version.

Table 4: Default Random Dramatis Personae

Suggested Population: 1d2 rolls

D%	Key NPC	Profession	Page
01	**Gallianne Estrarch**	Council Elder	478
02	**Ashrem Ilydron**	Council Elder	483
03	**Trotysse Airdarr**	Council Elder	488
04	**Halabedarr**	Council Elder	493
05	**Siriquille**	Council Elder	498
06	**Usborn Tossercobb**	Council Elder	503
07	**Barksel Ferubrankcht**	Council Elder	508
08-11	**Groob**	Blacksmith	513
12-16	**Imay Aldreban**	Healer	518
17-20	**Allaha Gorrut**	Sage	523
21-24	**Forsythar**	Tailor	528
25-28	**Sannelle Goregut**	Weapons Trainer	533
29-32	**Jaer**	Druid Trainer	538
33-36	**Terjonne**	Ranger Trainer	543
37-40	**Ulfgarre Thorngage**	Herbalist/ Apothecary	548
41-44	**Seddyn**	Provisioner	552

D%	Key NPC	Profession	Page
45-48	**Plakk**	Mercenary	556
49-52	**Gaeryn**	Mercenary	560
53-56	**Tultokka**	Mercenary	564
57-61	**Wubafix**	Black Market Leader	568
62-65	**Kerrithe**	Blackmail Leader	572
66-69	**Darrlie**	Assassin	576
70-73	**Rannos Rannthak**	Noble	580
74-77	**Anastrianna Liadon**	Noble	585
78-81	**Meliannthe**	Socialite	590
82-85	**Phaelynne Helliar**	Merchant Queen	595
86-89	**Klasandrel Sulidan**	Merchant Prince	600
90-93	**Lia Ilphur**	Lone Crusader	605
94-97	**Wyrida**	Special Operative of the Council	615
98-00	**Clarida**	Wyrida's younger sister	610

Law and Order

Guards and militant forces patrol the Enclave and its levels regularly. Order is maintained and law kept mostly because of these deterrents, not for some idealistic lack of motivation or even of trying!

City Guards

The Druid Enclave's peacekeeping soldiers consist of **Enclave Security** forces. Please refer to the **Enclave Security** Faction on page 50 for more information on this group.

Generally speaking, unless given an explicit reason to engage one of the party members, the guards will leave the PCs (as well as all other enclavefolk) alone. The Enclave is not an enormous city by any means, but it is not without its share of visitors; the party's presence is likely not a major event worthy of investigation in and of itself.

If the party is not engaging with NPCs, following side-quests, or if there is something about their makeup that demands attention, it's left the GM's discretion as to whether a militia member approaches them and questions them. For example, if the party is composed exclusively of eight-foot-tall, chaotic evil, half-orcs and half-demons, the guards would probably have a few questions as to what their intent in the town is!

City Guard Encounters

For situations in which a powerful NPC "calls the guards", or one in which a peacekeeping or security force is called for on an impromptu basis, use the following table to determine who arrives on the scene.

City guards from this table who arrive to a combat in process will try to stop the battle as best they are able. Note that in such circumstances it may not be possible for them to quickly and accurately determine who is in the wrong and who is defending themselves; guards will try to separate combatants from each other and disarm or dissuade everyone who is attacking or seems interested in doing so.

Table 5: Random City Guard Encounters

D20	Guard(s) Encountered
1-10	**2d6 Enclave Guards** (p 659)
11-13	**1d4 Enclave Longstriders** (p 662)
14-15	**1d6 Enclave Elite Guards** (p 656)
16	**1d4 Anointed Guards** (p 621)
17	**1d4 Elite Council Guards** (p 653)
18-20	Roll twice on this table; all results indicated arrive at the same time. Note that this result stacks—so if you reroll twice, and either one of the results is this "roll twice" result, then you roll a further twice for each such result. This means that, in rare circumstances, a huge group of guards may show up!

Getting Arrested

For a variety of reasons, the party (or some subset thereof) may at some point become arrested. Generally speaking, law and order in the Druid Enclave are what you would expect of a civilized society—theft and murder, for example, are typically illegal, though self-defense is a viable explanation for the latter. Of particular note, dueling is legal if both parties involved agree to the showdown with at least one impartial witness. This is underscored later, in any quests where it is a plot option.

Table 6: Jail Fines

Offense Type	Fine
Simple Offense	25 gp per PC
Assault	50 gp per PC

Offense Type	Fine
Theft	30 gp per PC plus return of item(s) pilfered or fine of equivalent value in gp to items stolen
Murder	500 gp per PC; martial law likely until someone is arrested

Should one or more PCs get arrested, the party has a few options to recover.

- They can try and fight their way out. This requires facing **2d4+2 Enclave Guards** simultaneously; three rounds later, another **2d6 Enclave Elite Guards** arrive to help their comrades. This approach should generally be discouraged; the GM can scale the encounters and the difficulty accordingly.
- At night, the party may try and sneak out. This is a three-step progression of skill checks, and is therefore best attempted by a single party member. First, removing manacles requires a DC 22 **Disable Device** check. Next, another DC 22 **Disable Device** check to pick the lock on the cell. Finally, a DC 20 **Stealth** check to sneak past the guards. Failing any of these three checks will result in the PC being re-incarcerated by the guards, and the difficulty of all three checks increasing by **+1** next time.
- The party may try to bribe their way out of jail. This costs 20 gp per person, plus half the value of the fine involved in the crime in question; a DC 18 **Diplomacy** check halves these amounts.
- Should the above fail, or if the incarcerated PCs are neither sneaky nor burly, the only remaining option is to talk their way out and pay a fine. The exact fine amount should scale to the offense involved, and is left to the GM to determine; some examples are shown in "Table 4: Jail Fines", p 23.

Murdering a Guard

If, under any circumstances, any PC slays a guard of any kind, the result can be quite significant. It's left to the GM's discretion as to what occurs.

- The most rapid escalation is that the party (and the murder scene) is discovered immediately, by a large enough group of militia that the PCs will prefer not to start a fight. Under this scenario, the party is arrested (see above) on the spot.
- Another, less immediate, option is to assume the **Militia** body is discovered, say **1d4** hours afterwards. With no witnesses and no leads, **Mayor Symms** is forced to enact **Martial Law** (see below).

Regardless of the approach used, this can have an impact on the **Prime Catalyst** (p <?>) of the **Obelisk Eruption** .

Martial Law

During martial law, all reserves of guards are called upon to patrol the town. In addition, all **Jail Fines** (see Table 4 on page 23) are doubled. Anyone already in jail is not retroactively affected by this additional fine, unless it is suspected that they were somehow involved or related to the event that brought about martial law.

The Druid Forest

For a few miles in each direction, the Enclave is surrounded by a wild zone of thick forest, populated by all manner of creatures both magical and mundane. The natural energies of the Enclave bolster and mutate the forest wild, resulting in an assortment of threats rarely duplicated elsewhere.

This region is referred to as the "**Druid Forest**". Through this region cuts a road, which leads out of the north of the Enclave and arcs gently around to the west. While on this road, travelers are generally safe. Venture too far off of it, however, and threats abound.

As many of the Dramatis Personae described have habits that take them into the Druid Forest, it's likely that the PCs will have cause to investigate the region.

Random Encounters in the Druid Forest

Every **10 minutes** spent wandering the **Druid Forest**, roll on the **Druid Forest Default Random Encounters** table below to determine the nature of a possible threat.

Table 7: Druid Forest Default Random Encounters

D%	Event	Description
01-30	No Encounter	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
31-39	Trivial Encounter	Roll once on **Monsters: Druid Forest, Trivial**.
40-49	Light Encounter	Roll once on **Monsters: Druid Forest, Light**.
50-69	Average Encounter	Roll once on **Monsters: Druid Forest, Average**.
70-79	Advanced Encounter	Roll once on **Monsters: Druid Forest, Advanced**.
80-84	Elite Encounter	Roll once on **Monsters: Druid Forest, Elite**.
85-00	NPC Encounter	Roll once on the **Default Dramatis Personae Encounter Table** above.

The Council

The Council of Elders

Summary & Authority

The Council of Elders of the Druid Enclave consists of seven members, each referred to as Elder. As a single entity, the Council of Elders rules the Druid Enclave.

It is the formal authority for all civic matters, and oversees all operations of the city, repairs and construction, defense, and economics.

The Council, Mondaria City, and the Mines

Formally, the Council also rules, by extension, the mining city of Mondaria and the mining complex underneath. In practice, however, the Council cares only in summary about the ore shipments and general reduction of unrest in the mines.

Simply put, so long as the ore flows, and rebellion of the workers is prevented, the Council does not care overly much about how that state of affairs is established or enforced.

The Council gets involved in the affairs of the city of Mondaria only when absolutely necessary. Aside from this as-needed guidance, the Elders largely delegate all matters pertaining to the running of Mondaria and its mines to the **Elven Administration** (p 47).

Current Composition

The Council currently has several somewhat recently-elected members, owing to changes that have occurred in recent years.

"Table 7: Council of Elders Summary", below, lists the vital characteristics of the current sitting Elders on the Council.

Changes Over Time

Individual members can last as long as 50 years, or as short as a year or two. Each year, citizens cast their votes for who they wish to serve on the Council. In theory, this makes for a ruling democracy.

In practice, however, it can be extraordinarily difficult to unseat a sitting Elder. This is due to several factors: first and foremost, being an Elder carries with it a tremendous amount of influence and power; most Elders use this at least in part to preserve their position year-to-year.

Secondly, new entrants into the Council typically suffer from a lack of awareness and name recognition. Civic or economic leaders may be well-known in certain circles, but never as ubiquitously recognized as even the most loathed Elder currently sitting in the Council.

As a result, an appointment to the Council tends to be a lifetime assignment.

Council Races

Racism is not a widespread influence in the citizenry of the Enclave. Over time, all common races are represented in the Council's membership.

That said, at any given moment, elves and half-elves tend to dominate the composition of the Council. This is typically attributed to two factors: first, these races have a long and storied history being aligned with Druidic values and talents. Second, these races have deep connections to forests and the wild, which are crucial elements in governing the Enclave.

Council Classes

Similarly, although the Council members hail from all classes and professions and backgrounds, Druids and Rangers tend to predominate, with the combination of the two typically being the most formidable from a voting standpoint.

Politics, Personal Interests, and Internal Strife

Each Elder has a detailed background, perspective, motivations, and Quest associated with them in their **Dramatis Personae** description.

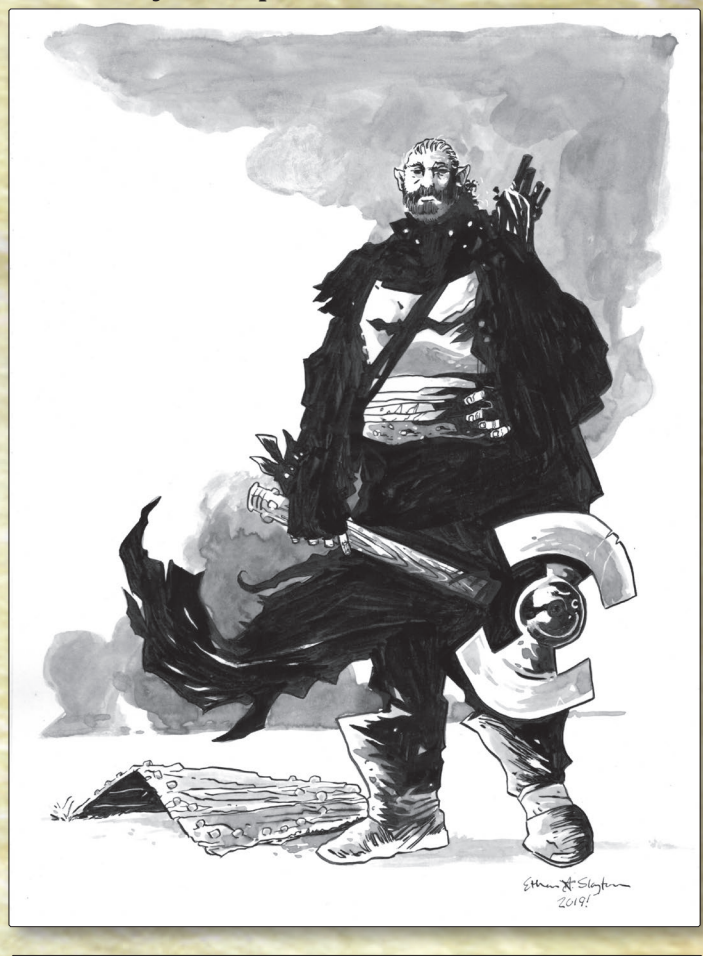
Table 8: Council of Elders Summary

Elder Name	Page	Align	Class	Race	Sex
Gallianne Estrarch	478	TN	Oracle / Druid	Elf	F
Ashrem Ilydron	483	NE	Druid / Aristocrat	Half-Elf	M
Trotysse Airdarr	488	NG	Wizard / Druid	Elf	F
Halabedarr	493	NE	Sorcerer / Druid	Elf	M
Siriquille	498	NG	Druid	Half-Elf	F
Usborn Tossercobb	503	TN	Druid / Ranger	Halfling	M
Barksel Ferubrankcht	508	CN	Druid	Human	M

Galliainne Estrach (p 478)



Ashrem Ilydron (p 483)





Trotysse Airdarr (p 488)



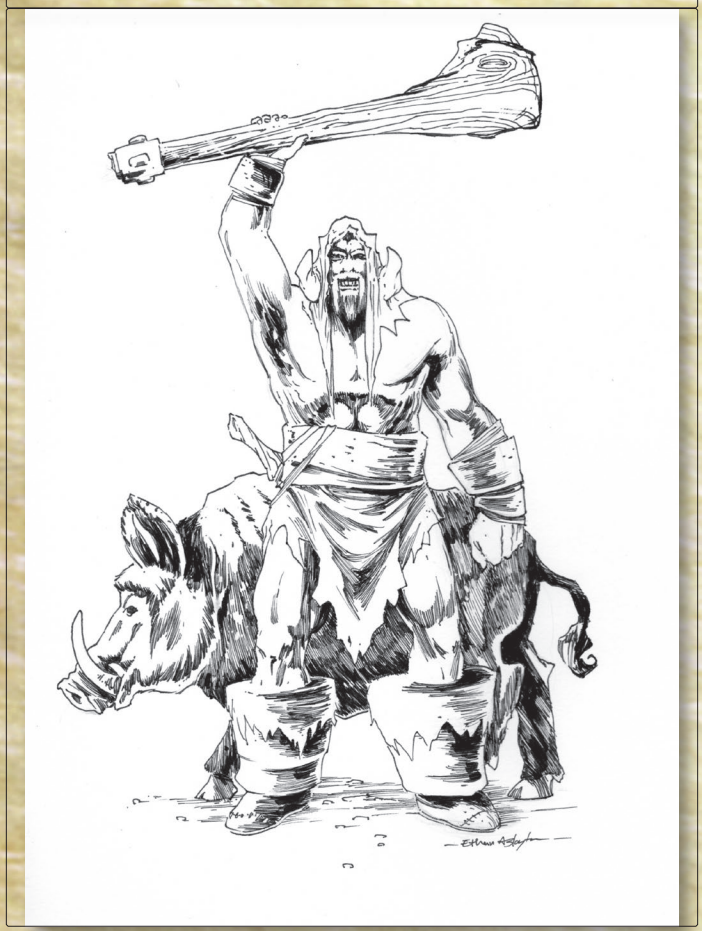
Halabedarr (p 493)

Siriquille (p 498)



Usborn Tossercobb (p 503)





Barksel Ferubrankcht (p 508)

In general, however, it's worth noting that although the Council as an institution represents the management of a society toward an ideal, it is composed of individuals, each of which will have their own perspective and desires.

Just like nearly any other governing body or concept, the Council of Elders is imperfect, both as individual people and as a whole. This reality is reflected in the conversational perspective of most citizens.

Modeling Strife

Most Elders respect one another, or at the very least, respect where each other is coming from.

Although all strive and pretend otherwise, some decisions are simply self-serving, and there is much infighting, heated debate, and outright trading of votes and tit-for-tat negotiations to get things done.

The Council and Quests

Each Council member has a Quest associated with them, and most Factions associated with the City itself have at least one Quest. Although the Council as an entity does not have an Attitude Tracker to manage and model opinion of the PCs, it's reasonable

Each time the party successfully completes a Quest on behalf of a Council member or a Faction that belongs wholly to the Druid Enclave, the PCs gain favor with all Elders. Think of such endeavors as "**Enclave Quests**".

Regardless of the selfishness, perspective, or motivations of a particular Elder, the Council as a whole will recognize and

appreciate tasks undertaken in service of the Enclave or its leadership.

If you wish to model this mechanically, the **Attitude Trackers** for all seven Council members receive a bonus upon completion of an "Enclave Quest". This bonus is equal to the number of **Reward Stars** the party earns in that completion.

For example, if the party earns **2** **Reward Stars** at the conclusion of **Quest X**, they gain **+2 Attitude Tracker** for each of the seven Council members.

This **Attitude Tracker** bonus stacks with any Attitude Tracker bonuses that may apply in the context of the particular Quest.

Council Protection

Like them or hate them, the Elders rule the city. As a result, protecting them from attack and keeping them safe from harm is a major priority for the city's defensive forces.

The descriptions of each Elder indicate which guards they can call for as reinforcements if they are threatened with violence.

If an Elder is attacked anywhere on the Ground Level of the city, these reinforcements are in addition to the guards who will arrive on the scene as peacekeeping forces. See ***"Table 5: Random City Guard Encounters"*** on page 23 for more ifnormation.



Factions

Factions in the Druid Enclave

Factions

Dozens of factions, religious and secular, struggle for control and influence in the greater world of **Aquilae**.

The **Druid Enclave** is a significant political and military entity in the context of the geographical area. As a result, although its above-ground size is moderate, it is a bit of a hub for faction energies.

About Faction Profiles

The factions discussed here are the ones with the greatest influence in the city, and those with whom the residents are aligned.

Faction Scalability

Some aspects of a Faction can "scale" in your campaign world, depending on the level of the PCs and the **Difficulty Band** associated with them (Low, Moderate, Advanced, Elite).

Each Faction profile contains a grid that indicates the recommended variability of these attributes in scale with the Difficulty Band of the party. If an attribute does not appear in this grid, or if it presents the identical values across the Bands, it means that aspect of the Faction does not alter no matter what the size or scale of difficulty.

Randomizing Faction Attributes

Some faction attributes described below contain descriptive categories to measure those attributes.

For these characteristics, a randomizing element is included in the table. To determine one of these properties randomly, roll a D%/D100 and refer to the result in the table.

This feature is entirely optional, and can be used in either or both of two ways:

First, it can be used to modify the defined Factions. If you're not happy with, for example, the Influence Level of a provided Faction, you can reroll it and make its Influence random. Alternately, when playing with savvy players or those to whom the campaign setting of Aquilae may already be familiar, this randomization is a way of "tweaking" what might be already well-known.

Secondly, you can use these randomizers as a means of creating your own Factions.

Faction Attributes

Each faction has quite a bit of information associated with it, as follows:

Overview

A general, quick sound bite characterizing the Faction.

Description

A summarization of the nature of the faction and its behavior. Anything noteworthy about the group that doesn't belong in another heading goes here.

Type

The general nature of the faction and its goals. Examples: Intelligence, Military, Trade.

Sigil

Iconography can be important in factions. The symbol of a faction might be used to inform members as to the whereabouts of meeting locations, signal membership to others, or simply as a form of medieval "advertising" to spread knowledge of the faction's presence.

Alignments

Some factions enforce only certain alignments in their membership; others tend to attract those of a particular alignment. Many factions don't care so much about alignment, and welcome members from all backgrounds and demeanors.

Races

Some factions restrict membership, either by accident of applicant interest or by core design, by race. Some factions are even based around race or a subset of races as a core tenet of their beliefs or membership.

It should be noted that although racial restrictions to faction membership are often based around ill intent, many factions are intended to celebrate, enshrine, or preserve racial or cultural legacies.

Key Motivations

The driving force of the faction itself, or the common goal, behavior, or desires of its membership.

Day-to-Day Goals

What the group hopes to accomplish on a day-to-day ongoing basis. Typically, this is a more humble hope than Long-Term Goals.

Long-Term Objectives

In addition to short-term goals, most factions have an over-arching agenda they realize may take a long time to bring to fruition.

Notable Philosophies

A phrase or mantra that best summarizes the beliefs of members.

Influence Level

How much power the group and its members wield, if pressed to do so. This can be political power, military strength, magical prowess, etc.

Influence can vary by **Difficulty Band**. It is organized into these rough descriptive categories:

Table 9: Faction Influence Level Categories

D%	Influence Level	Description / Example
01-09	**None**	The faction has zero influence to effect any change whatsoever.
10-30	**Poor**	The faction has little ability to sway opinion or muster resources. It might be able to do so, if those influenced are already closely aligned to the intent desired.
31-50	**Little**	Convincing an already-compliant person to act in the faction's favor is not unheard of, but it usually takes dedication or barter to pull off.
51-74	**Average**	Completely neutral people or entities may appreciate the faction's position... particularly if it's aided by Resources or a bribe.
75-89	**Good**	The faction holds sway in some smaller circles, or has the ear of those in true power.
90-98	**Excellent**	Smaller entities are very much in the power of the faction. Larger entities may pay heed to the faction's interests or will.
99-00	**Near Total**	The faction exerts a near-total dominance over at least one major powerful person or entity.

Reputation

The general sentiment those outside the group have of the group itself.

Reputation can vary by **Difficulty Band**. It is organized into these rough descriptive categories:

Table 10: Faction Reputation Level Categories

D%	Reputation Level	Description / Example
n/a	**None / Unknown**	Nobody outside of its own members has heard of the faction. This can be either good or bad, depending on the nature of the faction and its interests!
01-09	**Reviled**	Everyone knows the faction, but most react to the mention of the faction with pure hatred.
10-30	**Terrible**	It's difficult to find anyone who's not aware of the faction, but many are aware of it only because they think ill of it.
31-50	**Bad**	Many people know of the faction, but only through unfavorable rumors and hearsay.
51-74	**Average**	Some know of the faction, and of those aware of it, there is an even split of good and bad sentiment toward it.
75-89	**Good**	Many know of the faction, and most think favorably of it.
90-98	**Praised**	Most people know the faction, and have a very strong positive reaction to its mention.
99-00	**Revered**	Awareness of, and goodwill toward, the faction are nearly ubiqitous. In smaller contexts, this could make the faction like a religion or a godlike figure.

Age

How old an organization is. Note that although older factions do tend to be more powerful and have more members, young groups can surge immensely in power as well!

Age can vary by **Difficulty Band**. It is organized into these rough descriptive categories:

Table 11: Faction Age Level Categories

D%	Age Level	Description / Example
01-02	**Eons**	5,000 or more years old.
03-09	**Ancient**	Between 1,000 and 4,999 years old.
10-19	**Venerable**	500-999 years in age.

D%	Age Level	Description / Example
20-29	Very Old	Anywhere from 250-499 years old.
30-39	Old	Typically 100-249 years since inception.
40-59	Established	From 50 to 99 years in age.
60-79	Recent	Merely 6-49 years old.
80-89	New	Between 1 and 5 years in age.
90-00	Brand New	Less than a year since inception.

Leadership

The nature of the faction's leader(s), how they come to power, and under what circumstances leadership can change.

Inner Circle

In addition to Leadership, some factions also have an "inner circle" or group of Elders within their ranks. Such elite members are often privy to secrets about the faction and its motivation.

Size

Most factions have a fluctuating membership; the Size noted here is typically a range.

Table 12: Faction Size Level Categories

D%	Size Level	Description / Example
01	Without Number	One million members or more.
02-04	Legion	Between 500,000 and 999,999 members.
05-09	Colossal	Typically between 100,000 and 499,999 members.
10-15	Gargantuan	Membership between 50,000 and 99,999.
16-20	Huge	Active membership between 25,000 and 49,999.
21-35	Large	Typically between 10,000 and 24,999 members.
36-50	Medium	5,000-9,999 members.
51-70	Small	Between 1,000 and 4,999 members.
71-80	Tiny	From 500 to 999 members.
81-85	Diminutive	Membership between 250 to 499 members.
86-89	Regional	Between 100 and 249 members.
90-94	Local	From 25 to 99 members.
95-99	Family	Between 6-24 members.
00	Individual	A faction can contain but a single member; this scale goes up to 5 in number.

Stability

Thousand-year guilds or start-up social clubs, this indicates how likely the group is to still be around in a few years.

Stability refers to the durability of the organization itself; individual membership may wax and wane independent of the stability of the faction itself.

Table 13: Faction Stability Level Categories

D%	Stability Level	Description / Example
01-05	Ephemeral	Might not last the month. Significant fissures in the leadership, dissatisfied membership, lack of resources, or diminishing size might all contribute to the imminent demise of the organization.
06-15	Chaotic	The faction is either deeply fractured, or by its nature is prone to disbanding.
16-30	Unstable	Recent fissures or conflicts have rendered the faction unstable, or its very nature doesn't lend itself to a long-term outlook.
31-50	Weak	For now, things seem okay... but not far over the horizon, there are issues looming that may spell doom for the organization's durability.
51-80	Stable	The faction is stable, and is unlikely to go away any time soon. Significant changes or disruptions could still tear the organization apart, however.
81-90	Strong	Like a stout oak, this faction has weathered storms and threats, and is the stronger for it. Longevity is assured, barring some massive disruption or internal power struggle.
91-97	Very Strong	Membership is surging, leadership is strong, and there are no significant fissures, conflicts, or external threats that would jeopardize the organization's continued existence.
98-00	Intractable	Barring a cataclysmic event or divine intervention, nothing can sunder this organization. Many religions or factions with blood oaths fall into this category.

Enemies

If the group has enmity with any other factions, they are listed here. Sometimes, this is a general statement as to what sorts of people or organizations would be unwelcome in the midst of this faction.

Allies

Any formal alliances, or informal relationships, between factions are noted here.

Resources

This section describes how many resources the organization as a whole has at its immediate disposal—this can be arcane knowledge, money, or other assets.

Table 14: Faction Resource Level Categories

D%	Resource Level	Description / Example
n/a	**Unknown**	Outside of the elite leadership, nobody truly knows the level of resources the faction can access.
01-09	**None**	Unable to muster resources to take any significant action for its members.
10-30	**Very Low**	In desperate circumstance, the Faction might be able to provide a member a piece of mundane equipment.
31-50	**Low**	Most members may have common garb, and its leadership may have uncommon goods provided for them by the faction.
51-74	**Moderate**	Members in good standing all have common garb or sigil-equipped items; leadership likely benefits from moderate magical gear.
75-89	**High**	All members have high quality (e.g., masterwork) mundane gear appropriate for the nature of the faction. Most leaders have high-quality magical items. Bribes and political favors are not unheard of.
90-98	**Very High**	The faction can regularly bribe merchants and politicians if needed and if in their nature. Members benefit from masterwork gear, and can requisition magical items if needed for a mission or task. Leaders all have magical garb of high value.
99-00	**Excellent**	All members carry magical items equipped with the faction's sigil. Leaders benefit from the highest-caliber magical gear the region supports, and likely possesses one or more potent artifacts. The faction can muster an army of conscripts or mercenary followers if needed.

Membership

Most groups won't let just anyone into their ranks—at least without getting to know them. Many groups demand something else, too: money, in many cases, but in certain factions, it may be necessary to embark upon a quest, create an item, discover new knowledge, save the life of an existing member, and so on.

Common Traits

If members have anything in common—either formally as part of their membership, or if many of them just happen to frequently have something notable about them—it is mentioned here.

Demeanor

The attitude of members, both in general (are they paranoid? Devout? Irrational?), and in the context of the faction itself (do they deny the group even exists? Are they proud of their membership?).

Tribute & Dues

Factions are not religious, but the gods and governments of **Aquilae** demand that even those who choose a secular lifestyle contribute as they are able.

Nearly all factions collect at least a **1%** tribute from each member annually. In all but the most extreme cases, members are not prevented from giving additional tribute to other religions or groups as they wish.

Religious Factions

The above attributes apply to nearly all types of Faction. However, religions have additional properties specific to worship and divine forces, as follows.

Divine Alignment

Not to be confused with Alignment, above, Divine Alignment reflects the alignment of the deity itself. Members and worshippers may, and frequently do, have the same or a similar alignment, but it may differ.

Worshippers

Similar to Membership, but it's important to note the distinction: not all who worship count themselves members officially.

Domains

Most deities are associated with one or more Domains. Clerics of the god may gain additional powers or benefits via this association.

Favored Weapon

Many gods tend toward a weaponry; any such is listed here. For non-militant gods, this may be a common implement or tool.

Other Factions

There are numerous other factions in **Aquilae**—traders, guilds, bandits, thieves, assassins, governments, clergy, and so forth. However, none of them holds formal sway within the city limits of **Mondaria**.

This is hardly an anomaly: most settlements in the realm are ruled from within by a small handful of factions, who among them wield total power. Outsiders as individuals may be welcome, but external influences are typically not.

Religious Factions

Sheergath, God of Resigned Fate



Overview

This Chaotic Neutral deity has a significant presence in the Druid Enclave and in the nearby city of **Berinncorte**.

Most lower-class citizens worship Sheergath; nearly all well-off citizens do not.

Usually depicted as a female, humanoid but with some goatlike features (goatee, and three small horns atop her head). Followers typically worship her out of a sense of disenfranchisement, of feeling as though their voice is not heard and their interests not served—either by government, faction, or other religions.

Type

Religious.

Sigil

A goat head, or a female face with goat horns and/or goatee.

Alignments

Any Neutral or Chaotic, though Chaotic Neutral tends to be the most popular.

Races

All are welcome.

Divine Alignment

Chaotic Neutral.

Worshippers

Peasants, laborers, and commoners, predominantly.

Domains

Chaos, Liberation, Death, Earth

Favored Weapon

Sickle.

Key Motivations

Help the disenfranchised and downtrodden come to grips with their lot in life... and react to that realization, if necessary.

Day-to-Day Goals

Help get those not as well off through the day.

Long-Term Objectives

Enable the downtrodden to rise up and overcome—or, failing that, to subdue them into a stupor from which they cannot rise. Chaos, indeed!

Notable Philosophies

Such as this, is our lot in life. Change that, or accept it.

Influence Level

Excellent. Even among the more powerful, there is a solid sense of resigned fate, and among any who wish for a higher station, the tools to either accept that or the fury to face it and change it are welcome spiritual aids..

Reputation

Average. Those in power value the complacency that can accompany worship of Sheergath, though they are ever wary of the extremes of revolt to which the God is also prone.

Age

Ancient (1,000-4,999 years).

Leadership

A group of **5 Shepherds** governs and interprets the will of the God at the highest levels. Typically, one rises above the others in terms of experience, willpower, or simple determination, and informally leads the group in their decision-making and rule.

Inner Circle

Tenders operate at the level below Shepherds, and typically convey the will of the religion at regional levels.

FlexTable 2: Faction Characteristics: Sheergath, God of Resigned Fate

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	CN mostly.	C/N/CN	C/N/CN	C/N/CN	C/N/CN
Race	-	All	All	All	All
Influence	-	Excellent	Excellent	Excellent	Excellent
Reputation	-	Average	Average	Average	Average
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Huge	Huge	Gargantuan	Gargantuan
Stability	-	Strong	Strong	Strong	Strong
Enemies	-	E religions	E religions	E religions	E religions
Allies	-	None	None	None	None
Resources	-	Very High	Very High	Very High	Very High
Tribute	Up to 20% to rise in rank	1%	1%	1%	1%

Flocklings are typically the next level down, and operate at the citystate level of detail. For geographies where such a distinction does not make sense—e.g., rural areas that do not contain more than a single city in a day's travel—this level is "skipped", or the **Elders** (see below) simply report to a more far-flung **Flockling**.

Elders operate at the city or town level of detail, and typically there is one per physical temple.

Size

Huge (25,000-49,999).

Stability

Strong. Though membership is high and on the rise, the nature of a Chaotic structure limits the natural peak of how stable such a faction can be in the long run.

Enemies

Evil religions tend to be at the greatest odds with the general nature of Sheergath, though in times of great conflict it has happened that temporary alliances have been formed to the longer-term benefit of the God of Resigned Fate.

Allies

None, formally, though occasional alliances have formed to weather certain storms of politics and war.

Resources

Very High. A far-flung and popular religion, Sheergath commands the numbers, if not the outright power and wealth, of a global-scale deity.

Membership

All are welcome, so all that is needed is to simply show up and worship.

Common Traits

It's exceedingly rare to find a wealthy follower of Sheergath. Most followers are commoners, farmers, townsfolk, laborers, or others whose station is low and feels fixed.

Demeanor

"Salt of the earth" is a popular expression, though there are paragons and villains in the mix of church population as well.

Tribute

The god (and church) demand 1% of wealth on an annual basis, though more frequent collections are commonplace and welcome.

It is commonly understood that to rise in station within the religion, greater contributions are required, up to the 10-20% level for those attempting to break into the ranks of **Tenders** or higher.

Zugul, Lord of Order



Overview

Law and peace are the main tenets of Zugul... though he doesn't seem to care much how these goals are achieved. Paintings, carvings, sculptures and stories evoke a calm, rational man focused on the betterment of his fellow people. And although his depictions de-emphasize weaponry, his simplified sigil is a mace over a lightning bolt: force is a very real part of his character, and his following.

A bearded knight with long, greenish hair is typically how Zugul is rendered. He always carries a mace in his right hand, though it is depicted as smaller scale than the man himself, representing the necessity of force in a lawful society—but the preference for it not to law's foremost tool. His left hand sometimes bears a shield; other times, it is raised in greeting or command.

Type

Religion.

Sigil

Lightning bolt and mace.

Alignments

Lawful only. Lawful Neutral for the vast majority.

Races

All are welcome.

Divine Alignment

Lawful Neutral.

Worshippers

Those from all walks of life follow Zugul.

Politicians, scholars, merchants, even those of a military life: any whose livelihood benefits from law and order have a vested interest in promoting Zugul's tenets.

Domains

Law, Community, Protection

Favored Weapon

Light mace.

Key Motivations

Law and order must rule in order to have society.

Day-to-Day Goals

Follow the law, help others to do the same, and punish those who do not.

Long-Term Objectives

Create law where none exists. Evolve existing law into rules that better and more efficiently construct society and allow it to thrive.

Notable Philosophies

Civilization as we know it is only made possible by law: creating, maintaining, and evolving to face the realities of the age.

Influence Level

Excellent. Nearly every source of power and influence in the Realm has a component of law and order; short of outright war and evil, Zugul's followers represent all stations of authority across the land.

Reputation

Praised. Though individuals may rightfully rail against the rule of law, and occasional groups or societies are laid low and done wrong by law too brutal, as a society, it is difficult to challenge the value of an orderly culture.

Age

Venerable (500-999 years).

Leadership

A single **Gavel** is promoted ruler of the church.

This occurs every 10 years, or at times, more frequently, if the current Gavel is deemed to be acting against the interests of the Church, or if he dies or steps down voluntarily from the post.

Inner Circle

A few dozen **Maces** serve as the next level of authority down

FlexTable 3: Faction Characteristics: Zugul, Lord of Order

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	LN almost universally	L only	L only	L only	L only
Race	-	All	All	All	All
Influence	-	Excellent	Excellent	Excellent	Excellent
Reputation	-	Praised	Praised	Praised	Praised
Age	-	Venerable	Venerable	Ancient	Ancient
Size	-	Large	Large	Large	Huge
Stability	-	Intractable	Intractable	Intractable	Intractable
Enemies	-	C factions	C factions	C factions	C factions
Allies	-	L factions	L factions	L factions	L factions
Resources	-	Excellent	Excellent	Excellent	Excellent
Tribute	> for benefits	1%	1%	1%	1%

from the Gavel. Each Mace is elected from within the church ranks to serve a geographical area.

Under each Mace is a **Whip**, tasked with ensuring orderly processing of enrollment, Tribute, and the like from the individual churches under the Mace's purview. The Whip themselves may have a staff of people serving under them.

At the level of individual church properties, a **High Priest** serves as the spiritual leader of the building and the city in which she serves.

Within a church, **Clerics** serve in authority under the command of the High Priest.

Size

Large (10,000-24,999).

Stability

Intractable. Order is the definition of the church, and the powerful will always have need of an orderly religion.

Enemies

All Chaotic entities, individuals, factions, and deities.

Allies

Nearly all Lawful factions and religions, though those who too much emphasize their Good and/or Evil components are to be treated at arm's length.

Resources

Excellent. Many of the rich and powerful are followers.

Membership

All that is required to join is to be a citizen in good standing of an orderly society.

For example: Barbarians from the hills, those with a recent or severe criminal record, transients, or the homeless are unwelcome, though the church will expend time and money in efforts to uplift such individuals and restore them to the fold of the culture.

In today's society, what we call a felony might very well prevent someone from joining, unless they tithed a grand sum, or performed some act of great penance.

Common Traits

Nearly all followers of Zugul hail from a profession or lifestyle that benefits from the rule of law. Clerks, solicitors, scholars, healers, politicians, and some military background qualify.

Demeanor

Calm, collected, and even downright smug, adherents of Zugul tend to be comfortable in their righteousness and in the rule of law generally speaking.

Tribute

All followers must Tribute 1% of their profits to the church to remain in good standing. Those wishing to contribute more are often given opportunities within the church.

Local Factions

Dwarven Mining Union



Overview

The **Dwarven Mining Union** was formed unofficially several decades ago to combat unfair treatment and abuse by the **Elven Administration**. Outright murder by the Administration has ceased, but beatings, rapes, and injuries in general have gone up, since the Union formed.

Although this Faction's influence is strongest in the city of Mondaria, underneath whose mountain the mines that fuel the success of the Enclave dwell, there are some in the Druid Enclave with ties to the Union.

Type

Workers' union.

Sigil

A chunk of ore, superimposed by a pickaxe.

Alignments

Chaotic and Neutral; typically not Lawful.

Races

All in theory, though Dwarves are massively represented in the ranks given that race's overwhelming presence in the mines.

Key Motivations

Ensuring for the health of their workers, and fostering a more profitable and safer environment for all.

Day-to-Day Goals

Ensure worker safety.

Long-Term Objectives

Take over ownership of the Mines from the Elven Administration. They realize this is a very far-fetched goal.

Notable Philosophies

Workers are the fuel that generates the warmth of profit.

Influence Level

Good, within Mondaria; ***Poor***, within the **Druid Enclave**; ***None***, outside those two regions.

This largely accounts for their failure to produce much true change.

Reputation

Good, generally speaking.

If asked, the common citizen of the Enclave would agree that workers should be treated fairly, and there is a general recognition that much of the prosperity of the Enclave is due to the mines of Mondaria.

Age

Recent (6-49 years).

Leadership

Democracy.

Current leader is **Danalin Foeslash** (see ***Dark Obelisk 2: Adventure Book***).

Inner Circle

None formally, though friendships abound and crony-ism is commonplace.

Size

Diminutive (250-499).

Stability

Stable.

Although the Elven Administration would like to break and dissolve it, they recognize that the mere outlet of having a voice is a powerful deterrent to more organized chaos, and tolerating the Union's presence is a necessarily evil to prevent an uprising.

Enemies

They have a tense and often antagonistic relationship with the ***Elven Administration***, against which the Union was indeed formed.

Allies

None.

FlexTable 4: Faction Characteristics: Dwarven Mining Union

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	C/CN mostly.	Any	Any	Any	Any
Race	Dwarves, mostly.	All	All	All	All
Influence	In Mondaria; Poor in DE; None outside	Good	Good	Good	Excellent
Reputation	-	Good	Good	Good	Good
Age	-	Recent	Recent	Established	Established
Size	-	Diminutive	Diminutive	Tiny	Tiny
Stability	-	Stable	Stable	Stable	Strong
Enemies	-	Elven Admin	Elven Admin	Elven Admin	Elven Admin
Allies	-	None	None	None	None
Resources	-	Low	Low	Low	Moderate
Tribute	-	1%	1%	1%	2%

Resources

Low.

Within the Mines, the group prospers a bit, owing to their value and importance, but they prosper under the whip fo the Administration, and they are effectively enslaved to that environment.

Membership

Every single worker in the Mines is automatically a member.

Members consist of every miner, nearly all dwarves no matter their line of work, and some sympathizers outside those endeavors.

Common Traits

Blue-collar, working-class folks, or those with a family history of same.

Demeanor

They are careful to prevent their protests and political views from impacting their productivity overmuch, lest they be accused of being shiftless.

Tribute

Employees are expected to **Tribute 1%** of their wealth annually to the city. As always, employees or citizens are welcome to tribute additional wealth to Mondaria, though in practice this hardly ever happens unless the citizen in question needs something specific from the government. In theory, this is not quite as quid-pro-quo as it might seem; typically the extra tribute is paid to the city by way of thanks for extra effort.

Quest: Please Send Help

Summary: A Union dwarf begs the party for help in the imperiled mining city of Mondaria.

It should be noted that this Quest is really a hook into the separate mega-adventure ***Dark Obelisk 2: The Mondarian Elective***. This separate adventure book is required to run this Quest; as a result, there's no reason to introduce this Quest into your Druid Enclave exploration unless you intend to transition the party to this DO2 adventure.

Similarly, of course, if your gaming group has already encountered Mondaria City in the course of running Dark Obelisk 2, this dwarf's existence or interaction should alter as a result.

Rewards: Special.

Locations: Any (in Druid Enclave); Mondaria City

Key NPCs: Any Dwarven Mining Union member

Kickoff: The PCs encounter a dwarf from the mining city of Mondaria.

Depending on the level of urgency the GM wishes to impart to the party, the dwarf's circumstances may vary, as follows:

For a greater sense of urgency, this dwarf left Mondaria just as it was growing dark and evil, and as murders and chaos and monsters began to envelop the mines and take over the city. This dwarf was in fact one of the few who escaped before the city's fall, and she begs you to come with her to help determine what befell her comrades.

For a more laid-back option, the dwarf left before the fall of the city on travel they had arranged long before the Dark Obelisk was discovered in the depths of the mining complex. The dwarf has grown concerned, however, that no messages nor other travelers nor shipments from the mine have been coming in the last few weeks.

Description:

The PCs have some options.

They can ignore the request, whether rudely or politely. Anything short of accompanying the dwarf back to Mondaria to check on her comrades falls into this category.

Next steps really depend on how strongly you wish to push the concept of **Dark Obelisk 2**. If you were merely testing the waters, then you can have the dwarf let the interaction slide in disappointment. Alternately, if you need to push the PCs more strongly, the dwarf may escalate their reaction, turning violent, or desperate, or insane, underscoring the importance of checking out the situation.

The PCs might be skeptical. Feel free to roll just to keep up the charade of suspense or skill, but any sort of skill check or investigation, magical or mundane, will immediately and completely validate that the dwarf is telling the truth, and is terrified of the possible outcomes.

To add a bit of interest and darkness to the proceedings, perhaps it is revealed that not only is the dwarf telling the truth, but her fear and terror seems completely out of proportion to the mere concern of not having heard anything from the city recently. Almost as if the dwarf had heard rumors, suspicions, of something dark afoot.

A good option here is to present the PCs with one or more results from the **Rumors & Lore** table in ***Dark Obelisk 2***.

Either as an immediate reaction, or as a result of one of the above considerations, the party might take the dwarf up on her request. At minimum, the dwarf will happily provide the party with instructions on how to get to the city of Mondaria, a two-days' ride from the Druid Enclave.

At the GM's option, the dwarf may accompany the party to Mondaria, or be too scared to do so, in service to the needs of the party's composition.

Elven Administration



Overview

In one entity, the Elven Administration combines the office of Mayor of the City of Mondaria, and the oversight of operations of the entire mining complex. They report only to the Druid Enclave Council, which largely cares only for continued profitability.

Type

Operations and administration.

Sigil

A mountain, superimposed by a leaf.

Alignments

Lawful, almost exclusively.

Races

Elves, with other races in support capacities only.

Key Motivations

Keeping a mining operation profitable.

Day-to-Day Goals

Maintain order and ensure worker prodictivity.

Long-Term Objectives

Help Mondaria City and its inhabitants to thrive by establishing relationships, trade, and investing back in infrastructure. Profiting the Druid Enclave.

And, ultimately, taking over rule of the Druid Enclave for themselves, either by outsing the Council of Elders entirely, or by merely replacing a majority of the Council with members from their own ranks.

Notable Philosophies

Law and order are the most effective means of running a city.

Influence Level

Near Total, within the city of Mondaria.

Excellent, within the Druid Enclave.

Poor, outside of these contexts.

Reputation

Average.

The Administraiton is very well-known, and it's acknowledged broadly that profits from the Mines come only thanks to their diligence and organization. However, rumors of mistreatment, abuse, rape, and even murder and cover-ups within the mines are too widespread to not have a basis in reality.

Age

Established (50-99 years).

Leadership

Autocracy.

Current ruler is **Mayor Faenadorn** (see ***Dark Obelisk 2 Adventure Book***).

Inner Circle

Mine administration day-to-day falls to Taskmasters and other ranks (see ***Dark Obelisk 2 Adventure Book***).

Size

Local (25-99).

Stability

Strong.

Some form of administration is required to rule Mondaria and provide profits to the Enclave, but outcry recently has worn thin the Administration's public standing.

Enemies

It's part of the fundamental problem between the two groups that the **Elven Administration** views the **Dwaven Mining Union** as an enemy.

Allies

The Council of Elders of the Druid Enclave, though some within those ranks question the Administration's methods.

FlexTable 5: Faction Characteristics: Elven Administration

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	-	L	L	L	L
Race	Others in support	Elf	Elf	Elf	Elf
Influence	Excellent in DE; Poor outside	Near Total	Near Total	Near Total	Near Total
Reputation	-	Average	Average	Average	Average
Age	-	Established	Established	Established	Established
Size	-	Local	Local	Local	Local
Stability	-	Strong	Strong	Strong	Very Strong
Enemies	-	Dwarf Union	Dwarf Union	Dwarf Union	Dwarf Union
Allies	-	DE Council	DE Council	DE Council	DE Council
Resources	-	Very High	Very High	Very High	Very High
Tribute	-	1%	1%	1%	1%

Resources

Very High.

Membership

All members are either hired or appointed by the Druid Enclave.

Members are typically Lawful or Lawful Neutral citizens with a knack for administration, or a special skill.

Common Traits

In addition to alignment, members of the Administration are often better dressed, fed, and generally taken care of than workers in the mines.

Demeanor

Effectiveness and efficiency, law and order are the goals of most government employees.

Tribute

Employees are expected to Tribute 1% of their wealth annually to the city. Citizens are also expected to tribute, either directly to the city, or to one of its factions or religions. As always, employees or citizens are welcome to tribute additional wealth to the Druid Enclave, though in practice this hardly ever happens unless the citizen in question needs something specific from the government. In theory, this is not quite as quid-pro-quo as it might seem; typically the extra tribute is paid to the city by way of thanks for extra effort.

Quest: Coverup

Summary: The PCs are asked to eliminate an interfering dwarf to preserve peace and order.

Rewards: 1,500 gp / 3,500 gp / 8,000 gp / 14,000 gp; up to **2 Reward Stars**.

Locations: Anywhere on the Ground Level of the Druid Enclave.

Key NPCs: Any who are part of the Elven Administration faction, with some sort of positive Attitude toward the PCs.

Kickoff: In discussions with an NPC who is a member of the Elven Administration, the character will bring up the topic of recent threats to the Administration by the Dwarven Mining Union. One dwarf in particular has been a thorn in their side, spreading untrue rumors that the Enclave has lost contact with the city of Mondaria.

This refers to the dwarf who introduces "**Quest: Please Send Help**" on page 45.

Description:

The NPC describes the recent rumors as a likely attempt to subvert public confidence in the Administration, leading to some assumed benefit for the Union, but short-term, any such lack of confidence could lead to disastrous consequences for all of Mondaria if there is unrest or a revolt.

This dwarf will not listen to reason, and refuses outright to even speak with any member of the Administration.

If the PCs refuse, or if they refuse to take violent action

against the dwarf (either before, or after, hearing her side of things), they will lose Attitude with the NPC and with the Elven Administration.

Good or Neutral parties who hear the dwarf's side and then decide to take no further action receive **2 Reward Stars** for this Quest in addition to any reward associated with the dwarf's Quest.

The PCs may accept, and follow through with the desired activities—threats, violence, or even killing the dwarf qualify. Assuming the actions taken are in line with their Alignment and character, the party receives the monetary reward listed as well as **1 Reward Star**.

Enclave Security



Overview

Technically in charge of all security for the Enclave, in practice, they're responsible for the city's defenses, and then only when threatened. Thus their power waxes and wanes in reflection of the level of external threat that perceived as upcoming. At the moment, there is unrest and uncertainty around Mondaria, and as a result, the Militia forces have been raised and reserves called up in anticipation of the worst-case scenario.

Type

Military / security.

Sigil

Crossed green blades or spears.

Alignments

Any, though Lawful predominates.

Races

Any, though Elves and Dwarves serve in equal number for the most part.

Key Motivations

Provide for the defense of the Enclave, its leadership, and its citizens.

Day-to-Day Goals

Ensure an orderly society in the Enclave.

Long-Term Objectives

Defeat enemies of the Enclave in a general sense... both inside and outside.

Notable Philosophies

Law and order allow a society to flourish.

Influence Level

Good, within the Enclave. None, outside of that context.

Reputation

Good. Although most citizens view Security as an unnecessary flourish, attacks from outside and treason from within are common enough that everyone recognizes their necessity.

Age

Very Old (250-499 years).

Leadership

A **Captain of the Guard** serves as the ruler overall of all security forces.

Inner Circle

Security forces are divided into two categories: Enclave Security, and Elite Council Guard.

Enclave Security are the common forces, and the ones that most citizens are familiar with. They are the guards that townsfolk see throughout the city.

Elite Council Guard are highly-trained, well-equipped, formidable warriors. They are tasked with guarding the Council of Elders, and in times of siege or war, with leading the military forces of the Enclave.

Size

Local (25-99).

Stability

Very Strong. Security forces are essential to defend the Enclave; even the most chaotic of the citizenry would not wish to disband the group.

Enemies

None, in an organized manner.

More generally, any enemy of the Enclave is an enemy of Enclave Security.

Allies

Council of Elders.

Resources

High. Enclave forces tend to be well-equipped, particularly the Elite Council Guard.

FlexTable 6: Faction Characteristics: Enclave Security

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	-	Lawful	Lawful	Lawful	Lawful
Race	Mostly; others are in minority	Elf/Dwarf	Elf/Dwarf	Elf/Dwarf	Elf/Dwarf
Influence	-	Good	Good	Good	Good
Reputation	-	Good	Good	Good	Good
Age	-	Very Old	Very Old	Very Old	Venerable
Size	-	Local	Local	Local	Regional
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	Council of Elders	Council of Elders	Council of Elders	Council of Elders
Resources	-	High	High	High	High
Tribute	-	1%	1%	1%	1%

Membership

Members of Enclave Security are hired into the position, though they do not think themselves mercenaries.

Common Traits

Many hail from a military background in a broader or more formal sense.

Demeanor

Warlike, but beneath the surface, with an outward calm.

Tribute

Enclave Security are expected to donate 1% of their income back to the Enclave. In rare cases for more junior members, their pay may be so low as to exempt them from this requirement.

Quest: Mining the Truth

It should be noted that this Quest is really a hook into the separate mega-adventure ***Dark Obelisk 2: The Mondarian Elective***. This separate adventure book is required to run this Quest; as a result, there's no reason to introduce this Quest into your Druid Enclave exploration unless you intend to transition the party to this DO2 adventure.

Similarly, of course, if your gaming group has already encountered Mondaria City in the course of running Dark Obelisk 2, this Quest may or may not apply.

It is quite possible for the party to completely exhaust and resolve the adventure of ***Dark Obelisk 2***, but still pursue this Mining the Truth Quest, because the nature of the disaster that occurred in the city of Mondaria was a secret.

Summary: Discover what happened to Mondaria City, and tell the Council, and militia forces.

Rewards: 4,000 gp / 8,000 gp / 14,000 gp / 20,000 gp; up to **3 Reward Stars**.

Locations: Anywhere in the Druid Enclave; Mondaria City.

Key NPCs: Any in the Enclave Security, and/or any member of the Council of Elders.

Kickoff: In discussions with any member of Enclave Security, or with any Elder, the nature of Mondaria City and its rich mining enterprise come up in conversation.

The nature of that conversation should be dictated by the party's existing knowledge of, and experience with, Mondaria City and the events of ***Dark Obelisk 2*** (see below).

Ultimately, the PCs should be left with more questions than answers, and enough reason to venture forth to Mondaria City to continue the Quest.

There are two possibilities in terms of sequencing:

If the PCs have never heard of or experienced Mondaria City / played through ***Dark Obelisk 2***, the fact that Mondaria City exists, and that its mines serve as the primary source of financial security for the Enclave, should be the stepping-off point for conversations around this Quest.

If the PCs have already heard of Mondaria City, and/or have played through the ***Dark Obelisk 2*** adventure to some extent, then the nature of the conversation can shift and be an easier introduction to this Quest.

Description:

The PCs have the following options in broad strokes:

- The party can ignore the opportunity. This should have few reprecussions, though enterprising GMs who want to force the issue more strongly can have Enclave Security NPCs and Elders approach the party with increasing urgency to ask their involvement repeatedly.

  If you are including Mondaria City and the events of Dark Obelisk 2 in your campaign setting, it should be underscored that without the revenues from the mines of Mondaria, the Enclave is in dire straits and will not survive for an extended period. The lack of response from the city and the lack of shipments from its mines should fairly quickly represent a clear and present danger to the Enclave.

- The PCs can investigate of their own accord and interest. In this framing, they are of course free to come to their own conclusions and investigate as much as they like. They are beholden to no member of the Council.

  It may or may not come to pass that they receive any reward.

- The party can agree to investigate, and to serve as a semi-formal emissary of the Enclave Security forces and of the Council by extension. Such an agreement results in the described monetary reward for returning with information about what has occurred to the city and its mines, but binds the PCs to silence in that they may not reveal any information about Mondaria to anyone outside the Council and the person who commissioned their involvement.

- Regardless of their motivation, if the PCs venture to Mondaria City, and discover the truth about what happened there (see the ***Dark Obelisk 2 Adventure Book***), if they return and inform the Council, they will receive an additional reward of **1 Reward Star**.

  If the PCs perform this report in the context of having been asked to do so and having agreed, they will receive the monetary reward listed as well... but only if they vow to keep the matter to themselves.

  The PCs will be thanked for their service and for the information.

- If the PCs do not agree to keep quiet, they forefit any monetary reward involved and will be supervised very closely by the Council and by Enclave Security going forward.

- If the PCs wish, they can push back, demanding some accountability and/or public report on the matter. It is up to the GM as to how successful these efforts will be, but it is encouraged that the mere attempt merits **2 Reward Stars**, which stack with other rewards of the Quest.

Quest: Awkward Legacy

Summary: A junior member of the Elite Council Guard is not passing muster. The PCs have the opportunity to try and address the situation.

Rewards: 750 gp / 1,500 gp / 4,500 gp / 8,000 gp; up to **1 Reward Star**.

Locations: Ground Level of the Druid Enclave.

Key NPCs: Any member of the Elite Council Guard.

Kickoff: Once the PCs gain at least 5 points in the Attitude Tracker of an NPC who is a member of the Elite Council Guard, this Quest is introduced.

The Elite Guardsman describes the situation and asks the party's help in addressing. Perhaps, she says, an outsider to the Guard will help in their fresh perspective.

Description:

A junior member of the Guard is not passing muster. He got the position as an inherited title from his late father.

The Elite Council Guard in the Druid Enclave is not just a job, it's a lifestyle, and membership is a coveted honor often handed down from generation to generation.

Nobody wants to confront the poor lad about his performance, particularly given how well-respected his father had been and how recently he passed, but it's clear that the apple has fallen quite far from the tree in this case.

The PCs must either convince the Elite Guardsman to give up his position, convince Elite Guard leadership to give the man a desk job or something, or somehow grant the underperformed the abilities he appears to lack.

- The PCs can ignore the request. This doesn't harm them in any way, but is a missed opportunity.

- Convincing the Guardsman to give up the position is one approach that the party can take. This requires two successive skill checks; failing either one reverts the party to requiring two in a row.

  For these checks, grant the awkward lad the profile of an **Elite Council Guard** (p 653).

  These checks are the party's **Diplomacy** or **Intimidate**, opposed by the NPC's **Bluff** skill. The awkward lad gets a +2 circumstance bonus to his checks, given that the position he's being talked out of is his entire livelihood.

  The PCs can fail no more than twice before the lad refuses to talk with them further. Failure to this degree fails this outcome of the Quest, but the party is welcome to pursue other options (see below).

  Two successes in a row means that logic has sunk in, and the lad will voluntarily give up his post.

- As an alternative to the above, or as its own initial pursuit, the PCs can try to convince Guard leadership to give the lad a desk job rather than subject him, and the Elite Guard as an institution, to further embarassment and frustration.

For these checks, assume the Guard Captain is a member of the **Anointed Guard** (p 621).

The PCs must succeed in three skill checks, and may fail no more than three. The three successes need not be in sequence; that is, the party may fail one or more in between successes. Each check is the party's **Diplomacy** or **Sense Motive**, opposed by the Guard Captain's **Diplomacy** or **Intimidate**.

Failing more than three times means the Captain is unconvinced of this approach to resolution, and will not speak of the matter further with the party.

Three successes before that point is reached means the awkward lad will be reassigned, saving himself and the Elite Guard further hassle.

Regardless of how it comes to be, if the awkward Elite Guard steps down, the PCs benefit from the monetary reward plus **1 Reward Star**.

Quest: Blades in Shadow

Summary: The PCs uncover a conspiracy in the Guard to assassinate one of the Elders.

Rewards: 2,500 gp / 5,000 gp / 7,500 gp / 15,000 gp; up to **2 Reward Stars**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: At least one member of Enclave Security.

Kickoff: The party may stumble upon a scrap of paper, a overhear a whispered conversation, or simply press and delve deeply into conversation with a member of the Security forces, and discover the nature of the situation.

Description:

There is a small conspiracy within the Guard to assassinate one or more of the Elders. This is driven purely by profit and disenfranchisement; they themselves do not wish to usurp the position. They are on the lookout for someone with political ambition, and will gladly kill any one of the Elders in exchange for protection and a wealth of money.

The PCs must discover the conspiracy, all of its members, and decide what to do. They can take advantage of the situation, in which case the conspirators will either succeed and the PCs will be on the hook for a great deal of money (particularly as the conspirators will demand double to keep their silence), or the conspirators will fail, and blame the PCs in a heartbeat.

Ignoring the situation doesn't cause harm or benefit the party. At the GM's discretion, the plot can either succeed, be foiled by someone else, or simply fall apart as the people involved lose their nerve before committing the act.

If the party confronts the conspirators, they will be presented with an option: join them, and perform the deed, or fight the conspirators.

Fighting the conspirators results in a to-the-death battle, as the party knows a deadly secret and has refused to keep quiet about it. Success for the party results in loot from the bodies. On the bodies will also be some written evidence of the conspiracy, which can be presented to the Council for the monetary reward listed.

Killing the conspirators is also worth **1 Reward Star**.

Turning in evidence to the Council, whether the motviation, is worth an additional **1 Reward Star** which stacks.

The party may attempt to talk the conspirators out of the action. This requires a DC 20 **Diplomacy** check, opposed by the **Bluff** skill of an **Enclave Guard** (p 659); the Guardsmen have a **+3 circumstance bonus** on the check. Success means that a cooler head has prevailed, and the attempt will not take place; the party benefits from **2 Reward Stars** as well, though no monetary reward.

Failure means the party may try again, but with a further **-2** penalty on their check. Failure a second time results in combat, as the conspirators realize the persistence of the party and believe they must fight their way out of the situation.

The Moss



Overview

A privately-owned and managed offshoot of one of the more major military Factions, this is a combination of a Thieves' Guild and a mercenary guild.

Responsible for brokering contracts between employer and mercenary, often for short- to medium-term assignments (as little as a day, as much as a year; beyond that, mercenaries tend to manage their own contract since it's less overhead). The Guild takes 20% as a management fee; an additional 20% if the Guild themselves found the position for the mercenary in question.

The seedy underbelly of the Guild, however, is that they also pilfer from those they serve, and act as a fence for the stolen merchandise.

Type

Underworld trade and mercenary guild.

Sigil

A light red leaf or foliage.

Alignments

Any, though Good alignments are rare, and Lawful alignments are uncommon.

Races

Any.

Key Motivations

Wealth and underworld power.

Day-to-Day Goals

Provide contracts for its mercenaries, steal from its employers, and fence valuables stolen by its members.

Long-Term Objectives

Become the strongest organized crime faction in the Enclave, and beyond.

Notable Philosophies

Anyone unable to defend their own property, or desperate enough to hire underworld labor, kind of deserves to have their possessions nicked.

Influence Level

Poor. Part of their approach is to operate under the radar, so by definition, few in power know that they even exist.

Reputation

Bad. They do provide a useful service, and it's generally inconclusive that it was their members who stole... but the coincidences allow some to put two and two together.

Age

New (1-5 years).

Leadership

The Rock, a black market leader, guides operations. He's in that position through sheer force of will, as the Moss was his own invention.

Inner Circle

A cadre of elite mercenaries acts as bodyguard and enforcer when not under active employ.

In addition, The Moss has recently branched out into blackmail operations thanks to the leadership of the **Blackmail Leader**, who has just joined the ranks of the organization in the last two years.

Size

Local (25-99).

Stability

Unstable. Its newness and the chaotic nature of its members wars with the surety of The Rock's rule. Under anyone else's leadership, The Moss would have folded or reverted to a simple thieves' guild sort of arrangement quickly after inception.

Enemies

Enclave Security.

Allies

None, though the Rock is open to alliances with any who can provide contracts, stolen goods, or blackmail information.

FlexTable 7: Faction Characteristics: The Moss

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	L uncommon	Non-Good	Non-Good	Non-Good	Non-Good
Race	-	Any	Any	Any	Any
Influence	-	Poor	Poor	Poor	Poor
Reputation	-	Bad	Bad	Bad	Bad
Age	-	New	New	New	Recent
Size	-	Local	Local	Regional	Regional
Stability	-	Unstable	Unstable	Unstable	Weak
Enemies	-	Enclave Security	Enclave Security	Enclave Security	Enclave Security
Allies	-	None	None	None	None
Resources	-	Low	Low	Low	Moderate
Tribute	Of contracts; 50% of fenced sales	20-40%	20-40%	20-40%	20-40%

Resources

Low. For a fledgling group, it commands a great deal of wealth, but The Rock guards this secret viciously, lest jealousy and greed bring things down from within.

Membership

Thieves, mercenaries, grunts, enforcers, brutes, ne'er-do-wells, and disgruntled socialites on the prowl for something to spike the adrenaline—all are welcome in the shady underbelly of the Enclave.

Common Traits

Every member is engaged in, or seeks, some form of profitable illegal activity.

Demeanor

Some appear to be genuine, run-of-the-mill mercenaries. Informants appear to be normal citizens, servers, cooks, or the like.

There is no true common link that binds the membership, other than their criminal intent.

Tribute

The Moss collects 20% of all mercenary contracts of its members; 40% for situations that they arrange, as a management fee.

They take a 50% cut of all fenced goods.

It's important to note that they will resell goods regardless of their origin. That its mercenary members thieve from the wealthy who employ them is a secret that only a few dozen members are privy to.

Quest: Under the Underguild

Summary: The PCs must discover the ulterior motive of the mercenary guild.

Rewards: 2,000 gp / 4,000 gp / 8,000 gp / 16,000 gp; up to **3 Reward Stars**.

Locations: Any in the Druid Enclave.

Key NPCs: Any associated with The Moss.

Kickoff: In discussions with members of the Moss, or on their own gut feel, the PCs suspect there may be something more going on than a simple scenario of mercenaries-for-hire.

If the PCs do not suspect something on their own based on the GM's description of things, it could be that Passive Perception checks or Wisdom checks of any kind, particularly by the party's Rogue and/or anyone with Appraise or similar skills or background, will indicate that all of The Moss' members are dressed and equipped far better off than would be possible merely through the revenues of a mercenary.

Description:

There are many paths to take in discovering the truth, which for the purposes of this quest are defined in two pieces.

First, the PCs may discover that The Moss is in the business of fencing stolen goods. Second, they may discover that some of the guild's more elite mercenaries are prone to steal items from the very people they are employed by.

It is almost impossible that the PCs would discover the second, theiving, part without also first uncovering the fencing operation, but at the GM's discretion, it might be feasible.

If the PCs talk with members, and pursue questioning. This may gradually reveal something, via the following **Skill Challenge**:

Uncovering the Truth

First Check: DC 14 / 16 / 18 / 20 **Sense Motive** or **Diplomacy**, opposed by the NPC's **Bluff** or **Intimidate**.

PCs gain a +2 bonus on the check for each Rogue or rough equivalent in their party (that is, each PC with at least one level of Rogue).

Failure means the NPC's **Attitude Tracker** suffers a -4 impact and that NPC will not talk further with the party today.

Failure by more than 4 points will turn the NPC hostile to the party immediately. Failure by more than 7 points means the NPC attacks the party.

Success indicates advancing to the **Second Check**.

Success by 4 or more points advances directly to the **Third Check**.

Second Check: DC 16 / 18 / 20 / 22 **Sense Motive** or **Intimidate**, opposed by the NPC's **Bluff**.

The PCs gain a bonus on this check equal to the amount by which they most recently passed the **First Check**.

Failure reverts to the **First Check**.

Success advances to the **Third Check**.

Third Check: DC 18 / 20 / 22 / 24 **Diplomacy** or **Intimidate,** opposed by the NPC's **Bluff** or **Intimidate**.

Failure reverts to the Second Check; failure by 4 or more points reverts to the First Check.

Success will reveal the first undercover activity: fencing stolen goods. The PCs may attempt to question the NPC further to discover the second activity, however they risk reverting to earlier check stages if they fail.

Success by 4 or more points additionally reveals the second activity: stealing from employers.

Alternately, the PCs may capture, torture, or threaten a member of The Moss.

Reducing any member to fewer than half their maximum hit point total will force them to capitulate, and will reveal the first undercover activity.

There is a **25%** chance that the NPC threatened will even be aware of the second activity (stealing from employers); if they know of it, damaged NPCs will reveal this to the party as well.

Regardless of how the PCs come by the knowledge, they receive **1 Reward Star** merely for uncovering each of the situations (that is, up to **2 Reward Stars**).

The PCs can use the uncovered information to blackmail the faction, resulting in the one-time payment of the monetary reward listed.

Unfortunately, The Moss does not take well to threats. The day after the NPC involved pays the party off, the PCs will be attacked by **2d6 Black Market Guards** (p 630) and **1d4 Thieves** (p 727). This group is out for blood, and will not stop fighting until the PCs are all dead.

Successfully fighting off the attack results in **1 Reward Star**... and, of course, the party can keep the money.

Alternately, very enterprising parties can try to use the accumulated information to take over the criminal underbelly of The Moss. This will involve converting one or more of the faction's inner circle to their cause, blackmailing or holding the knowledge over their heads, or simply threatening enough people.

Thornpriests



Overview

An unofficial offshoot of the central tenets of the Druids who compose the Enclave, Thornpriests are those dedicated to the use of nature as a weapon.

They arose a generation ago, out of the leadership of a Druid Enclave embattled with goblin and giant attacks. The Thornpriest approach to Druidic study and their rigorous combat discipline allowed the Enclave to survive years of assault.

However, in the peace that followed, the Thornpriests grew bored and itched for further glory. Most left the Enclave at that time, seeking riches, wonder, and blood in the Realm beyond.

Some Thornpriests yet linger in the region surrounding the Enclave. It is said that these few long for a time of strife, and some even rumor that they work actively with enemies of the Enclave to bring about disaster, so that they might once again have a place in the world of the Druids that now no longer seems to need them.

Type

Class (Druid) / military.

Sigil

A tree, crossed with a nail or thorn.

Alignments

Any neutral, though Chaotic Neutral tends to dominate.

Races

Any, though Humans and Elves are very common.

Key Motivations

Righteous battle in defense of a good cause, utilizing nature as weaponry, is the glory that every Thornpriest seeks.

Day-to-Day Goals

Refine one's skill in weaponizing natural elements. Increase one's Druidic study and battle potency.

Long-Term Objectives

Bring the enemies of the Druids to their knees and break them upon the wall of the Enclave.

Notable Philosophies

Nature is a terrible, potent force if wielded correctly in defense of the noble who are attacked.

Influence Level

Little. Once, they wielded immense power in the Enclave, and nearly the entire Council consisted of their ranks. Today, however, few believe they are still a legitimate force, and the handful that engage in polite society in the Enclave are viewed with suspicion.

Reputation

Bad. They're not very well known, and even less understood. Most who are aware of them, fear them, and view them as a force likely to destroy, not preserve, the peace in which the Enclave has thrived for decades.

Age

Old (100-249 years).

Leadership

The **Bloodthorn** is the senior member of the faction, though those who live near the Enclave have not heard of her for many years. It is said that the Bloodthorn is the daughter of the founder of the Thornpriests, the Council Elder who created the sect in defense of the Enclave an elven generation ago.

Inner Circle

Day-to-day, each member tends to keep to themselves. Most are almost hermetic in their approach to things, though some few find a somewhat normal life in the Enclave.

Size

Regional (100-249).

Stability

Weak. Although individual members tend to remain very strong in their faith and commitment to the concept, new members have not joined in quite some time. Total count has waned substantially.

FlexTable 8: Faction Characteristics: Thornpriests

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	CN dominates	Neutral	Neutral	Neutral	Neutral
Race	-	Elf / Human	Elf / Human	Elf / Human	Elf / Human
Influence	-	Little	Little	Little	Little
Reputation	-	Bad	Bad	Bad	Bad
Age	-	Old	Old	Old	Very Old
Size	-	Regional	Regional	Regional	Diminutive
Stability	-	Weak	Weak	Weak	Stable
Enemies	-	None	None	None	None
Allies	-	None	None	None	None
Resources	-	None	None	None	None
Tribute	-	None	None	None	None

Enemies

Theoretically, any enemy of the Enclave itself, or Druids, more generally speaking.

In practice, the Thornpriests have come gradually to realize that the enemy of their true nature is peace itself.

Allies

None, though they long to once again count the Council of Elders among their allies and supporters.

Resources

None. Outside of what each individual member owns, the faction as a whole possesses nothing.

Membership

Members are Druids, almost exclusively, and those dedicated to combat magics predominantly.

Once, there was a ritual required to join, as well as certain rites and deeds that were to the benefit of the faction and the Enclave.

These days, however, it has been so many years since new members joined, any existing Thornpriest would welcome new membership with open arms and zero prerequisites.

Common Traits

Druids, with a passion for battle and for defense of the righteous.

Demeanor

Most don't say much, either because they have grown unused to speaking with others, or because their passion for their nature is often interpreted as mania.

Hermetic in garb and demeanor, most Thornpriests are unwelcome visitors when they come into town.

Tribute

In the absence of the Bloodthorn, and with waning and scattered membership, there is no formal Tribute structure in place for the faction.

Quest: Blood from a Thorn

Summary: The PCs are challenged to join the Thornpriests.

Rewards: Up to **1 Reward Star**; membership in the faction.

Locations: Anywhere in the Druid Enclave, or surrounding territories.

Key NPCs: Any current member of the Thornpriests.

Kickoff: Upon discussion of any sort with any member of the Thornpriests, the NPC involved suggests that the party may wish to join the faction.

Description:

Although typically, the faction is somewhat starved for membership, the party hails from parts unknown, and are likely unknown from inside the Enclave when they first encounter this Quest.

As a result—and, from a selfish perspective, as an opportunity to get something done for the faction—the Thornpriest in question will demand a helpful task to benefit the faction before granting membership.

If the PCs ignore the offer, there is no immediate impact. They may return to take the NPC up on the offer at any time.

- The PCs can attempt to bribe their way into the faction, rather than perform a task. This requires 50 gp per class level of the party, all-told.

  So, for example, a group of four PCs, all of 10th level, would require a tribute of 2,000 gp to join.

  This approach results in successful membership in the Thornpriests.

- The "best" way to play this, and the one anticipated by the NPC offering the option, is to perform a service for the group as requested. The nature can vary according to your campaign world and the GM's preferences, but options might be any of the following:

  1: Casting spells (specifically, Druidic or Ranger) to clear, prepare, cure, or enlarge the scope of woodland life in the area.

  2: Curing one or more Thornpriest members of poison and/or disease.

  3: Casting Stone to Flesh, or similar treatment, on a stoned member of the faction who willed that they be put in a glade as a tranquil memoriam if they could not be cured.

  Succesfully performing an activity like those above qualifies the party to become members of the Thornpriests, and benefits them **1 Reward Star**.

  The party is encouraged to create their own activity that qualifies; this could even be described as part of the requirement, that it is a measure of the party's creativity and dedication.

Rake & Sickle



Overview

Not well liked among the Council or the commoners, they are nevertheless essential of course for the continued food needs of the Enclave.

Their task is viewed as secondary to the pursuits a Druid should undertake. Most members of the Enclave view the efforts of Rake & Sickle as beneath Druids.

Type

Trade guild (farming).

Sigil

A sheaf of wheat.

Alignments

Any, though Lawful Neutral predominates.

Races

Any.

Key Motivations

Provide food for the Enclave and beyond.

Day-to-Day Goals

Perform the activities of farming, according to the season.

Long-Term Objectives

Ensure that the farming community is respected and well taken care of by the Enclave who they help feed.

Notable Philosophies

Without farms, there is no food.

Influence Level

Poor. Although valuable, this faction is taken for granted largely by the powers in authority.

Reputation

Good. Farmers rarely cause much trouble, and can be relied upon to act in the general good interest of the Enclave and its members.

Age

Established (50-99 years).

Leadership

There's little formality among the group, though the **Rake** is one who will speak on the behalf of the farming community to represent their interests in Council meetings.

The Rake is elected informally, and in practice, it tends to require some combination of stubbornness, age, and charisma.

Inner Circle

Outside of the Rake himself, there are no other positions of power or authority in the faction.

Size

Regional (100-249).

Stability

Very Strong.

Enemies

None.

Allies

None formally. They would like to consider the Council of Elders an ally, but the mere fact that they require representation by the Rake at Council meetings suggests that it is not as obvious a relationship as might be imagined.

Resources

Very Low. Although essential for the continued survival of the Council and of the Enclave, Rake & Blade members keep very little of what they produce.

Membership

All one has to do to participate is to be a farmer.

FlexTable 9: Faction Characteristics: Rake & Sickle

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	LN mostly	Any	Any	Any	Any
Race	-	Any	Any	Any	Any
Influence	-	Poor	Poor	Little	Little
Reputation	-	Good	Good	Good	Good
Age	-	Established	Established	Established	Old
Size	-	Regional	Regional	Regional	Diminutive
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	None	None	None	None
Resources	-	Very Low	Very Low	Very Low	Very Low
Tribute	To DE, not to faction	1%	1%	1%	1%

Common Traits

All members are active farmers.

Demeanor

Farmers by their nature tend to be risk-adverse, calm, and take the long view of things. Slow to react, but stubborn as hell once aroused, Rake & Sickle members will defend what they have and what they value to the death.

Tribute

It is expected that Rake & Sickle members tribute 1% of their income to the Druid Enclave. The faction itself has no stores or wares of its own.

Furthermore, it is expected—though hardly law—that farmers will contribute at least 50% of what they produce to the Enclave for free. More than that may be provided to the Enclave, and may be sold.

Quest: No Farms, No Food

Summary: Elevate the importance of the Farming Guild in the context of the Druid Enclave by advocating for them, and, in extreme measures, cut off the food supply.

Rewards: Low 1,000 gp / Moderate 2,500 gp / Advanced 5,000 gp / Elite 8,000 gp; up to **2 Reward Stars**.

Locations: Ground Level of the Druid Enclave, or anywhere outside of the Enclave.

Key NPCs: Any associated with Rake & Sickle.

Kickoff: Talking for more than a minute with any active member of Rake & Sickle will reveal this Quest as a request.

Description:

The ultimate goal here is to get farmers a better deal and more importance in society.

The PCs are asked to do whatever they can to intervene on the guild's behalf. Exactly what they might suggest the party do depends on the party's connections to the Council of Elders, and what they might have already done in the context of other Quests.

At minimum, the party will be asked to advocate for them when and if they meet with the Council of Elders.

Accepting the task is not so straightforward. Advocating for farmers is a general action; since the farmers aren't really looking for anything specific, it's all too easy for the party to ask the Council "can you treat them better?", and for the Council to respond "oh yes, of course", and then take no tangible action.

To succeed in a form that merits a reward, the party will have to either identify something tangible, and make it happen, or press with Rake & Sickle to make it specific.

- Ignoring the Quest is perfectly reasonable, and results in little impact other than losing -3 points to the NPC's Attitude Tracker to whom the party is speaking and ending the conversation in progress.
- To succeed in convincing the Council, it requires a successful **Diplomacy** check, opposed by the **Diplomacy** or **Sense Motive** of the Council (use the highest value across all Elders).
- Any outcome in which the Council takes action in support of Rake & Sickle gains the party the monetary reward listed, as well as membership in the guild without any requirement for farming. Finally, the party benefits from **2 Reward Stars**.

Arrow & Sinew



Overview

Far, far better respected than the Farming Guild, the Hunting Guild provides sustenance for the Enclave, but also honor and social rank for those who participate.

Every season for each type of game, there is a competition throughout that season to see who accumulates the most hunts.

In addition, there are "Hunting Games" throughout the year; these event-based competitions take place typically over a day or weekend, and are similar in nature in that racking up kills garners points

Type

Trade (hunting and skinning).

Sigil

A bow, often with an arrow, foreset with an animal of some sort (typically a mouse, rat, or other small creature).

Alignments

Any, though Neutral alignments predominate.

Races

Any.

Key Motivations

Provide animal protein sustenance to the Enclave.

Day-to-Day Goals

Hunt, skin, and prepare meat.

Long-Term Objectives

Elevate the professions of hunting and meat preparation and increase the importance of the Faction in the context of the Enclave's power.

Notable Philosophies

Eat what you kill. Kill so that you may eat.

Influence Level

Poor. Though it aspires to loftier station, the truth of the matter is that the faction is largely taken for granted, though its members are given to more opportunities to be lauded in their competitions.

Reputation

Good.

Age

Very Old (250-499 years).

Leadership

The **Huntsman** is the leader of things, at least from a formal perspective. Day to day, however, most members live a hermetic, isolated life. The group comes together only a few times a year, and then only to participate in Hunting Games.

Inner Circle

There is no explicit power outside of the Huntsman.

Size

Local (25-99).

Stability

Very Strong.

Enemies

None.

Allies

Pelters, to whom they provide the source of that faction's livelihood.

Unlike the similar faction Rake & Sickle, Arrow & Sinew seeks no formal alliance with the Council of Elders.

Resources

Poor.

Membership

One must demonstrate the skills of the trade: hunt, clean, and prepare the meat of at least three types of creature local to the geography of the Druid Enclave.

There is a great deal of overlap in membership between

FlexTable 10: Faction Characteristics: Arrow & Sinew

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	N mostly	Any	Any	Any	Any
Race	-	Any	Any	Any	Any
Influence	-	Poor	Poor	Poor	Little
Reputation	-	Good	Good	Good	Praised
Age	-	Very Old	Very Old	Very Old	Old
Size	-	Local	Local	Regional	Regional
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	Pelters	Pelters	Pelters	Pelters
Resources	-	Poor	Poor	Poor	Poor
Tribute	To DE.	1%	1%	1%	1%

Arrow & Sinew and the Pelters.

Common Traits

All members are hunters, either by their nature or adopted trade.

Demeanor

Hunters tend to be soft-spoken, solitary, and isolated in their day-to-day lives. They are calm, but a furious focus lurks just beneath the surface.

Tribute

Huntsmen in Arrow & Sinew contribute 1% of their income to the Druid Enclave. Some truly isolated exceptions will regularly dodge this requirement, and it's pretty much ignored, though with a general sentiment that what goes around, comes around, and eventually, this ill nature will come back to the offenders.

It is also informally expected that all skins resulting from the practice of hunting and meat prep will be given to the Pelters. Half of these at most may be sold; at least half must be donated freely in camaraderie with that sister guild.

To participate in the "Hunting Games", a member is required to contribute 20% of their wealth, against the possibility of a much larger reward if they win.

Any huntsman who is a member of both Arrow & Sinew and of the Pelters may of course choose to simply keep her skins and practice the trade of both guilds.

Quest: Friendly Fire

Summary: Someone accidentally strikes a fellow hunter during one of the Games. The PCs can discover that it was no accident.

Rewards: 750 gp / 1,750 gp / 4,500 gp / 9,000 gp; up to **1 Reward Star**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: Any NPC associated with Arrow & Sinew.

Kickoff: Speaking with any member of Arrow & Sinew for any length of time introduces this Quest.

Description:

A month ago, one of the Hunting Games ended in tragedy when a participant was struck by an arrow. Although such incidents are not unheard of, it has been years since the last accident of this sort.

The wound is still healing, and the victim will have scars and impaired use of his left arm for the rest of his life most likely.

It is rumored that the victim was struck on purpose by one of his rivals for the particular competition in which the accident occurred. The two have long been bitter rivals, and have nearly come to blows many times prior.

This rumor turns out to be accurate: the shot was intentional. The victim has made no secret of the fact that he will gladly reward anyone who gets the attacker to admit to the intent.

It's easy for the party to locate the offender. Any scenario in which the attacker admits his guilt means the PCs benefit from the rewards listed.

Ignoring the Quest has no reprecussions.

Speaking with him and getting him to admit the crime requires an **Intimidate** check with DC of 18 / 20 / 22 / 24. The PCs get one shot at this: failure means the end of the conversation; failure by more than 2 points means the attacker flees. Success means the attacker will admit his crime.

Alternately, or after failing the above, the PCs can attack the criminal. Reduced to half his maximum hit points, he will flee; if the party can corner him, he will admit the crime.

Pelters



Overview

The Pelters are a skin guild—not a brothel operation, but instead a set of craftspeople tasked with skinning beasts produced by the Hunting Guild, and creating garb etc. from them.

Type

Trade (skinning).

Sigil

A bear paw, or similar animal track sign.

Alignments

Any.

Races

Any.

Key Motivations

Skin and clothe themselves and the Enclave.

Day-to-Day Goals

Prepare animal skins and craft cold-weather garb. Some members who focus more on the tailoring aspect of the profession will create elaborate and regal masterpieces; others focus merely on the process of preparation.

Long-Term Objectives

Few, in truth. Most Pelters are content to their station, and neither see nor seek elevation beyond it.

Those with true fashion talent may be possessed of further ambition beyond that of their peers in the guild, but these are often rewarded justly by the Council of Elders, merchants, and others in authority.

Notable Philosophies

From our earliest days, all races have survived winters and ill weather only from an ability to garb themselves in the manner nature has provided already to creatures their lesser.

Influence Level

Poor.

Reputation

Good.

Age

Venerable (500-999 years).

Leadership

A Peltmaster or Peltmistress leads the guild, though this amounts to little in actuality more than setting prices and ensuring fair trade and compensation.

The Peltmistress may hear grievances and rule on the outcome. Although such decisions hold no true legal weight, they are generally abided by, lest the offender incur the wrath not only of Pelters but of their sister guilds, Arrow & Sinew and Rake & Sickle.

Inner Circle

There is no formal authority level beyond the Peltmaster, who is elected to the position by an informal gathering of his peers when the prior holder of the position dies or steps down.

Size

Regional (100-249).

Stability

Very Strong.

Enemies

None.

Allies

Arrow & Sinew.

Resources

Low.

Membership

To participate, one must demonstrate the skills of the trade: take an animal carcass, and prepare its skin into a garment. Do so with at least two creatures native to the environs around the Enclave.

FlexTable 11: Faction Characteristics: Pelters

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	-	Any	Any	Any	Any
Race	-	Any	Any	Any	Any
Influence	-	Poor	Poor	Poor	Little
Reputation	-	Good	Good	Good	Praised
Age	-	Venerable	Venerable	Venerable	Venerable
Size	-	Regional	Regional	Regional	Regional
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	Arrow & Sinew	Arrow & Sinew	Arrow & Sinew	Arrow & Sinew
Resources	-	Low	Low	Low	Low
Tribute	To DE.	1%	1%	1%	1%

Common Traits

All members are skilled with skinning, and to various degrees in tailoring, lining, and clothing preparation.

Demeanor

Pelters are a bit hermetic, but not nearly as isolated and antisocial as their peer guilds might be. After all, once one produces a fantastic garment out of skins, they need to hawk their wares—and it won't do to have anxiety around the customer.

Those who are antisocial generally go through an intermediary to sell their product.

Tribute

The guild itself holds no coin as an institution; it is mandated that all members Tribute 1% of their income to the Druid Enclave.

Quest: False Fur Forgery

Summary: Someone in the skinning guild has been fabricating false furs: taking rats and dogs cats and passing their skins off as those of eskins, mink, and other more rare and desirable creatures.

The PCs must discover who has been doing this, why, and decide what to do about it.

Rewards: 1,500 gp / 3,200 gp / 5,000 gp / 8,500 gp; up to **2 Reward Stars**; membership.

Locations: Any in the Druid Enclave or its surrounding area.

Key NPCs: Any member of the Pelters.

Kickoff: Discussing anything with the Pelters will reveal this rumor eventually.

Description:

To succeed, the PCs must speak with one of the members of the Pelters who have been fabricating, and get them to admit their crime.

To reveal someone who has been creating false furs, the PCs will have to speak with **1d6** members. Finding individual members of the Pelters is not overly difficult, but requires **1d4** hours each.

To get the fabricator to admit the crime requires navigation of the following **Skill Challenge**:

False Fur Admission

First Check: DC 12 / 14 / 16 / 18 **Diplomacy** to get the Pelter to admit that they know of the crime. Success advances to the **Second Check**; failure ends the conversation immediately, and the party will not get a second chance to talk to this NPC.

Second Check: DC 15 / 19 / 22 / 25 **Diplomacy** or **Intimidate** to get the trapper to admit their crime. Success gets an admission; failure reverts to the First Check.

The PCs can turn the culprit in to Enclave Security. This results in the monetary reward promised by the Pelters, but as it will diminish the public perception of the guild, they will want no further interaction with the PCs afterwards.

The party can keep quiet, for a cut of the action. Striking this deal with the criminal prevents any sort of monetary reward from the guild, but entitles them to an ongoing commission of 100 / 250 / 500 / 750 gp per month resulting from sales of fake furs.

Turning the faker in to the Pelters will result in internal justice. The PCs will gain automatic membership, the full monetary reward, and **2 Reward Stars**.

Treekeepers



Overview

Druids and Rangers tasked with maintaining natural order, and ensuring that the surrounding forest is not unduly affected by the Enclave. They plant trees, weed, create gardens, and so on.

Typically they will endeavor in these pursuits in public or unclaimed lands, but if their path takes them through farmland or undeveloped property, they will do their work on private property as well without much consideration.

Type

Nature-oriented, preservationist.

Sigil

A tree, or stand thereof, in the background, and a shield in the foreground.

Alignments

Any, though Neutral alignments (and True Neutral in particular) is most popular.

Races

Any.

Key Motivations

Protect nature, and in particular the Druid Forests surrounding the Enclave.

Day-to-Day Goals

Plant trees, tend to sick plants, and cull disease.

Long-Term Objectives

Work with the Council of Elders, and common citizenry, to establish rules and guidelines for behavior that ensure long-term sustainability of the forests.

Notable Philosophies

The forests surround, protect, and provide for the Enclave. Without them, the Enclave would be nothing.

Influence Level

Little. Though few argue explicitly with the group's purpose, longevity of the forests is largely assumed, and considered unnecessary to support in an outright manner.

Reputation

Good.

Age

Recent (6-49 years).

Leadership & Inner Circle

There is no formal leader of the Treekeepers, though typically, one member's Druidic abilities and level will surpass that of her peers, and she will de facto be the one to seek audience with the Council.

As the group grows, however, there is a burgeoning awareness that some greater formality will be required.

Size

Local (25-99).

Stability

Stable. The group's purpose is clear, its members dedicated... but the lack of a formal structure and regular gatherings makes this less of an ironclad institution than you might think at first.

Enemies

None.

Allies

The **Emerald Garden** are close and natural (pun intended) allies.

Resources

None. Lacking a formal structure and Tribute system, the Treekeepers are essentially just a group of like-minded, yet very capable, individuals who share a common goal and approach to it.

Membership

Anyone can join merely by expressing a commitment to the group's cause, and demonstrating it in some tangible manner. This can be as simple as planting a row of trees, curing blight from a glade, or preventing the clearcutting of

FlexTable 12: Faction Characteristics: Treekeepers

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	TN mostly	Any (N)	Any (N)	Any (N)	Any (N)
Race	-	Any	Any	Any	Any
Influence	-	Little	Little	Little	Little
Reputation	-	Good	Good	Good	Good
Age	-	Recent	Recent	Established	Established
Size	-	Local	Local	Local	Regional
Stability	-	Stable	Stable	Stable	Very Stable
Enemies	-	None	None	None	None
Allies	-	Emerald Garden	Emerald Garden	Emerald Garden	Emerald Garden
Resources	-	None	None	None	Very Low
Tribute	To DE.	1%	1%	1%	1%

a forest section by loggers.

Common Traits

The vast majority of members are Druids. A small but sizeable minority are Rangers.

All tend to roam about, though few are outright loners.

Demeanor

Calm, yet empassioned when discussing the focus of their faction.

Tribute

None. It is expected that under Enclave rule, members would Tribute 1% of their income to the city, but the Treekeepers themselves do not enforce such a policy among the group.

Quest: Twas Beauty Slayed the Beast

Summary: A grove of Treants is under threat from Treekepers who seek to create a massive garden. They propose clearcutting some trees—amongst which the Treants favor some as holy and elder—to make space. The PCs must discover each side's argument, and make a decision as to which to help.

Rewards: Up to **2 Reward Stars**.

Locations: Any in the Druid Enclave.

Key NPCs: Any member of the Treekeepers.

Kickoff: Discussing any topic at length with a Treekeeper will reveal this issue.

Description:

There are some options here for the party. Both the Treants as well as Treekeeper leadership are readily accessible for discussions, so the party should have easy access to both sides.

- Siding with the Treekeepers, the party can try to convince the Treants to move. This requires three successful **Diplomacy** checks, of DC 17 / 19 / 21 / 23. During this attempt, the PCs cannot fail more than twice; failing a third time disqualifies this approach and the Treants will no longer talk with the party.
- Siding with the Treants, the PCs can instead try to get the Treekeepers to consider another location for their grove. This requires two successful **Diplomacy** checks, of DC 15 / 17 / 19 / 21. During this attempt, the PCs cannot fail more than once; failing a second time disqualifies this approach and fails the entire Quest, regardless of whether the party succeeds at other options.
- Alternately, or following failure of one or more of the above, the PCs can attempt to suggest that the Treekeepers create many smaller groves, rather than a single large one. This would require no movement for the Treants, and will allow the Treekeepers to retain their preferred location. If the PCs happen upon this possibility, it requires possibly the easiest of the challenges: only one successful **Diplomacy** checks, of DC 14 / 16 / 18 / 20. However, the PCs only get one shot at this: failure means this option is off the table.
- Any scenario in which one of the above approaches are successful merits **2 Reward Stars** and automatic membership into the guild for all party members.

Leaf Whisperers



Overview

Druids, Rangers, and Clerics who interpret the will of Nature by spending time in the trees.

They coordinate closely with, but are often at odds with, the Treekeepers, and view themselves as apart from, and above, the Council itself.

In reality, this noble-seeming ideal has become somewhat perverted, in that the membership strives to ever enhance its own power, and citing "nature" as a justification.

Type

In between a religion and a profession, the guild of Leaf Whisperers advises the Council of Elders.

Sigil

A leaf, superimposed by a thought bubble.

Alignments

Any, though Neutral alignments dominate.

Races

Any, though Elves are dominant within the faction and account for its majority.

Key Motivations

Interpret the will of nature and the surrounding environment, and ensure the Council acts on that will.

Day-to-Day Goals

Spend time in nature, and receive the will. That sounds lovely, but in practice, it amounts to a lot of daydreaming by individual members, largely about how to wield more power and displace the motivation onto "nature".

Long-Term Objectives

Become ascendant in influence over the Council, and eventually to replace most, if not all, of its seats with members.

Notable Philosophies

Nature's will is not always easily understood. It requires patience, practice, and a certain wisdom to ensure one hears with the correct ear.

Influence Level

Average. Although some dismiss them as kooks or eccentrics, it's unavoidable that the Leaf Whisperers have successfully predicted drought, famine, and invasion over the decades, so their council is well heeded, no matter how cynical the authority who might hear it.

Reputation

Average. Most have heard of them, and there seems a "love it or hate it" gut reaction to their influence. It seems that every time over the years that public opinion begins to seriously sway against their power-grubbing antics, they successfully predict a major disaster and help to avert it, thus ensuring their return to good graces.

Age

Venerable (500-999 years).

Leadership

An **Oakshouter** leads the faction.

This position is nominally elected by the membership, but in practice, the current Oakshouter all but outright designates her successor. Savvy Oakshouters know when a coup is imminent if their power is threatened, and name a successor from the ranks of those who threaten if they sense a political or public-opinion victory us unlikely.

Shifts in power can occur every 5-20 years. Oakshouters step down voluntarily due to advancing age or physical condition, or to pursue another lifestyle or profession.

Inner Circle

A cadre of between 5 and 12 **Glenwardens** acts as lieutenants of the Oakshouter's will, and senior representatives of the faction.

Size

Regional (150-249).

Stability

Weak. Until just a decade ago, it had been **Very Strong**, but the change toward self-gratification of its members and away from acting as true counsel has weakened the group's resolve and that of individual members.

Enemies

None, though at times, the Emerald Garden, Treekeepers,

FlexTable 13: Faction Characteristics: Leaf Whisperers

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	Neutral mostly	Any	Any	Any	Any
Race	Elves mostly	Any	Any	Any	Any
Influence	-	Average	Average	Average	Good
Reputation	-	Average	Average	Average	Average
Age	-	Venerable	Venerable	Venerable	Venerable
Size	-	Regional	Regional	Regional	Diminutive
Stability	-	Weak	Weak	Weak	Stable
Enemies	-	Emerald Garden, Treekeepers, Council (at times)			
Allies	-	Emerald Garden, Treekeepers, Council (at times)			
Resources	-	Low	Low	Low	Moderate
Tribute	-	5%	5%	5%	5%

and even the Council itself are at odds with what the Leaf Whisperers suggest.

Allies

For the most part, and over the long view of things, Emerald Garden, Treekepers, and the Council of Elders of the Druid Enclave all have theoretically very aligned interests.

Resources

Low. They do strive to equip their members increasingly in labeled garb so as to improve public awareness.

Membership

New members must donate half of their existing wealth to the faction immediately upon application. This contribution is generally put to immediate purpose, for example, in clearing a glade or building a meditation hut or roadside shrine.

Beyond that, there are no true requirements. Members hail from all walks of life, though Rangers and Druids and scholars tend to dominate.

More recently, applicants have represented a greater diversity of backgrounds and professions, representing the shifting and more selfish political desires of the bunch overall.

Common Traits

Members spend at least half their time roaming the forests outside of the Enclave.

Demeanor

Calm, smug, and self-satisfied, Leaf Whisperers (for the most part) truly believe they speak for the trees, no matter their more mundane motivations. As a result, they tend to talk down to virtually everyone else outside of the faction.

Tribute

The guild demands a tribute of 5% of earned wealth.

Quest: Will of the Forest

Summary: The PCs can help negotiate the separation of the Leaf Whisperer faction from the Council of Elders.

Rewards: 1,250 gp / 3,500 gp / 6,500 gp / 9,000 gp; up to **2 Reward Stars**.

Locations: Ground Level of the Druid Enclave.

Key NPCs: Any member of the Leaf Whisperers.

Kickoff: Conversation with any Leaf Whisperer will reveal this topic and introduce the Quest.

Description:

Leaf Whisperer leadership declares a need for the group to separate formally from the Council.

They also, however, demand a stipend from the Enclave, to be administered and paid to them by the Council, nominally in support of their endeavors to ensure Nature's will is obeyed, but in reality, to support them as they do not have income sufficient to be independent on their own.

The PCs must assess the situation, discuss it with the Council, and come to a conclusion as to whether and how they will intervene. As one of the Elders on the Council is also the leader of the Leaf Whisperers, the party will find it easy to gain audience with the Council to make their plea.

Any situation in which one side emerges victorious and both sides agree on the approach taken grants the party the full monetary reward described above, and benefits them by **1 Reward Star**.

The party can ignore the situation. This has no negative reprecussions, and the PCs may return to the situation at any time to engage and complete the Quest.

The party can side with the Leaf Whisperers, and demand on their behalf of the Council. This requires either performing a substantial service for the Council (see other Quests involving the Council), or the following **Skill Challenge**:

Supported Separation

First Check: DC 14 / 16 / 18 / 20 **Diplomacy**, merely to establish a line of inquiry with the Council.

Success advances to the **Second Check** below. Success by 5 or more points advances immediately to the **Third Check**.

Failure means the PCs are excused from the Council's presence, and they may not be heard for another week. The party may try again after that point, but with a **-2 circumstance penalty** on all further skill checks with the Council on this subject.

Second Check: DC 16 / 18 / 20 / 22 **Diplomacy** or **Sense Motive** to get the Council to see the Leaf Whisperers' perspective on the situation.

Success advances to the **Third Check**, below, and grants the PCs a circumstance bonus to that check equal to the amount by which they passed this **Second Check**.

Failure reverts to the **First Check**. Treat failure by 4 or more points as though the party had just failed the **First Check** (see above).

Third Check: DC 18 / 20 / 22 / 24 **Diplomacy** or **Intimidate** to demonstrate to the Council the value of the Whisperers and the need for continued financial support in order to ensure their continued cooperation and alignment with the Council's will.

Failure reverts to the **Second Check**; failure by 4 or more points reverts to the **First Check**.

Success means the party has convinced the Council of the value of the faction's claim.

Alternately, the party can side with the Council, and negotate that the Leaf Whisperers remain as part of the Enclave proper.

This requires successfully navigating the following Skill Challenge with the leader of the Leaf Whisperers.

Staying the Course

First Check: DC 15 / 17 / 19 / 21 **Diplomacy**, to convince the Elder that backing down from the approach is a feasible solution.

Success advances to the **Second Check** below. Success by 8 or more points immediately concludes the entire **Skill Challenge** successfully.

Failure means the party is at a disadvantage in further discussions with the Elder on this subject. They may continue to make attempts, starting with repeating the **First Check**, but suffer a **-1 circumstance penalty** on their rolls. These penalties are cumulative each time they fail this **First Check** stage; for example, if they fail the **First Check** stage twice, they may continue to try, with a -2 penalty.

Second Check: DC 18 / 21 / 24 / 26 **Diplomacy** or **Intimidate** to convince the Elder of the value of sticking to the status quo, and to agree not to separate.

Success resolves the **Skill Challenge** successfully.

Failure reverts to the **First Check**.

The party can take a more evil approach, and assassinate the Leaf Whisperer who is most behind this entire endeavor. Ironically, this will satisfy all parties involved! However, it will mark the PCs as evil, will permanently prevent membership in the Leaf Whisperers, and will end the party's relationship with the Council of Elders, who will henceforth refuse to speak with the PCs.

That said, if the murder is consistent with the party's alignment and character, it will grant them **2 Reward Stars**.

Finally, under the table, the PCs will be paid the monetary reward listed by a disgruntled intermediary. They will never know for sure if the payoff comes from the Council, from the Leaf Whisperers, or from some bizarre combination of both factions.

Enclave Trainers



Overview

Advertises, does a holistic needs assessment, and acts as broker connecting adventurers or others in need of training with professionals. .The whole arrangement is a convenient, lucrative, approach to upskilling in a certain field in a manner more flexible, and less daunting and involved, than a traditional Apprenticeship sort of relationship. Also allows each artisan / professional to take on numerous students

Type

Trade / profession / civic (training, multiple disciplines).

Sigil

A muscle superimposed over a leaf or tree.

Alignments

Any non-Evil.

Races

Any.

Key Motivations

Enhance the abilities of citizens and those who serve the Enclave.

Day-to-Day Goals

Provide for-hire training services.

Long-Term Objectives

Increase the importance and perceived utility of training as a strategic element of societal planning for the Enclave... and beyond.

Ideally, increase scale of the faction to encompass the mining city of Mondaria as well.

Notable Philosophies

You can get better at anything you desire, if you work hard at it and have the right help.

Influence Level

Good. Although the value of the organization is never debated, there is an ironic relationship with those in power: the more important and influential one is, the less likely they tend to be to admit to an opportunity to better themselves!

Reputation

Praised. The services offered by the Trainers are valued and respected.

Age

Recent (6-49 years).

Leadership & Inner Circle

None to speak of. As all share the same interests, it's common for any member to speak on behalf of the group, owing to the convenience of their schedules.

Size

Family (6-24).

Stability

Stable. Although very valued and well-paid, their lack of a formal organization structure makes them weaker as an institution than you might think.

Enemies

None.

Allies

The Council of Elders of the Druid Enclave.

Resources

Low. Individual members tend to be fairly well-off, but as a faction, the Trainers have little in the way of pooled wealth or other resources.

Membership

One must have enough experience and skill in a discipline, profession, or career/class to be able to mentor others in its pursuit. In practice, this usually means having a skill or representing a career that is currently ill-served by the talent pool of trainers, filling a gap in the portfolio of services the group might offer.

FlexTable 14: Faction Characteristics: Enclave Trainers

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	-	Any Non-E	Any Non-E	Any Non-E	Any Non-E
Race	-	Any	Any	Any	Any
Influence	-	Good	Good	Good	Very Old
Reputation	-	Praised	Praised	Praised	Praised
Age	-	Recent	Recent	Recent	Recent
Size	-	Family	Family	Family	Family
Stability	-	Stable	Stable	Stable	Stable
Enemies	-	None	None	None	None
Allies	-	Council of Elders	Council of Elders	Council of Elders	Council of Elders
Resources	-	Low	Low	Low	Low
Tribute	To DE.	5%	5%	5%	5%

Common Traits

All members tend to be experienced, middle-aged, and retired or semi-retired from the lifestyle or discipline they represent.

Demeanor

Self-assured, parental, and at times pedantic, depending on the profession represented.

Tribute

The group expects all members to contribute 5% of their revenue to the Druid Enclave. The faction itself accrues no dedicated wealth.

Quest: A Teacher's Trust

Summary: A trainer has been abusing students.

Rewards: 500 gp / 1,250 gp / 3,500 gp / 5,500 gp; up to **2 Reward Stars**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: Jaer (Druid Trainer; 538), Sannelle Goregut (Weapons Trainer; 533), Terjonne (Ranger Trainer; 543).

Kickoff: Speaking with any member of the Enclave Trainers will reveal suspicions along these lines. Even the abuser herself will give voice the the rumor, to allay suspicion of herself

Description:

Rumor is that one trainer has been taking advantage of their students.

None of the individual victims is bold enough to come forward and formally accuse their abuser, but many believe the rumors, particularly as all the trainers are flirtatious and charismatic.

In actuality, the rumors are accurate: Jaer, the Druid Trainer, has been taking advantage of students.

The PCs may discover the truth of the matter, and decide what they will do about it.

- The party may ignore the rumor, or dismiss it as simple rumor. There is no lasting impact to this approach, although Lawful Good character may have qualms with not at least investigating a little bit. The party may return to this Quest at any time.
- The rumor does not recommend an offender, so to discover the criminal, the party must threaten or persuade each of the trainers (Druid, Weapons, and Ranger).

  With the innocent Trainers, the GM is encouraged to make a charade of skill checks and reactions, to no ultimate avail.

  When the party is speaking with the Druid Trainer, getting her to admit the truth requires navigating the following **Skill Challenge**:

Revealing Betrayed Trust

First Check: DC 13 / 15 / 17 / 19 **Diplomacy** to disarm the trainer and to establish rapport and possibly trust.

Success advances to the **Second Check**. Success by 5 or more points skips directly to the **Third Check**, and grants the PCs a circumstance bonus on their first attempt at the **Third Check** equal to the amount by which they succeeded on this check, minus 5. For example, if the party succeeded on the **First Check** by 8 points, they would receive a +3 bonus on the **Third Check**.

Each time the party fails this **First Check**, they may attempt to retry the conversation, but receive a -1 circumstance

penalty on all social interactions with the Druid Trainer; these penalties stack and apply to all levels of this **Skill Challenge**.

Second Check: DC 15 / 17 / 19 / 21 **Diplomacy** or **Sense Motive** to bring up the topic of student trust in a general or abstract sense.

Failure reverts to the **First Check**.

Success advances to the **Third Check**.

Third Check: DC 16 / 18 / 20 / 22 **Diplomacy** or **Intimidate** to get the trainer to finally reveal their crimes.

Failure reverts to the **Second Check**.

Success concludes the **Skill Challenge**.

If the party succeeds this final check, using an **Intimidating** approach, but succeeds by 3 or fewer points, the trainer immediately attacks the party in desperation, and will fight to the death.

Once the party knows who the culprit is by having the Druid Trainer admit it, they have some options:

- They can blackmail the Druid Trainer. This enables the continuing abuse, so is likely an Evil action.

  The Druid Trainer is not wealthy, but will give the party what she can: **5d20 gp** per week thereafter.

  At any point in the future, the PCs can take an alternate approach below rather than continue the blackmail.

- The party can turn the Druid Trainer in to Enclave Security. This will grant the party the monetary reward described, and will benefit them of **2 Reward Stars**.

Stalwart Society



Overview

An association of guards of varying purpose. Offer training, tools, brokering services for contracts, and en-masse supply coordination for major clients.

The Society exists in grandiose, powerful form in the Realm in general. Locally in the context of the Druid Enclave, however, there is very little power wielded, though their ambition remains mighty.

Type

Profession / private security.

Sigil

Pillars, columns, or other rugged structure, in silhouette.

Alignments

Any.

Races

Any.

Key Motivations

Provide employment and financial security for its members.

Day-to-Day Goals

Secure contracts and ensure goodwill toward the faction and its members.

Long-Term Objectives

Gain influence on the Council. At the very least, secure at minimum a single member who is an active advocate for the faction; ideally, place one or more members of the faction into the Council.

Notable Philosophies

Mercenaries are a dime a dozen, and often untrustworthy.

Influence Level

Little.

Reputation

Average.

Age

New (1-5 years).

Leadership & Inner Circle

A **Champion** speaks for the group; this position is informally agreed to by the membership.

Beyond this leadership position, all members are equal in authority.

Size

Local (25-99).

Stability

Unstable. It's too new, and competes too much with other, larger, more established factions that perform much the same function.

Ironically, however, it is the only local security force that lacks an ulterior motive.

Enemies

None, though there is frequent tension and competition with the Mace & Blade and Wild Kingdom.

Allies

None. Larger factions of similar intent see no need as of yet to ally themselves or partner with such a fledgeling institution.

Resources

Very Low. The Stalwart Society is growing, but for the moment, can barely keep its membership equipped.

Membership

Anyone can join, and/or leave, at any point.

Common Traits

Typical members hail from a military, security, or adventuring background. Many still pursue those interests as a main, or second, endeavor.

FlexTable 15: Faction Characteristics: Stalwart Society

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	-	Any	Any	Any	Any
Race	-	Any	Any	Any	Any
Influence	-	Little	Little	Little	Average
Reputation	-	Average	Average	Average	Good
Age	-	New	New	New	New
Size	-	Local	Local	Local	Local
Stability	-	Unstable	Unstable	Unstable	Weak
Enemies	-	None	None	None	None
Allies	-	None	None	None	None
Resources	-	Very Low	Very Low	Very Low	Low
Tribute	More for jobs thru faction	1%	1%	1%	1%

Demeanor

One of the goals of the Society is to keep a positive, cheerful attitude, though stoic while on the job.

Tribute

The Society requires its members to pay 1% of their incomes to the faction.

For jobs arranged exclusively by the faction, the member receiving the commission is asked to pay 5% to the faction, and a further 15% to the other member who arranged the work.

If more than one other member was pivotal in arranging the work, the 15% is split amongst them.

Quest: Breached Defenses

Summary: The PCs may uncover a conspiracy within the Society.

Rewards: 1,900 gp / 3,600 gp / 5,400 gp / 7,200 gp; up to **2 Reward Stars**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: Any member of the Stalwart Society, or any member of the Council of Elders.

Kickoff: In discussions with any Elder, they will mention the odd pattern of assassination attempts described below.

Description:

At the highest levels of leadership within the Stalwart Society, there exists a conspiracy whose ultimate goal is to overthrow empires and supplant extant leaders with representatives of the Society, and to offer more minor lordships and positions of power to those who purchase them from the Society.

At the local level of the Enclave, this takes the form of a bizarre pattern: everyone who has been hired to defend the Chief Elder has failed, but that Elder has somehow managed to get wounded to a minor degree despite that failure. That Elder jokes that it's a curse... but the careful observer will note that it must be much more than that, since the wounds are all suspiciously minor.

The PCs can question Elders and members of the Society in an attempt to piece together the conspiracy.

In reality, the Chief Elder is in fact a member of the Stalwart Society in secret, and has coordinated these fake assassination attempts as a means of elevating his importance, and of deterring other, real potential attempts on his life.

If the PCs ignore the Quest, nothing happens. The fake assassinations will continue, to no real avail.

To discover the truth, the PCs must achieve two things:

First, they must get the lay of the land and the full rumor and history of what has been happening. This requires talking with at least 4 people total on the subject, which can be split between Elders (including the Chief Elder) and members of the Society. Talking with the Chief Elder on this topic counts as talking to 2 people for these purposes. Each will simply tell a tale of an assassination attempt that failed; no skill checks are necessary.

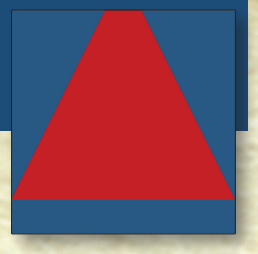
Second, the PCs must succeed in a conversational skill check with either the Chief Elder, or a member of the Society. The check is **Sense Motive**, opposed by the NPC's **Bluff**, while discussing the subject, and only after having accomplished the above step. Success in this check, which may be re-attempted any number of times, reveals the mystery.

Once they have revealed the mystery, the Chief Elder will admit her guilt, though because she has committed no actual crime, she will retain her seat.

The PCs will receive the GP reward from the Council, and benefit from **2 Reward Stars**.

Realm Factions

The Scarlet Path



Overview

Secretive and operating under the cover of shadow, The **Scarlet Path** nevertheless wields immense influence across Aquilae. In some cities they operate nearly in the open as a poorly-kept secret; in others, their presence is known only to those agents stationed there.

Type

Intelligence, Politics, Policy.

Sigil

A dark red road-shaped triangle pointing north.

Alignments

Lawful Evil (predominantly).

Races

All (no exclusions).

Key Motivations

Power and control.

Day-to-Day Goals

Know everything, of everything, about everyone.

Long-Term Objectives

Gain control and influence of everything.

Notable Philosophies

Wealth is of use only as a means to furthering the ends of the faction.

Influence Level

Little. Although its membership aims to know everything, their knowledge is mostly viewed with suspicion.

Reputation

Bad. The Scarlet Path is not well-liked by those who know of their existence; commoners and the powerful alike tend to be wary of organizations who might "know too much".

Age

Venerable (500-999 years).

Leadership

Council, with Councilmaster.

Inner Circle

Councilmembers are elected via open ballot. Bribes to leaders are outlawed, though gifts as thank-yous are commonplace. Leadership is typically competent and decisive. Audiences with the Council are rare, and by special arrangement only.

Councilmembership has varied over the generations, from as few as 3 to as many as 19. It's currently 11 seats in strength.

Similarly, the purpose or theme behind these seats has shifted. At times, they have purported to represent domains of knowledge or experience, or trades, or political regions.

Currently, the 11 seats have no set theme or nature; they are theoretically equal in authority and influence.

Size

Large (100-500 members).

Membership tends to be quite stable over time, meaning little growth, but also little attrition.

Stability

Very Strong. Those who follow the Path are dedicated in their pursuit, and in any case, adherence to membership rarely involves much beyond what self-centered or sociopathic individuals would pursue if left to their own devices.

There is too little influence to spend to bicker over how to spend it, and there is too much to know to quibble much over who should know what.

Enemies

All other factions, really, in theory.

By definition, any other organization is privy to its own secret knowledge, which they are unlikely to share with the Scarlet Path.

FlexTable 16: Faction Characteristics: The Scarlet Path

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	-	LE (mostly)	LE (mostly)	LE (mostly)	LE (mostly)
Race	-	All	All	All	All
Influence	-	Little	Little	Average	Average
Reputation	-	Bad	Bad	Terrible	Terrible
Age	-	Venerable	Venerable	Venerable	Ancient
Size	-	Large	Large	Huge	Huge
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	All	All	All	All
Allies	-	LE factions	LE factions	LE factions	LE factions
Resources	-	High	High	Very High	Very High
Tribute	-	1%	1%	1%	2%

Allies

Typically any LE-aligned faction. Other Lawful and/or Evil factions, for convenience.

Resources

High. Many merchants, politicians, and sages belong.

Membership

Requires influence, action, and acknowledgement by existing members.

Common Traits

No distinguishing characteristics... that's the whole point!

Members appear as normal people, but nearly all members are Lawful Evil.

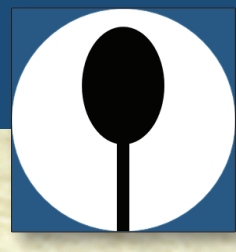
Demeanor

Members tend to be secretive about the faction, but not necessarily secretive individuals—they "hide in plain sight".

Tribute

The Scarlet Path requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Lowman's Group



Overview

Lowman's Group was formed by a bartender whose best customer drank himself to death, alone. Out of guilt that the bartender never got to know the customer, even though he was there constantly, he started this faction as a kind of a social club, networking, and outreach program all in one.

Type

Social / Support.

Sigil

A utensil (frequently a spoon) silhouetted against a plate (typically a simple circle).

Alignments

All allowed and accepted, though Evil members tend to be rare.

Races

Any and all.

Key Motivations

Support of the needy.

Day-to-Day Goals

Ensure all members have access to basic human requirements such as food, shelter, and transportation.

Long-Term Objectives

Ensure all members prosper by lending whatever form of other assistance a given member requires at a certain point in their lives.

Notable Philosophies

There is no one so noble who cannot fall low; there is no one so low who cannot gain ground.

Influence Level

Poor. By definition, Lowman's Group members are impoverished, and although most will agree with the mission of the faction, few of the powerful are willing to place the needs of the poor first.

Reputation

Praised. Though many disagree with either the aims and/or the methods the group employs, ultimately, it's only members who are affected.

Age

Old (100-249 years).

Leadership

Head of Household and a leadership committee of 4 other **Family Leaders**.

Inner Circle

All positions rotate twice a year: the current Head of Household may become a Family Leader; any Family Leader may be elected Head of Household by the other Family Leaders; any Member may be elected a Family Leader by her peers.

Family Leaders who do not become Head of Household rotate out automatically.

While this approach introduces a fair amount of chaos and inconsistency, it meets the group's goals of fairness and offers ample opportunity for always-fresh perspectives in positions of authority.

Size

Small (1,000-4,999 members).

Stability

Stable. Membership waxes and wanes a great deal; the largest problem is ensuring members maintain their commitments to the faction after achieving prosperity of their own.

Enemies

None. Other than the crushing burden of poverty.

Allies

Medical, religious, or other factions who help the impoverished, ailed, downtrodden.

FlexTable 17: Faction Characteristics: Lowman's Group

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	Tends away from Evil.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Poor	Poor	Poor	Little
Reputation	-	Praised	Praised	Praised	Praised
Age	-	Old	Old	Old	Very Old
Size	-	Small	Small	Medium	Medium
Stability	-	Strong	Strong	Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	Medical / religious factions			
Resources	-	Very Low	Very Low	Very Low	Low
Tribute	One-off gifts upon request and approval	1% to others	1% to others	1% to others	1% to others

Resources

Very Low. The institution itself has almost zero resources to speak of; individual members have their own wealth such as it is.

Membership

Members must guarantee shelter and food, or accompaniment for travel, for any other member. Any member may apply for financial, protective, magical services, or other assistance from the Head of Household and the Family Leaders.

Outside of brief room and board, supplicants must inquire formally at the faction lodge, and make their case. Any supplicants whose request is denied automatically suffer demotion of one level of membership.

There are "levels" of membership in Lowman's Group. Each level increases the burden: one week's room and board, one day's journey, one spell level of magic per month, and one percent wealth tithe contribution, per level of membership.

Lowman's Grou pis used heavily by very unfortunate or low level adventurers, or former adventurers who have fallen on hard times. Drunks, addicts, and others chronically in need of external assistance also tend to be foul-weather adherents.

Common Traits

None, though it's rare to find a truly prosperous / wealthy member.

Demeanor

Members tend to have a relaxed, calm, and generally warm attitude toward strangers, out of the knowledge that anyone else might also be a member.

Tribute

Lowman's Group collects no tribute itself, and keeps no resources on-hand as a central body.

Members are required to donate up to 1% of their wealth to other members per level within the faction, within certain limits. Beyond that, special one-off gifts or devotion of wealth or resources are coordinated by the Head of Household and Family Leaders if a supplicant's request is granted.

Order Mechanique



Overview

Rogues and knowledge workers, inventors, problem solvers, sages... any geeks who love the thrill of adventure are welcome to join, so long as they prove their creativity.

Type

Trade guild of inventors and tinkerers.

Sigil

One or more black gears against a dark field.

Alignments

Any allowed, but tend toward Evil or Neutral alignments. Those of any Good alignment tend not to be allowed into the Inner Circle.

Races

All allowed and welcomed.

Key Motivations

Creativity, invention, advancement of technology.

Day-to-Day Goals

Get, and help others get, a little bit better at tinkering.

Long-Term Objectives

Change the landscape of civilization by making truly impressive things possible through technology.

Notable Philosophies

Anything magic can do, technology can do... and perhaps a bit more reliably!

Influence Level

Little. Although proficient and skilled and knowledgable, the Order Mechanique keeps to themselves, and neither seeks nor receives well outside involvement, even for their own ultimate benefit.

Reputation

Good. Although populated with many Evil people, even the most vile adherents to the cause still produce mechanisms of enormous utility. At worst, the faction is viewed as a necessary evil.

Age

Very Old (2550-499 years).

Leadership

A single **Guildmaster** holds the reigns, but he/she is elected and holds office for only a single year at a time.

Inner Circle

Apart from the Guildmaster, there are no formal offices or positions as such.

As things work out, however, each new Guildmaster brings with her a cadre of loyalists who serve her in administrative capacities. These act as "lieutenants" of the Guildmaster's will during her tenure, but nearly all of them shift over when a new Guildmaster is elected.

Size

Medium (5,000-10,000).

Stability

Very Strong. One might point to the nature of the devices the members construct as inspiraton for their solidarity and strength.

Enemies

No true enemies as such, but many magic-oriented guilds and factions tend to be at odds with their goals.

Allies

None formally. Unofficially, or by convenience, any other factions in control of resources (e.g., metals).

Resources

Very High. Order Mechanique claims members from all walks of life and station, but almost by necessity, all who tinker must have disposable time and resources to gain knowledge, education, and parts.

FlexTable 18: Faction Characteristics: Order Mechanique

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	Tends toward Evil.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Little	Little	Average	Average
Reputation	-	Good	Good	Good	Praised
Age	-	Very Old	Very Old	Venerable	Venerable
Size	-	Medium	Medium	Medium	Large
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	None	None	None	None
Resources	-	Very High	Very High	Very High	Excellent
Tribute	Plus resources and inventions	1%	1%	1%	1%

Membership

Requires inventing something and giving the schematics to the Order.

Members are inquisitive and creative people of all races and backgrounds.

Common Traits

Members tend to be a bit, um, odd, in their demeanor, easily distracted, but also easily focused on a single purpose. Driven, dedicated, and unshakable in their belief that they can and will execute what the dream about.

Demeanor

Members aren't secretive, but they do guard membership quite jealously—it's a mark of prestige to them to be a member, and they want to ensure new members are up to snuff.

Tribute

Members are required to Tribute a minimum of 1% of gained wealth, though general expectation is that members will also gift additional resources, particularly those who create inventions. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Meatsmiths



Overview

Butchers and animal farmers from all over are welcome to join the Meathsmiths, who focus on animal husbandry, creature farming, butchery work, sales and trade. They prefer the term "flesh artisan" to the simple "butcher", though in practice their term is used almost exclusively by members.

Type

Trade guild of butchers and animal farmers.

Sigil

A black cleaver against a dark field.

Alignments

Any allowed and supported. Evil types are common.

Races

Any allowed and supported.

Key Motivations

To ensure meatcraft is viewed as a prestige profession, and to encourage high protein prices.

Day-to-Day Goals

Advocate for, and increase, meat sales.

Long-Term Objectives

Identify ways to reduce cost and increase quality and diversity in the harvest. (Note, however, ulterior motives in Description!)

Notable Philosophies

Butchers and farmers have difficult jobs, and it's not easy to ensure a quality product.

Influence Level

Little. Aside from guiding meat prices and ensuring quality and supply, the Meatsmiths hold little political sway.

In certain localities utterly dependent upon the protein they provide, they may hold more power.

Reputation

Bad. In addition to being a somewhat gruesome profession, many question why these workers in particular need a guild to begin with.

Age

Old (100-249 years).

Leadership

A single leader, called "the **Cleaver**".

He or she rules the entire guild alone, and gets to decide when and if they retire, and who takes over the position. In practice, political and peer pressure are exerted if the Cleaver is found to be doing a poor job; the voice of members is certainly heard, even if there is no formal obligation to respond to them.

Inner Circle

None formally, although it is common for a Cleaver to retain the services or friendship of a cadre of militant defenders and/or mercenaries. These lieutenants and enforcers of the Cleaver's will hold no official station or title, but are commonly referred to as "knives" by the membership.

Unofficially, and known only to the Cleaver and themselves, there is also an Inner Circle of high-level members, typically between 19-40. These members are part of a dark and necromantic offshoot of the faction focusing on Fleshcraft: golems, augmented constructs, body manipulation, and enhancements. It's gruesome and macabre, but their work promises to bring about implants that bridge the gap between man, machine, and magic.

Size

Tiny (500-999).

Stability

Stable. The "face" of the guild is certainly stable, as the profession will always endure... but the faction's ulterior motives, if discovered, would lay waste to the group fairly quickly.

Enemies

Lawful Good citizens, professions, and factions.

FlexTable 19: Faction Characteristics: Meatsmiths

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	Tends toward Evil.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Little	Little	Average	Good
Reputation	-	Bad	Bad	Bad	Average
Age	-	Old	Old	Old	Very Old
Size	-	Tiny	Small	Small	Medium
Stability	-	Stable	Stable	Stable	Stable
Enemies	-	LG	LG	LG	LG
Allies	-	LE	LE	LE	LE
Resources	-	Low	Low	Moderate	Moderate
Tribute	-	1%	1%	1%	1%

Allies

Typically any LE-aligned faction. Other Lawful and/or Evil factions, for convenience.

Resources

Low. Butchers tend not to be the wealthiest of tradespeople, and those elite in the Inner Circle tend to be of arcane bent, spending nearly all their resources on necromantic components, research, and books.

Membership

Automatic, if you're an animal farmer or a butcher and wish to pay Tribute to the faction.

Members are all butchers or farmers. Though those in the Inner Circle are members of these professions in name only; they are nearly all necromantic wizards.

Common Traits

Most butchers are members, and nearly all members are butchers. If anyone did some proper research and inquiry, they would quickly find that the faction's ranks hold zero members of Good alignment, however.

Demeanor

Members will name-drop the guild as often as possible, and imply that to be a butcher is to continue a long, and storied, tradition of flesh artisans who have worked and honed their technique for thousands of years, and so on.

Tribute

Those wishing membership in Meathsmiths must comply with Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. Members or non-members may puzzle at how little the guild appears to do with these resources... this is because the Inner Circle spends nearly everything on necromancy.

Liquid Guardians



Overview

Brewers and potionmakers from all walks of life claim affiliation with the Liquid Guardians. Their goal is the elevation of their tradecraft, which they view as a skill and practice above practically any other.

Type

Trade guild.

Sigil

A stylized water droplet, typically dark green, against a dark field.

Alignments

Any allowed and supported, though Chaotic is most popular.

Races

Any allowed and supported.

Key Motivations

Knowledge. Specifically, the secret of life... and of power over death.

Day-to-Day Goals

Promote and exercise the practice of potion-making and brewing.

Long-Term Objectives

Discover the secret of immortality in a bottle.

Notable Philosophies

If it's possible to create, forge, or evoke, you can put it in a bottle.

Influence Level

Average. Apothecaries and healers, as well as magic-item provisioners, are typically valued in all scales of society.

Reputation

Average. Nobody really pays them much mind until they need a potion.

Age

Ancient (1,000-4,999 years). Was popular long, long ago, but a "dark age" of the sect prevented its practice until recently (about 15 years ago).

Leadership

Single leader called the "**Imbiber of Truth**".

Appointed for life, but given leadership's habit of themselves trying out the next attempt at a potion of immortality, this is significantly shorter a span of time than it might seem. Most Imbibers only last between 1-3 years.

Inner Circle

19 designated Elders, all of whom are privy to the guild's secret: Historians are convinced that the sect of long ago did in fact succeed in their attempt to discover ancient and terrible secrets. Their dark knowledge, power over life, is said to be forbidden by the gods themselves, and brought about the ruin of the faction, though Elders differ on what happened exactly. Some believe they were punished by the gods themselves for their illicit knowledge, destroyed in a fiery wrath. Others believe that those who knew the secret instead became gods themselves. Cynical Elders think it's more likely that the gods played no role whatsoever—those in power wanted to keep the secret for themselves, and destroyed the entire cult lest others uncover their mysteries.

In truth, this last rendition is most accurate: Elders from long ago acquired what amounts to a functional immortality, and leaked just enough info to local Paladins to have them destroy and purge the cult. Surviving the extinction were but small handfuls of elders... who, gifted with the secret of eternal life, walk among us still!

Rise of this faction and research into its history also reveals an offsetting faction of paladins, also still around hiding in a subsect of a well known paladin / cleric religion, keeping watch and hunting the remaining "liquescent immortals".

Size

Tiny (500-999).

Stability

Strong. The nature of the profession ensures its longevity; this solidarity is occasionally threatened by the more nefarious aims of individual members and small sets thereof.

FlexTable 20: Faction Characteristics: Liquid Guardians

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	Tends toward Chaotic.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Average	Average	Average	Good
Reputation	-	Average	Average	Good	Good
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Tiny	Small	Small	Small
Stability	-	Strong	Strong	Very Strong	Very Strong
Enemies	Hatred of other factions is weak.	All	All	All	All
Allies	-	None	None	None	None
Resources	-	High	High	Very High	Very High
Tribute	Extra services required to gain favor	1%	1%	1%	1%

Enemies

Everyone else, though other factions aren't even aware of this enmity.

Allies

Liquid Guardians trust no others with their work or the secrets they pursue.

Resources

High. Potioncraft is an effective means to profit, but as the guild is effectively limited to arcane brewers, there are precious few among their ranks with actual political power or trade influence.

Membership

The sect assumes a total membership—that is, if you brew potions, the Liquid Guardians will eventually find you and ask that you formally join their ranks. And pay your share of Tribute, of course.

Secretive to the point of paranoia, members of any rank will defend the guild to the last, firm in their belief that they are doing the work of the gods themselves... or, at least, seeking their power.

Common Traits

All members must have the Brew Potion feat, and preferably, practice the art. This can be either as a business, or as part of adventuring or other endeavors—members need not make potions as their sole focus.

Demeanor

Liquid Guardians tend to be shy and protective about the existence, let alone the nature, of their faction.

Tribute

Liquid Guardians require a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. In addition, the Imbibder of Truth or her Inner Circle of Elders may approach any member for special additional services, which include surveillance, information-gathering, potion-brewing, attempts at a new concoction, and, in rare cases, they might ask for a guinea pig to try and drink a new mixture to test its effects. Such "extra services" as these typically earn the giver significant favor in the faction... if they survive the endeavor, that is.

Antimagic Shell



Overview

Detractors will joke that this is a tiny cult formed by people too stupid to become magic-users... and there's probably a grain of truth in that assessment.

No matter its origins, however, the present-day Antimagic Shell preaches a strict no-magic way of life, and claims all sorts of benefits from adherence to its doctrine.

Type

Belief, Lifestyle

Sigil

Orange shield atop a dark field, with a circle in the middle bisected by a line from southwest to northeast.

Alignments

All are allowed and accepted, though Lawful (and particularly Lawful Evil) alignments are most common.

Races

All welcome and allowed.

Key Motivations

Prevention and elimination of perceived "taint" through lifestyle modification and living in accordance with their beliefs.

Day-to-Day Goals

Avoid being "tainted" with magic, and seek cleansing redemption if it's unavoidable.

Long-Term Objectives

Reduce, or eliminate, the role of magic in society as a whole.

Notable Philosophies

Magic is a subtle form of evil, loosed upon this world by dark forces who seek to undo the gods themselves.

Influence Level

Poor. Magic is so useful to so many, and those who wield magic have access to such power and influence, that it is challenging for Antimagic Shell membership to gain footholds against this will.

Reputation

Terrible Magic is so useful in so many ways, most people find it very difficult to understand the group's perspective... or their motivation.

Age

Recent (6-49 years).

Leadership

No formal leader.

Inner Circle

Some in the group are more respected and their will more acquiesced to than others. The group does own a single stronghold which it uses as its headquarters. Some members are labeled "Elders" but it's unclear to most how this designation occurs.

Size

Tiny (500-999).

Stability

Chaotic. Membership fluctuates a great deal; attrition is a major factor. Most members discover quickly how dependent they had been on magic and on magical effects... this either hardens their resolve to abstain, or helps them justify reverting to "normal" life.

Enemies

All magical factions, certainly, though they would not "war" with them formally.

Allies

Members of the Antimagic Shell respect those of the Order Mechanique. For their part, the Mechaniques think the Shell to be silly and bizarre, but they're only too happy to take advantage of the perceived camaraderie on occasion.

Resources

Very Low. Forbidding magic, and dealings with those who traffic in magic and magical items, severely limits commerce and opportunities for influence.

FlexTable 21: Faction Characteristics: Antimagic Shell

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	Tends toward L/LE.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Poor	Poor	Poor	Little
Reputation	-	Terrible	Terrible	Terrible	Terrible
Age	-	Recent	Recent	Recent	Recent
Size	-	Tiny	Tiny	Small	Small
Stability	-	Chaotic	Chaotic	Chaotic	Unstable
Enemies	-	All Magical	All Magical	All Magical	All Magical
Allies	-	Order Mechanique	Order Mechanique	Order Mechanique	Order Mechanique
Resources	-	Very Low	Very Low	Very Low	Low
Tribute	-	1%	1%	1%	1%

Membership

Membership requires only the disavowal of magic—which is more difficult than it might seem. No spell-use, of course, but beyond that, no magical healing, no magic weapons or equipment, no wands, staves, or other magical devices... and perhaps most frustratingly, members should not themselves be a target of magical spells or effects. No races with innate spell-like abilities are allowed membership, regardless of promises to abstain from use.

Members see magic as an unclean taint, almost an infection of mind, body, and soul. Their "evidence" for this belief is society's over-reliance upon magic and magical items and effects.

The name is a none-too-subtle play on the spell of the same name; they envision themselves as a protective shell that shields civilization from the fouls of magic. Any member caught casting magic of any form (arcane, divine, Ranger, Druid, Bardic—anything at all) is immediately expelled from the faction.

Those using magical devices (wands, staves, magical arms or armor, or even a potion) or affected by magical spells must defend the action informally to at least three other members. Based on their assessment, the offending user may be expelled, or be required to do cleansing penance to purge the taint. This takes the form of an immediate Tribute to the faction of 1% of current wealth for each spell level (or magical item bonus) used or suffered, plus one day's "voluntary solitary" confinement and labor in the faction's stronghold.

In practice, this is fairly lenient—after all, if someone is the victim of a fireball, or must quaff a potion of cure moderate wounds to avoid death, it's certainly understandable.

Some magical items are permissible. These must undergo a "protective ceremony" conducted by the faction's Elders. In truth, this ceremony doesn't do anything concrete to the weapon or armor, but the Elders require a 1% Tribute of the owner's wealth per spell level of effect or Caster Level of the effect granted by the device.

"Pre-protected" magical items are available for sale at the faction's stronghold... for twice the retail price.

Despite the obvious mercenary cynicism in this structure, nearly everyone in the faction truly believes that their choice of lifestyle is the "right way", and makes them purer, more complete, and less tainted than those who walk a different path. The useless ceremony, the penance, and the multiple forms of extra tribute are merely to enforce the lifestyle and underscore its importance to those who are on the fence as to following it.

Aside from owning no magical items, casting no spells, seeking no magical assistance, and picking non-magical jobs, they tend to be normal people in all other respects.

Common Traits

There's usually something (aside from mere membership in the Shell) that causes them to be, or feel, separate from other people.

Demeanor

Tend to be somewhat reclusive. If questioned about their devotion, they will gladly spell it out for you (pun intended).

Tribute

The Antimagic Shell requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. It should be noted that although the mechanism for delivering and coordinating Tribute involves magic, the faction views this as an unavoidable sin—if the gods themselves demand that magic be involved in their tribute, it can hardly be toxic. Man-made, or man-executed, magic is the real evil to be avoided.

Platinum Flag



Overview

A financial group, the Platinum Flag began long ago as a means of encouraging investment in long-term projects, and has been credited with enabling enormous advances in all manner of civilization. Power is one of the things money leads to, but money for the sake of what it makes possible is the core of the group's belief.

Type

Financial.

Sigil

A silver-blue flag atop a dark field.

Alignments

Any, though Lawful Neutral predominates.

Races

All welcomed.

Key Motivations

Money. And the power, influence, control, and things that come with it.

Day-to-Day Goals

Acquire wealth.

Long-Term Objectives

Acquire more wealth.

Notable Philosophies

Money first. Investment is the truest form of power.

Influence Level

Excellent. They themselves would point to the correlation between money and influence as an underscore to their core tenet and ambition.

Reputation

Average. Their acumen and business savvy is respected far and wide, though their tactics and "money above all else" approach to things tends to rub most people the wrong way.

Age

Ancient (1,000-4,999 years).

Leadership

A single executive leader, the Platinum Head. This position is confirmed or changed once a year in a voting ceremony. Typically this is the member with the most accumulated wealth, though in rare circumstances it has been the member who has grown the most wealth in the past year.

Inner Circle

Membership has ranks with precious-metal terminologies. The most elite inner circle is the Platinum Bar, a council of 19. Second most important is the Gold Bar, a council of 29 members; next the Silver Bar, with 49 members, and finally the Copper Order, which is the balance of the common membership.

Size

Medium (5,000-10,000).

Stability

Very Strong.

Enemies

Formal enmity is typically not good for profit, so the Platinum Flag tends not to bear a grudge... at least not in a formal manner. They will war with any group interfering with their investments or operating against their schemes, but only if profit is threatened—they are not a fantasy "mafia".

Allies

Formal alliances are not uncommon, but tend to be short-lived and only to fulfill a specific purpose. The Flag has found that the best way to keep good relations and to ensure others operate in your interests is to invest in their endeavors—and so the faction has a stake in nearly every single government, religion, and organization that seems successful.

Resources

Excellent. A faction based in the accumulation of wealth is likely to always have cash on hand to provision its

FlexTable 22: Faction Characteristics: Platinum Flag

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	LN popular.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Excellent	Excellent	Excellent	Near Total
Reputation	-	Average	Average	Good	Good
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Medium	Medium	Medium	Large
Stability	-	Very Strong	Very Strong	Intractable	Intractable
Enemies	-	None	None	None	None
Allies	-	Short-term	Short-term	Short-term	Short-term
Resources	-	Excellent	Excellent	Excellent	Excellent
Tribute	More required for elevated status	3%	3%	3%	3%

membership or further its aims.

Membership

Requires a one-time Tribute of 10% of current wealth, and advocacy from at least one member of the Silver, Gold, or Platinum Bar. This gains you Copper membership; advancement from Copper to Silver costs another 10% and requires someone of Gold or Platinum membership to advocate for you. Going from Silver to Gold, you guessed it, another 10%, and this time, it has to be someone in the Platinum Bar that speaks on your behalf. To move from Gold to Platinum requires the Platinum Head herself to nominate you, and a majority of those in Gold and Silver status must vote for you to ascend... oh, and of course, they'll be needing that extra 10% Tribute.

Members are merchants, business owners, tradesfolk, politicians, magicians, government officials—those from all walks of life who are wealthy or who would aspire toward wealth join the ranks of the Platinum Flag.

Common Traits

It's considered a bit garish to flaunt one's wealth, though exceptional taste is always respected. But the Flag strives to represent itself well, and will have a frank conversation with any member who behaves poorly, particularly if they do so in the name of the faction.

Demeanor

Members are almost universally proud of membership. While they won't name-drop their participation, they will speak freely of the Flag and its principles, its good works, the advances it has made possible. This typically turns to boasting quite quickly, however, and a smug confidence pervades many members' attitudes.

Tribute

Unlike many other factions, the Platinum Flag expects a Tribute of not one, but 3% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. Those at Silver status or above are expected—though not formally required—to pay a greater percentage, and in rare circumstances, faction leadership may approach particularly prosperous members for a special donation—say, if a particular project is spinning up and they want additional capital to make it happen.

Katkalls



Overview

When times get tough, society tends to cut things out of its agenda—and spending on lavish entertainment is one of the first things to go. Katkalls feels that revelry serves and important function in any civilization, and that continued employment and job security for those who practice the various arts of performance should be one of the most fundamental human rights.

They also like a good mug of ale, if truth be told.

Type

Casual guild / social club of performers, and entertainers.

Sigil

White musical notes against a dark field.

Alignments

Any, though Chaotic tends to be the case.

Races

Any allowed, though more monstrous races such as Half-Orcs tend to be minimized.

Key Motivations

Ensure employment and well-being for its members, and advocate for the profession.

Day-to-Day Goals

Get members work.

Long-Term Objectives

Ideally, get bards, singers, and dancers into positions of power. Though most members are realistic as to how long that will take, and how unlikely it is.

Notable Philosophies

Music, laughter, and camaraderie are the true magics of the world.

Influence Level

Little. Although members have the attention of the powerful and wealthy, they can rarely affect their will. Cynical members will refer to this as having the eyes, but not the ears, of the notable.

Reputation

Praised. Who doesn't like music and dancing?

Age

Ancient (1,000-4,999 years), though with different names over the ages.

Leadership

There is a Head Jester, the tongue-in-cheek title of the group's de facto leader. She's more a figurehead than an actual decision-maker, though. Typically, the Jester is chosen in a wild night of revels and debauchery—sometimes as often as once a year, though frequently it's every other year, or every three or even five years.

Inner Circle

Katkalls has no elite outside of the Head Jester, who themselves is not very powerful within the organization.

In practice, although the faction places no titles on them, the most influential members are those who hold sway in localities and can get gigs for more members.

Size

Medium (5,000-10,000).

Stability

Very Strong, though the group's power and membership grows and shrinks quickly.

Enemies

Some governments or Lawful organizations, if their zeal for order would punish those simply looking for a good time.

Allies

Musicians and singers don't really have formal allegiances.

Resources

Low. Though you'd be surprised what a large gang of

FlexTable 23: Faction Characteristics: Katkalls

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	Tends toward Chaotic.	All	All	All	All
Race	Half-Orcs minimized.	All	All	All	All
Influence	-	Little	Little	Little	Average
Reputation	-	Praised	Praised	Praised	Revered
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Medium	Medium	Medium	Large
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	L/E factions	L/E factions	L/E factions	L/E factions
Allies	-	None	None	None	None
Resources	-	Low	Low	Low	Moderate
Tribute	1%+ if desired; 5-20% of contracts	None req'd	None req'd	None req'd	None req'd

impassioned, driven bards can accomplish if given direction.

Membership

Any entertainer is welcome to join, but to do so, one must find at least two existing members and give them their best performance—preferably one that impresses.

Members consist of bards, singers, musicians, dancers, orators, storytellers, comedians... pretty much anyone who entertains.

Common Traits

They're all entertainers, but that label applies to a quite broad spectrum of folk. Some influential and powerful government and religious officials are also members, if they strum a good lute in their spare time.

Demeanor

Friendly, effervescent, and whimsical. Or lugubrious, cynical, and biting. Alternately, snide and cunning. The only thing they all have in common is the ability to make things interesting.

Tribute

Unlike most other factions, Katkalls doesn't require any tribute annually. However, 5% of all fees gained through performance contracts must be handed over to the faction; this rate is 20% for contracts arranged by the group itself.

Those wishing to Tribute to the faction may pay 1% or more as they desire.

Mace and Blade



Overview

They're not quite military—they won't fight a war for you. But any other need of defense, security, enforcement—they're your men, women, and monsters. Mace and Blade have been serving the small- to medium-scale security needs of the realm for dozens of generations.

Type

Private military.

Sigil

A mace and blade, crossed. Usually the mace takes the form of a morningstar, or bears spikes.

Alignments

All are allowed and accepted, but Lawful alignments are most popular.

Races

Any allowed and welcomed.

Key Motivations

Security and enforcement.

Day-to-Day Goals

Ensure security contracts and employment for its members.

Long-Term Objectives

Privatize and take over security for the entire realm. It goes without saying that Mace and Blade contractors would be the ones providing the security. For a reasonable fee, naturally.

Notable Philosophies

Civilization is nothing without security... and security must be independent, private, if it is to be trusted. Factions, be they government, religion, or secular, cannot be trusted with their own defense.

Influence Level

Good. For the regions they serve, they wield enormous power, regardless of that wielded by the political entities thta employ them.

Reputation

Average. Those who use their services swear by the quality and efficiency. Many others point out that the faction's ultimate goal is a police state for profit, and although they're not far from the mark, Mace and Blade members will point out that their biggest detractors are either those with no need of security, or those who unknowingly benefit from the defense efforts of others.

Age

Old (100-249 years).

Leadership

Organized like a military, there is a Commander-in-Chief who is in charge of the entire operation.

Inner Circle

There are generals, lieutenants, and so forth.

Size

Huge (25,000-49,999).

Stability

Very Strong.

Enemies

Other security and military services, though they ally on occasion, say, for a large contract.

Allies

The group is open to working with any other faction... for a price. In practice, most alliances are short-lived, for the duration of the contract, usually.

Resources

High. Most mundane equipment for its members is provided by the faction.

Membership

Requires fighting prowess, so certainly at least one class

FlexTable 24: Faction Characteristics: Mace and Blade

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	Tends toward L.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Good	Good	Good	Excellent
Reputation	-	Average	Average	Good	Good
Age	-	Old	Old	Very Old	Very Old
Size	-	Huge	Huge	Huge	Gargantuan
Stability	-	Very Strong	Very Strong	Intractable	Intractable
Enemies	-	Other military	Other military	Other military	Other military
Allies	-	Any	Any	Any	Any
Resources	-	High	High	Very High	Very High
Tribute	Informal rank assoc'd w/more	1%	1%	1%	1%

level in a hand-to-hand combat discipline. But no class is ruled out, as some clients would prefer their security forces to be less obviously brutish. To gain membership, all that's needed is the Tribute described below, and a brief demonstration of one's abilities.

Members hail from all walks of life, all races, and all classes. Adventurers may belong part-time as a means of a stable income to augment their dragon-slaying, dungeon-diving attempts.

Common Traits

They all have some combat ability, and most have seen combat themselves.

Demeanor

Members are proud of the faction and its services. They will freely discuss their membership and anything they know about the group.

Tribute

Mace and Blade requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire. There is an informal, and rarely enforced, expectation that the higher one's "rank" within the organization, the greater the percentage of tribute should be.

Emerald Garden



Overview

Benevolent do-gooders with an ultimate goal of helping all life, the Emerald Garden is a loosely-organized group of Druids, Rangers, scholars, and others.

Type

Outreach / support and defenders of a belief.

Sigil

A green leaf, or leaves, against a dark field.

Alignments

Neutral Good almost exclusively, with some Chaotic Good.

Races

All allowed and welcomed.

Key Motivations

To help the growth and sustenance of all life.

Day-to-Day Goals

Keep people fed and prosperous, and preserve nature.

Long-Term Objectives

Encourage the growth and diversity of life in the realm.

Notable Philosophies

Magic is the essence of life, given physical effect.

Influence Level

Little. Although many agree with the core tenets of the faction, few will subvert other interests in their pursuit.

Reputation

Average. It's hard to argue with the group's goals or motivation, but most others feel as though there are much more pressing matters that need to be addressed before we devote energy to helping trees grow. "Life grows fine enough without our help" tends to be a popular criticism from outsiders.

Age

Ancient (1,000-4,999 years), though with different names.

Leadership & Inner Circle

A Circle of Seers, a group of 7 elder members, makes leadership decisions. Seers typically serve a lifelong commitment once appointed, regardless of infirmity or insanity... mental instability or impairment is viewed to be simply another part of life, and must therefore be part of the plan of life, so including that perspective actually helps rather than hinders the diversity of opinion.

Size

Small (1,000-4,999).

Stability

Strong.

Enemies

Any faction whose purpose involves preventing or destroying life of any kind. Military factions tend to be enemies.

Allies

Any other group that aims to help life that finds itself threatened. Healers and religious faction alliances are common.

Resources

Low. Farms, gardens, forests, and parks tend to be under their protection, but these rarely require protection.

Membership

All magic is respected and revered, though its use is not required for membership. Rangers, druids, and clerics aligned with a life-oriented deity are very popular.

Members will calmly and rationally tell you how all governments and militaries are in the business of preventing life. Many retired adventurers of certain classes are among their ranks.

FlexTable 25: Faction Characteristics: Emerald Garden

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	LG / CG mostly.	All	All	All	All
Race	-	All	All	All	All
Influence	-	Little	Little	Little	Little
Reputation	-	Average	Average	Average	Good
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Small	Small	Medium	Large
Stability	-	Strong	Strong	Strong	Very Strong
Enemies	-	Military	Military	Military, Necromancers	Military, Necromancers
Allies	-	Healers, religions	Healers, religions	Healers, religions	Healers, religions
Resources	-	Low	Low	Low	Moderate
Tribute	Rarely enforced.	1%	1%	1%	1%

Common Traits

They're not all vegetarians or vegans, and many wear leather armor and other products taken from the lives of animals. Their efforts are focused on the long view—helping life flourish all over. They recognize that some life (e.g., people!) requires that other life (e.g., apples, cattle) be sacrificed that it might thrive.

Demeanor

Tend to be calm, serene, and know a lot about history.

Tribute

The Emerald Garden asks a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

This is rarely enforced, however, and faction leaders in various areas have gotten in trouble with authorities and in some cases the gods themselves at not collecting and coordinating tribute properly.

Almost exclusively, retained tribute is used to purchase land, either to gift to members to farm and maintain, or to prevent its use for other purposes that would be counter to the group's aims.

Wild Kingdom



Overview

Exploring the world without fear, and fighting the realm's wars for them—that's the life of a member of the Wild Kingdom. A martial faction devoted to warfare and exploration, Wild Kingdom has been fighting wars and slaying dragons for a hundred years.

Although detractors criticize them for being mercenaries and believing in no true cause, they will point out that they fight for the truest purpose: exploration and experience. No matter your politics or background, these are heady intoxicants to the stalwart.

Members of this faction are a favorite of caravans, merchants, and those wishing a combination of security and adventuring. Some are hired as bodyguards for well-to-do novice adventurers; they're also great resources to fill out the ranks of an adventuring party.

Type

Exploration, warfare, and adventure.

Sigil

Golden long-grass against a dark (or no) field.

Alignments

Any are allowed and accepted.

Races

Any are allowed and accepted.

Key Motivations

Help countries wage war, see the world, have fun.

Day-to-Day Goals

Explore and travel the world.

Long-Term Objectives

Visit every region, wage war with successful armies, and "see it all".

Notable Philosophies

No matter how long you live, and how far you travel, there are always lands and wars yet to explore and fight.

Influence Level

Average. Though locally, and in trade / merchant contexts, this is elevated.

Reputation

Good. Soldiers are often necessary, and Wild Kingdom members make outstanding adventuring companions.

Age

Very Old (250-499 years).

Leadership & Inner Circle

Tribal Council of 5 leaders makes decisions. Officially, each of these positions may be challenged by any member at a ceremony once a year; in times past, the challenger must defeat and slay the incumbent in single combat to take the seat.

These days, succession decisions are political, and arrived at months ahead of time. The ceremony of challenge and combat is vestigial, and instead of death, the retiring Council member will lay down their sword, and beg mercy, which is then granted by the challenger, who assumes the seat thereafter.

Size

Large (10,000-24,999).

Although an enormous population of members, attrition by combat (and dangerous exploration!) is unavoidable.

Stability

Stable. Membership surges during wartime, and declines sharply when the battle is actually fought.

Enemies

The faction itself rarely wars with other groups, though almost by definition, members are part of warring forces. Wild Kingdom struggles to remain, or at least appear, neutral, apart from and above politics of the realm.

Allies

Any other military faction, so long as their ranks are on the side for which the Kingdom fights at the moment.

FlexTable 26: Faction Characteristics: Wild Kingdom

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	-	All	All	All	All
Race	-	All	All	All	All
Influence	-	Average	Average	Average	Good
Reputation	-	Good	Good	Good	Good
Age	-	Very Old	Very Old	Venerable	Venerable
Size	-	Large	Large	Huge	Huge
Stability	-	Stable	Stable	Stable	Strong
Enemies	Tries to remain neutral.	None	None	None	None
Allies	-	Any	Any	Any	Any
Resources	-	Moderate	Moderate	Moderate	High
Tribute	-	1%	1%	1%	1%

Resources

Moderate. Although military factions tend to have many resources, Wild Kingdom's travelling and decentralized nature make it difficult to amass much of a long-term foothold in any specific region.

Membership

Sign here, and pay your tribute; congratulations, you're now a member. If you're looking to go adventuring, let us know; there's lots of your new colleagues who would love another sword at their side.

Members consist mainly of barbarians, fighters, warriors, ex-soldiers, mercenaries... even a few paladins who are disgruntled or bored.

Common Traits

A sense of adventure and a bold outlook on life. And weapons. Lots of weapons.

Demeanor

Most Wild Kingdom members will regale you with tales of their exploits. Although not a formal military, members have a great deal of respect for one another, and by default will stand shoulder-to-shoulder with anyone if they're a known member.

Tribute

As an enormous, pseudo-military organization, the Wild Kingdom requires a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Although most factions collect tribute once a year, Wild Kingdom members tend to embrace a higher degree of volatility in their deeds... and so, the group collects their tribute from a given member whenever they are "back in town", so to speak, or in between wars or quests.

Adamantium Trail



Overview

There are many trade guilds and merchant organizations. The Adamantium Trail attempts to unite all traders under a common banner--some sub-factions have been applying this a bit aggressively, of late.

Type

Merchant and trade guild.

Sigil

A white signpost.

Alignments

All allowed and represented.

Races

All allowed and represented.

Key Motivations

Money, trade, and the flow of product within the realm.

Day-to-Day Goals

Conduct and expand business.

Long-Term Objectives

Gain money, influence, and control the economy. Though most members recognize that the group is composed of selfish, personally-focused businesspeople, and organizing toward some greater purpose is a huge challenge.

Notable Philosophies

Buy it for one gold piece, sell it for two.

Influence Level

Good.

Reputation

Good. Though some will call them money-grubbing profiteers, it's unavoidable that ultimately, everyone benefits from trade.

Age

Venerable (500-999 years).

Leadership

A single Trailmaster leads. She buys her way into the position, outbidding her competitors in a fiscal ceremony that occurs every five years (or upon the death of an existing Trailmaster).

Inner Circle

None formally, though in practice, the Trailmaster cannot be everywhere at once, and so delegates regional authority and collection duties by rough geographical area.

Size

Large (10,000-24,999).

Stability

Strong.

Enemies

Other trade guilds.

Allies

Also other trade guilds. Depends how profitable the other party is being in comparison.

Resources

High. Even a poor merchant tends to still do well.

Today, they are slowly morphing into a mafia kind of situation, edging out solitary and family-owned businesses and smaller guilds as their power and proft grow.

Membership

If you buy and sell, you may apply. To prove your worth, you are given a single platinum piece; your job is to generate at least 10 pp from it using your skills, connections, and knowledge. You have as much time as you like to do so; some members take more than a year to complete the task, but if they're successful, they're admitted.

Most members wear the icon of the faction—embroidered

FlexTable 27: Faction Characteristics: Adamantium Trail

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	-	All	All	All	All
Race	-	All	All	All	All
Influence	-	Good	Good	Good	Excellent
Reputation	-	Good	Good	Good	Praised
Age	-	Venerable	Venerable	Venerable	Ancient
Size	-	Large	Large	Huge	Huge
Stability	-	Strong	Strong	Strong	Very Strong
Enemies	-	Trade guilds	Trade guilds	Trade guilds	Trade guilds
Allies	-	Trade guilds	Trade guilds	Trade guilds	Trade guilds
Resources	-	High	High	Very High	Excellent
Tribute	1-10% typical	1%	1%	1%	1%

into their clothes, emblazoned on their wagons, or carved into their shop.

Common Traits

There are very, very few members who are not active traders or who own a stake in a mercantile company.

Demeanor

Always out to cut a deal, Adamantium Trail members are hustlers by nature.

Tribute

All members are expected to provide a Tribute of 1% of gained wealth, kept by the faction for its own purposes. Those wishing to Tribute to the faction may pay an additional 1% or more as they desire.

It's an unspoken rule that the more profitable you have been, the greater percentage of tribute you should provide. Many high-ranking members tribute more than 10%.

In addition, intra-faction bribery is commonplace, particularly when vying for the position of Trailmaster. It's not uncommon for a new Trailmaster candidate to run unopposed and assume the position without contest... because she has paid the other major contenders off so they won't run.

Squirrelheel Couriers



Overview

Nimble and capable riders from all backgrounds take up the scroll case and the saddle, though most are young and many are former (or inadequate) adventurers.

Type

Trade guild of message deliverers.

Sigil

Squirrel silhouette against a light-green, easterly-pointing chevron.

Alignments

Any allowed, but Neutral alignments are encouraged, particularly Lawful Neutral.

Races

Any, though slower races (halfling, dwarf, gnome) tend to be at a disadvantage.

Key Motivations

Secure delivery of messages, profit.

Day-to-Day Goals

Deliver the message.

Long-Term Objectives

Help empower all factions, governments, and citizens to trust that communications are secure.

Notable Philosophies

With a delivery job, trust is the real product that's being delivered.

Influence Level

Good, but to little effect. Trusted across the Realm, and stolidly neutral in their endeavors, their stature is mostly because they serve no higher purpose and do not push or sway.

Reputation

Revered. They are reliable, and take no sides.

Age

Very Old (250-499 years).

Leadership

A single Head Nut coordinates things, but the faction is so decentralized and its members so autonomous that she hardly ever gets involved in most matters.

Inner Circle

None.

Size

Tiny (500-999).

Stability

Very Strong.

Enemies

No true enemies.

Some messages are of woe, and there is a tendency to blame the messenger, but such fury rarely survives for long, and is almost never pinned to the organization of which the messager is a part.

Allies

None. The faction strives to seek or maintain no alliances so as to appear and remain neutral in all endeavors.

They will as soon deliver a command from a tyrant to initiate genocide as they will a love note from a besotted tailor, and will treat both with equal weight and importance.

Resources

Low. Members keep most of what they earn making deliveries, as the needs of the organization as a whole are few.

Membership

Requires performing a delivery for a current member, and returning in a time representative of a challenging pace.

Members are commonly loners who are almost always on the

FlexTable 28: Faction Characteristics: Squirrelheel Couriers

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	N/LN primarily.	All	All	All	All
Race	Slower races disadvantaged.	All	All	All	All
Influence	Rarely used.	Good	Good	Good	Good
Reputation	-	Revered	Revered	Revered	Revered
Age	-	Very Old	Very Old	Very Old	Venerable
Size	-	Tiny	Tiny	Tiny	Small
Stability	-	Very Strong	Very Strong	Very Strong	Very Strong
Enemies	-	None	None	None	None
Allies	-	None	None	None	None
Resources	-	Low	Low	Low	Moderate
Tribute	Only tribute paid in most cases.	1%	1%	1%	1%

job.

Common Traits

It takes a strong combination of wanderlust, adventure, and love of being alone to hack it with the Squirrels for very long.

Demeanor

Are typically proud, if not boastful, of their guild and its service. Most jobs are secured via word-of-mouth, or repeat business.

Tribute

Members are required to Tribute a minimum of 1% of gained wealth. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire. As most members do not belong to a particular city or village, this tends to be the only tribute they pay.

Ever-Present Occulus



Overview

Anyone with an ability to cast Divination spells, or anyone interested in the performance or entertainment aspects of the craft, band together to improve their lot and that of their art.

Type

Diviners, mystics, and fortune-tellers who practice the craft either as entertainment, or for more formal purposes.

Sigil

A golden stylized eye atop a black globe.

Alignments

Any allowed, but tend toward Neutral or Chaotic. Lawfully-aligned members tend to avoid the entertainment aspects of the trade.

Races

All welcomed.

Key Motivations

Enhance the public perception of divination as a valuable component of society.

Day-to-Day Goals

Help members improve their skills, get work, and communicate significant findings amongst their community of members.

Long-Term Objectives

Move diviners into places of prominent power—every government and faction should at least have a vizier or spiritual consultant who reports directly to the king, chieftain, leader, captain, or leadership.

Notable Philosophies

How can you plan when you do not know?

How can you know if you do not ask?

How can you answer without talent?

Influence Level

Little.

Locally, in a particular city or region where members have a foothold and a formal position (e.g., as vizier or advisor or sage), this increases to ***Excellent***, and in some cases, ***Near Total***.

Reputation

Average. Few doubt the utility or ability of the membership or the services they provide, but there is an inherent distrust of those who see too much, too far.

Age

Ancient (1,000-4,999 years).

Leadership

The Eye is the all-powerful leader of the group, though only in theory. He/she is elected by the Lenses (see below), only upon the inception of a special ritual conducted remotely.

In practice, The Eye is a figurehead, someone to blame for disasters and to share credit with grudgingly for successes. Most Eyes remain in their station only until a plan hatched by a subgroup of Lenses fails, at which point many Lenses will divine some guilt about the Eye and either have her killed or call for her replacement.

As a result of the above, most Eyes spend the majority of their time in office shielding themselves and trying to avoid the divination abilities of the Lenses who elected them!

Inner Circle

33 Lenses are senior officials who coordinate things on a more granular basis—typically each Lens is associated with a geography, city, or region.

Size

Small (1,000-4,999).

Stability

Stable. The practice and pasttime are inviolate and will endure for millenia yet; the formal association of those who practice, however, is almost by its very nature volatile.

Those who know too much, tend to trust too little as a result.

FlexTable 29: Faction Characteristics: The Ever-Present Oculus

Attribute	Notes	Low	Moderate	Advanced	Elite
Alignment	N/C preferred; rarely L	All	All	All	All
Race	-	All	All	All	All
Influence	-	Little	Little	Little	Average
Reputation	-	Average	Average	Average	Average
Age	-	Ancient	Ancient	Ancient	Ancient
Size	-	Small	Small	Small	Medium
Stability	-	Stable	Stable	Stable	Stable
Enemies	-	Religions	Religions	Religions	Religions
Allies	-	None	None	None	None
Resources	-	Low	Low	Low	Moderate
Tribute	-	1%	1%	1%	1%

Enemies

Most factions who derive their influence or belief from alternative powers—e.g., religions, wizardly powers of a nature not specifically oriented toward divination—look upon the Eye as a self-important cult who is trying to boost in importance an art that may have its place, but not in a formal power structure.

Allies

None. It is viewed as a grave offense for members to accept, or even more to seek, formal bonds with outsiders.

Resources

Low. Diviners as a general rule tend not to be too wealthy, though some in well-placed leadership or counseling positions may wield enormous influence.

Membership

Requires demonstrating their talents to one of the Lenses in the Inner Circle, and having them advocate for their entry into the faction.

Members tend to be diviners, bards, entertainers, and craftspeople.

Common Traits

Almost always, members will have the faction sigil embroidered, branded, tattooed, or stamped onto either their clothing, or their own skin. This may be quite difficult to locate in the case of some members, however.

Demeanor

For those who actually do cast Divination spells, as well as for those who merely practice at it as entertainment, much of the impact and power of the craft relies upon willing suspension of disbelief on the part of the audience... or at the very least, being granted benefit of the doubt. As a result, members of the Eye may not be secretive about their membership or the existence of the faction, but will wreathe their every statement and gesture in meaning and mysticism, whether it's merited or not.

Tribute

Members are required to Tribute a minimum of 1% of gained wealth. Non-members wishing to Tribute to the faction may pay an additional 1% or more as they desire.

Rumors & Lore

How to Use Rumors & Lore

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use these **FlexTables**:

First, if the PCs are actively searching for information, you can make a **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead. The party may use **Knowledge (Local)** or **Diplomacy**; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-3** circumstance penalty (as knowledge of general history will apply in only a limited basis to the immediate vicinity of **Mondaria**).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate Context and read the result. In such a circumstance, a Skill Check is not required.

There are several different **FlexTables** to use here. One is the default, which is a good starting point for general lore and rumor. It will guide you to the more detailed **FlexTables** that are more topic-based.

Each of the subsequent topic-based **FlexTables** may be used directly, if the PCs are inquiring as to a specific topic. If the party is gathering information pertaining explicitly to NPCs, Factions, or Settings, roll directly on the relevant **FlexTable**. Skill checks focused on a particular subject take a **-2** penalty.

Particularly in the beginning of the adventure setting, the party will not yet have heard anything about the **Dark Obelisks** and/or the mining city of **Mondaria**. However, going explicitly to that **FlexTable** is a great way of introducing these concepts to the party as they begin to make their way around the Enclave.

Default Rumors and Lore

Use ***"FlexTable 30: Default Rumors, Tales, and Lore"*** on page 107 as a starting point for general rumors and lore discussed within the **Druid Enclave**.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 30: Default Rumors, Tales, and Lore

D%A	D%B	D%C	D%D	DC	Rumor Type	Reference
-	-	-	01-40	-	No Rumor	No information is obtained.
01-20	01-40	01-30	41-60	14	Faction Rumor	See "Faction Rumors and Lore", p 108
21-65	41-70	31-55	61-80	15	NPC Rumor	See "NPC Rumors and Lore", p 111
66-90	71-90	56-90	81-93	16	Setting Rumor	See "Setting Rumors and Lore", p 114
91-94	91-94	91-94	94	22	Obelisk Rumor	See "Obelisk Rumors and Lore", p 115
95-00	95-00	95-00	95-00	18	Realm Lore	See "Realm Rumors and Lore", p 116

Faction Rumors & Lore

"FlexTable 31: Faction-Based Rumors" contains rumors and tales specific to the **Factions** in and around the city.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 31: Faction-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
-	-	-	01-30	-	No Rumor	No information is obtained.
01-06	01-02	01-04	31-33	12	A private society called the **Scarlet Dillweed** secretly controls many aspects of government and religion.	**Partially True.** The faction is the **Scarlet Path** (p 78), and its influence is not quite that significant.
07-12	03-04	05-08	34-36	16	Armorers and blacksmiths all belong to a secret guild, which fixes prices and keeps supplies of adamantium and similarly elite material controlled.	**Partially True.** The **Order Mechanique** (p 82) does indeed have many blacksmiths, but they engage in none of the collusion referred to.
13-18	05-06	09-12	37-39	19	A trade guild called **Meatsmiths** has been hiring necromancers and other wizards to concoct a meat substitute that would be cheaper to produce than animal-based meat.	**Partially True.** The **Meatsmiths** (p 84) do dabble in necromancy, but its intent is far more sinister than a vegetarian alternative.
19-24	07-08	13-16	40-42	17	There is a faction dedicated to controlling alcoholic beverages in the Realm, and preventing their theft and abuse.	**False.** Though there is a faction called **Liquid Guardians** (p 86), its purpose is more alchemical, not alcoholic.
25-30	09-10	17-20	43-45	15	In the secret folds of society lie the seeds of an uprising against all who wield magic.	**True**, though the doomsday described will likely never occur due to the lack of influence (and membership!) of the **Antimagic Shell** (p 88).
31-36	11-12	21-24	46-48	17	Those who worship coin above all other matters would do well to seek out **The Platinum Standard**, a financial guild which seeks to enrich the already-wealthy members of society.	**Partially True.** Likely this refers to the **Platinum Flag** (p 90), but while their membership does require existing fiscal success to some degree, their services and guidance are available to all who wish it... for a price.
37-42	13-14	25-28	49-51	14	Looking to book a bard? Prices aren't as low as they should be, mostly because a guild controls the contracts of all who sing, dance, or play.	**Partially True.** The **Katkalls** (p 92) would dearly love to claim this level of influence, but such power is beyond their current means.
43-48	15-16	29-32	52-54	12	Many for whom security is a concern turn to a group called **Mace and Blade** for protection. Traders, wealthy citizens, and even governments have availed themselves of their services.	**True.** The aims of the group (p 94) go even farther beyond these current abilities, however.

D%A	D%B	D%C	D%D	DC	Description	Veracity
49-54	17-18	33-36	55-57	14	The city's inner courtyard and subterranean gardens flourish regardless of weather conditions... but this is due not to Fey-like involvement, but the protection of a guardianship faction called the **Emerald Garden**.	✗ **False.** While the **Emerald Garden** (p 96) does exist, and would certainly be interested in having a protectorate role in the **Druid Enclave**, there is no actual involvement or protection.
55-60	19-20	37-40	58-60	10	Tons of hired blades have made their fortune on the roads of the Realm in a group called the **Wild Kingdom**. Sometimes, these mercenaries are even hired to supplement armies!	✓ **True.** This is almost exactly the role of the **Wild Kingdom** (p 98).
61-66	21-21	41-44	61-63	8	They say that everyone—everyone—worth their salt in the city is aligned with at least one of the many Factions that wield influence in the region.	✓ **Partially True.** Nearly all named NPCs belong to at least one Faction, but this is hardly a rule, and some belong to no faction whatsoever.
67-68	22-28	45-48	64-66	8	Guards in the Enclave will die to protect even the lowliest citizen.	✓ **Partially True.** All **Enclave Security** (p 50) forces would die to protect an Elder, but for the average citizen, probably not so much.
69-70	29-35	49-52	67-69	14	The thriving underworld and black market of the Enclave have representatives at every echelon of power and influence throughout society.	✓ **Partially True.** Agents and thugs of **The Moss** (p 54) are common, but hardly ubiquitous, and the level of involvement described is on the level of a conspiracy theory.
71-72	36-42	53-56	70-72	12	Those who would seek to use nature as a weapon have formed a guild dedicated to rebelling against civilized society and overthrowing it in a return to the chaos of the wild before man.	✓ **Partially True.** This is along the lines of what the **Thornpriests** (p 57) have in mind, though even the most devout and committed member would balk at the fullness described.
73-74	43-49	57-60	73-75	10	Farmers stand strongly united, ready to strike and prevent sustenance from flowing to needy mouths if their demands are unmet.	✓ **True. Rake and Sickle** (p 60) will take this approach if they feel forced to do so.
75-76	50-56	61-64	76-78	9	Hunting Games are held periodically by a guild dedicated to hunting and fishing.	✓ **True.** These are hosted by **Arrow and Sinew** (p 62).
77-78	57-63	65-68	79-81	9	Pelters congregate to compare notes, set prices, trade, and combat the growing problem of fabricated furs from false creatures.	✓ **True.** This describes **the Pelters** (p 64).
79-80	64-70	69-72	82-84	13	A grove of Treants is under threat from the Council, who wishes to destroy the region in favor of an intentional, orderly garden.	✓ **True.** This is an introduction to the Quest of the **Treekeeepers** (p 66).
81-82	71-77	73-76	85-87	12	A group of Druids, Rangers, and like-minded individuals has formed to interpret the will of the forest. What that will is, however, is anyone's guess, and often turns out to be self-serving of the group.	✓ **True.** This touches upon the complex organization that is the **Leaf Whisperers** (p 68).

D%A	D%B	D%C	D%D	DC	Description	Veracity
83-84	78-84	77-80	88-90	8	Many speak in hushed tones of rampant abuse from one of the trainers in the Enclave. None is comfortable coming forward with their full story, however.	☑ **True.** The scenario described forms the basis of a Quest in the Faction of **Enclave Trainers** (p 71).
85-86	85-91	81-84	91-93	10	Guards for hire is a growing business in the Enclave and its surrounding region. So much so, that there's a guild dedicated to that trade.	☑ **True.** That's the **Stalwart Society** (p 74).
87-93	92-95	85-92	94-96	8	Daily life is difficult, dangerous, and unrewarding for the hundreds who toil endlessly in the bleak subterranean chasms of Mondaria City's mines.	☑ **True.** This deftly summarizes the mineworkers' struggle and the plight overall of the **Dwarven Union** (p 44).
94-99	96-99	93-99	97-99	9	Mineworkers are oppressed regularly by those in charge of the mining town.	☑ **True.** This is an apt description of the **Elven Administration** (p 47) and its methods.

NPC Rumors & Lore

Named characters are the topic of these pieces of rumor, collected in ***"FlexTable 32: NPC-Based Rumors"***.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 32: NPC-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
			01-30	-	No Rumor	No information is obtained.
01-04	01-07	01	31-36	16	Elder **Gallianne Estarch** is secretly in league with a hidden faction that seeks to overthrow the Council.	**True.** This is part of the Quest associated with the Elder (p 478).
05-08	08-14	02	37-42	19	Council Elder **Ashrem Ilydron** longs for battle, and would willingly join an adventuring party for a time if there was a tangential political need to do so.	**True.** Specifically, Ashrem could join the party in an expedition to Mondaria City (p 483).
09-12	15-21	03	43-48	11	Councilperson **Trotysse Airdarr** knows more about the mining town of Mondaria than she lets on.	**True.** Trotysse was involved with triggering the disaster (p 488).
13-16	22-28	04	49-54	16	Elder **Halabedarr** sympathizes heavily with the Elven Administration against the Dwarven Mining Union, and pushes for further oppression of the latter by the former.	**True.** Though this is not a popular perspective to share with the public, so the Elder keeps it under wraps (p 493).
17-20	29-35	05	55-60	16	**Siriquille**, a Council Elder, used to be a courier, and moonlights on occasion in this profession still.	**True.** She has more work than she can handle, in her lofty position: the PCs may be able to help her manage the work (p 498).
21-24	36-42	06	61-66	17	Nobody can claim to have ever heard council member **Usborn Tossercobb** finish a sentence; he just goes on and on and on endlessly!	**True.** This leads to one of the city's more interesting and flippant Quests (p 503).
25-28	43-49	07	67-72	13	Elder **Barksel Ferubrankcht** uses Wild Shape to transform into all manner of wild beasts, and then romps about in the Druid Forest outside of town for long stretches of time.	**True.** This is a common behavior for the Druid and his wild board companion (p 508).
29-31	50-51	08-11	73-73	12	The town's blacksmith relies upon ore shipments from the mining town of Mondaria. He may know more about the fate of that city.	**Partially True.** **Groob** holds a little information, but is not as well-informed as perhaps this rumor would suggest (p 513).
32-34	52-53	12-15	74-74	13	**Imay Aldreban**, the town healer, spends a great deal of time hunting outside of town. Rumor is that she's always looking for a hunting companion.	**True.** This segues into the Quest associated with the healer (p 518).

D%A	D%B	D%C	D%D	DC	Description	Veracity
35-37	54-55	16-19	75-75	10	**Allaha Gorrut**, the city's Sage, used to be an actress. They say much of her services these days are mere performance, rather than mysticism.	**Partially True. Allaha** is trained in performance, but holds no shortage of talent in true divination. Her services tend to marry the best components of show and substance as a result (p 523).
38-40	56-57	20-23	76-76	14	Tailoring was not always **Forsythar's** profession; in his youth, he slew wyverns aplenty as a dashing adventurer!	**Partially True. Forsythar** did adventure when younger, but slew little larger than himself in his semi-competent time in so doing (p 528)!
41-43	58-59	24-27	77-77	10	Training with **Sannelle Goregut** can yield friendship and compensation, in addition to skill, if you are sufficiently talented.	**True.** This is described in more detail in her profile starting on page 533.
44-46	60-61	28-31	78-78	13	**Jaer**, the Druid Trainer, is sought after by acolytes of all skill level, though he appears to spend more time with comely applicants.	**True.** This scrapes the surface of the depressing plot behind his Quest (p 538).
47-49	62-63	32-35	79-79	12	The Enclave's Ranger Trainer, **Terjonne**, spends much of his time alone, wandering the Druid Forest outside of town.	**True.** This is an accurate description of Terjonne's habits (p 543).
50-52	64-65	36-39	80-80	14	The city's apotheacry, **Ulfgarre Thorngage**, is always in need of rare or prized ingredients.	**True.** She'll even pay well for others to go out and obtain them (p 548).
53-55	66-67	40-43	81-81	8	As general store owners go, **Seddyn** takes pains to provide the rare and unusual, though it's rumored that he's more interested in collecting than in selling.	**True. Seddyn** will not only pay well for valuables, but will eventually take a shine (and offer a discount) to those with whom he is frequently able to make a deal (p 552).
56-58	68-69	44-47	82-82	16	**Plakk**, the mercenary, is hoping to retire soon, but has not yet amassed sufficient wealth to make it a realistic option.	**True.** This is a component of the Quest associated with the mercenary, starting on page 556.
59-61	70-71	48-51	83-83	12	**Gaeryn** is a mercenary who prefers the company of trees and beasts to an adventuring party. A bit of an odd combination!	**True**, though the description sounds far more sinister than the reality (p 560)
62-64	72-73	52-55	84-84	17	They say that **Tultokka** is the most ruthless and battle-frenzied mercenary the Enclave has to offer.	**True.** This is reflected in her profile beginning on page 564.
65-67	74-75	56-59	85-85	18	Everyone, including the Council and its guards, knows that **Wubafix** is the leader of the organized criminal underground in the Enclave. Nobody will lift a finger to defeat him, however, such is the strength of his power!	**Partially True.** Wubafix holds great power, but not so great that it could not be defeated. The true reason why none challenge his position is that the city is better off with an organized, as opposed to chaotic, form of criminal underground (p 568).
68-70	76-77	60-63	86-86	13	Many would love to bring **Kerrithe** low, but nobody takes action against her... she knows far too much about far too many people!	**True.** This is part and parcel of being the town's Blackmail Leader (p 572).

D%A	D%B	D%C	D%D	DC	Description	Veracity
71-73	78-79	64-67	87-87	10	If one whispers the need in the proper dark corner, an assassin is available for hire. Her talents are on sale to the highest bidder, so those wishing her services best pray their target offers her less than they do!	**True.** **Darrlie** is often contacted in this manner (p 576).
74-76	80-81	68-71	88-88	18	**Rannos Rannthak** yearns to exert his noble influence to greater good.	**True.** This is part of Rannos' backstory, perspective, and the Quest he presents to the party (p 580).
77-79	82-83	72-75	89-89	15	**Anastrianna Liadon** luxioriates in the indulgence of her noble family, and has never worked a real job a day in her life.	**True.** The noblewoman does take an entitled approach to her life (p 585).
80-82	84-85	76-79	90-90	8	Some have claimed that of the multitude of dresses socialite **Meliannthe** wears, she in truth has but a handful, and has them continually tailored to save money in fitting the latest trends.	**True.** She would rather this rumor die out and be silenced, but it is accurate (p 590).
83-85	86-87	80-83	91-91	17	**Phaelynne Helliar**, the merchant queen, will pay well for information about the mining town of Mondaria.	**True.** She has a vested interest in maintaining trade with the results of that facility (p 595).
86-88	88-89	84-87	92-92	14	It was never in **Klasandrel Sulidan's** plan to become the merchant prince he is today... in fact, he is looking to offload much of his day-to-day negotiations to another enterprising party.	**True.** He has little interest in negotiations, and would gladly pay the PCs to conduct them on his behalf (p 600).
89-91	90-91	88-91	93-93	10	**Lia Ilphur** has a strong will and a dedicated purpose, and is hoping for others to join her in cleaning up the ills of the city.	**True.** The Lone Crusader is always willing to partner with those who share her force of will (p 605).
92-95	92-95	92-95	94-96	12	**Wyrida** is an influential half-elf who acts as a special operative on behalf of the Council.	**True.** This is a very concise summary (p 615).
96-99	96-99	96-99	97-99	16	**Clarida** yearns to make something of herself, and has been overheard to claim that she will herself venture to the mining city of Mondaria to seek out what may have occurred there... no matter what the danger that may lurk there.	**True.** This desire may well lead to her departure, and the party's opportunity to follow her (p 610).

Setting Rumors & Lore

FlexTable 33: Setting Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-10	01-05	01-08	01-30	-	No Rumor	No information is obtained.
11-14	06-09	09-13	31-32	18	The **Elven Administration** of Mondaria City imposes harsh punishments on those who fail to meet their needs.	**True.**
15-19	10-13	14-17	33-34	8	The **Elven Administration** of the mines of Mondaria is answerable only to the Council of Elders in the Druid Enclave.	**True.**
26-27	23-25	27-30	39-40	12	Were it not for the **Dwarven Union**, worker deaths in the mines of Mondaria would be a hundred times what they are.	**Partially True.** While it's true that deaths have decreased markedly, two orders of magnitude is an exaggeration.
28-29	26-30	31-33	41	19	Eight months ago, there was a sealed message from the Druid Enclave to the **Elven Administration**, ordering them to press down and delve deeper into the Mines.	**True.**
31-32	31-35	34-37	42	20	A copy of a letter to the Druid Enclave six months ago confirmed the discovery of the Obelisk, according to plan.	**Partially True.** A letter confirming the discovery was written and sent; however, even the Council wasn't entirely sure what would be found down in the depths.
51-52	59-60	63-64	53	22	The Druid Enclave knew, or strongly suspected, that a force of evil would be discovered when they ordered the expansion of the Mines down several levels.	**True.**
53	61	65	54	8	Nobody has heard from Mondaria City in six months. Usually, ore shipments and travelers or visitors from the city and its mines arrive a few times a week.	**True.**
54-70	62-73	66-90	55-80	12	It's mysterious how rapidly city guard can navigate the city. It's almost as though they have a hidden means of quickly getting from one place to another.	**True.** This refers to the hidden caches underneath each guard tower, and the secret passages that connect them all underground.
71-74	74-84	91-93	81-90	13	Beneath the ground level of the Enclave lie several underground levels that contain residences, businesses, and caverns, both new and old.	**True.**
75-80	85-93	94-95	91-95	16	In deep places beneath the Enclave, anicent and hidden fissures link the structure to horrible secrets far beyond the realms of current wisdom. Thankfully, these caverns have been closed off by blockages that cannot be opened.	**True.**
81-90	94-96	96-97	96-98	14	In a huge underground chamber beneath the Enclave sits a second, hidden Council chamber, used for very sensitive or sinister purpose.	**True.**
91-00	97-00	98-00	99-00	16	At the lowest levels of the Enclave, a sprawling and beautiful garden is illuminated by magical daylight and kept lush by mystical sustenance.	**True.**

Obelisk Rumors & Lore

Truly, truly rare, there are some very faint snippets of information about the **Obelisk** and the forces it represents that remain in the minds and hearts of those who have studied strenuously. These are collected in ***"FlexTable 34: Obelisk-Based Rumors".***

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC, is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Enclavefolk**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 34: Obelisk-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-40	01-10	01-20	01-80	-	No Rumor	No information is obtained.
41-53	11-27	21-35	81-84	18	In ancient times, rituals and desperate magicks were used to keep at bay vile forces from underneath the very earth.	**True.**
54-66	28-40	36-50	85-88	20	On the other side of the world we know live countless hordes of the fallen, the vile, the dread, and the horrid... all of whom resent we "bright folk" who live in the light of the Sun, and seek to destroy us for their pitiful plight in life.	**True.**
67-79	41-60	51-65	89-92	16	The entire Realm is but one enormous dream, had in the mind of a sleeping giant who dwells on an island, floating amidst a sea of acid, in a far-flung world we have never heard of.	**False.** Whoever came up with this was likely under the influence of... something, when they had the idea.
80-90	61-80	66-85	93-96	19	Sprinkled in forgotten locations throughout the Realm are artifacts, powerful magics which each contain a fragment of a power that might be used to combat the greatest forces that might threaten the world.	**True.**
91-00	81-00	86-00	97-00	20	In olden times, a warrior, priestess, or king was selected from among a random assortment of applicants. The selected person would become a champion of the living, given special powers, and equipped with ancient relics, that they might fight off encroaching evil that threatened all.	**True.**

Realm Rumors & Lore

No city is an island, and the **Druid Enclave** is no exception. Some folk speak of events and locales far beyond the city walls. These may be found in ***"FlexTable 35: Realm-Based Rumors"***.

These tales are hints of the world-building that has gone into the **Realm** entire, and are mainly foreshadowing for future publications in the mythos of **Aquilae**.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Enclavefolk.**
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 35: Realm-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-40	01-10	01-20	01-80	-	No Rumor	No information is obtained.
41-48	11-23	21-32	81-84	18	Far to the north of the Realm, there lies a mysterious island, from which no one who has ventured has yet returned alive.	**True.**
49-56	24-32	33-43	85-90	20	A conclave of gods—the vengeful and tricksters—has created a playground of the damned, a miniature realm where the sinful and horrid may be punished, and have a chance to atone for, their dark deeds.	**True.**
57-64	33-45	44-56	91-92	18	Deep beneath the surface, far under the tallest mountains, there dwell the remnants of ancient creatures who ruled the Realm in times long past.	**True.**
65-72	46-53	57-66	93-94	18	The system of **Tribute** that we know, that which funds government, and empowers the gods to hear our prayers and take helpful action on our behalf, is broken and corrupt, serving only an elite few at the expense of the many.	**True.**
73-80	54-65	67-76	95-96	17	Despite the appearance of power in the hands of government, rulers, and gods, the truth is that a small handful of secret and ultra-powerful factions dictates their whims to the massive preponderance of the population.	**False.** Mostly. Kind of. Depending on how you look at it...
81-89	66-80	77-85	97-98	15	Long-forgotten caches of dead buried en masse lie in wait, charged with necrotic energy and longing to unleash macabre vengeance on the land of the living.	**True.**
90-00	81-00	86-00	99-00	22	Far, far beneath the land we know and live upon, there exists a sentient force not unlike a vampire, which requires and feeds off of surface life to sustain itself. Of the many vagrants, unfortunates, and hermits who go missing every year, some portion are in fact stolen from the surface by this vampiric force.	**True.**

Events & City Encounters

Events & City Encounters

Random Encounters

Generally speaking, aside from such "intentional" rolls as described below, roll on "FlexTable 11: Berinncorte Random Encounters" every **30 minutes** the party spends on the streets of **Berinncorte**.

Application

It's recommended that the GM use common sense when applying **Random Encounters**. If the party is spending their time hunting down quests, stocking up provisions, speaking with townsfolk, and generally "staying busy", then perhaps random encounters should be kept to a minimum. Conversely, if the group is wandering aimlessly and seems to need a bit of "focusing", then it might be time to whip out your D% and see if you can't spice things up a bit.

- **Use Context A:**
  Use during **daylight** hours, if no other prerequisites described below applies
- **Use Context B:**
  Use during **evening** hours.
- **Use Context C:**
  If the party is in the midst of a **Quest** or pursuit from which you would prefer they not be distracted.
- **Use Context D:**
  If the party is **struggling** to become engaged in **Quests** or activities.

FlexTable 36: Druid Enclave Random Encounters

D%A	D%B	D%C	D%D	Result	Description
01-40	01-20	01-60	01-05	-	No Encounter
41-42	21-22	-	6-8	DEE-1	**Bandit!** (p 122)
43-44	23-24	61	9-11	DEE-2	**Elder Encounter:** One of the Council Elders is en route between destinations, and stops to speak with the PCs as they are notably new in town. Randomize which Elder(s) appear by rolling on ***"Random Elder Encounters"***, below. Note that if an 8 is rolled, all subsequent results appear together; this means that up to all 7 Elders might be walking together!
45-46	25-26	62	12-14	DEE-3	**Repairations:** The PCs unintentionally scratch the armor of an **Elite Guard** in passing, who demands they take him to the blacksmith (p 513) at once for a repair (which costs nearly nothing; its for show and face).
47-48	27-28	63	15-17	DEE-4	**Good Samatitan:** A grievously wounded Enclavefolk stumbles toward the PCs, begging their help in escorting or carrying her to the **Healer** (p 518). If they do so, **Imay Aldreban** will give then a **30%** discount on their first purchased item or service.
49-50	29-30	64	18-20	DEE-5	**Sage Advice:** An Enclavefolk approaches the PCs with delight in their eyes. They heartily and dreamily recommend the divination services of **Allaha Gorrut** (p 523), and will gladly describe or point out where her Sage shop is located in the Enclave.

Table 15: Random Elder Encounters

D8	Result	Page
1	Gallianne Estrarch	478
2	Ashrem Ilydron	483
3	Trotysse Airdarr	488
4	Halabedarr	493
5	Siriquille	498
6	Usborn Tossercobb	503
7	Barksel Ferubrankcht	508
8	Roll twice; both results are walking together	-

D%A	D%B	D%C	D%D	Result	Description
51-52	31-32	65	21-23	DEE-6	**Tailor-Made?:** Select the PC with the highest **Charisma** (randomize if a tie). A passing **Enclavefolk** compliments their garb, and asks if they procured their garments at **Forsythar's** (p 528) tailor shop. They will gladly give directions to the shop if the PCs inquire.
53-54	33-34	66	24-26	DEE-7	**The Cut of Your Jib:** If one or more PCs has one or more levels in a martial class (e.g., fighter, barbarian), a passing **Elite Guard** (p 656) asks them notices their stance and equipment, and asks if they have compared their skills to those of **Sannelle Goregut** (p 533), the Enclave Weapons Trainer. They will point Sannelle out as happening to be across the way if the PCs inquire.
55-56	35-36	67	27-29	DEE-8	**Cruel Appraisal:** Select the PC with the highest Charisma that hails from a martial class. A passing **Leafguard** (p 692) eyes that PC up and down, and suggests that they would be a perfect candidate for training with **Jaer** (p 538), the Enclave's Druid Trainer. It so happens that the Leafguard just saw Jaer a few dozen yards away.
57-58	37-38	68	30-32	DEE-9	**Going My Way?:** If one or more PCs has class levels of Ranger, **Terjonne** (p 543)approaches them to ask if they might wish to acompany her to the Druid Forest.
59-60	39-40	69	33-35	DEE-10	A passing **Ingredient Harvester** (p 689) asks the PCs to deliver a bundle of ingredients to the city's Herbalist, **Ulfgarre Thorngage** (p 548). They hand the party the bag (which appears to be a random assortment of foraged herbs with no innate monetary value), point out the directions to the Herbalist, and pay the PCs **5 gp** in advance for their help.
61-62	41-42	70	36-38	DEE-11	**Nice Cape, There:** Select the most valuable piece of equipment worn by the PCs to obvious note by an observer. A passing **Fernguard** (p 672) notices this item, and approaches the PCs, complimenting the weapon, armor, etc. and suggesting that if they ever wanted to part with it, the town's Provisioner, **Seddyn** (p 552), will give them top dollar and perhaps other favor for it.
63-64	43-44	71	39-41	DEE-12	**If You're In the Market:** A passing **Scout** (p 718) marks the party as an obvious group of adventurers, and approaches the PCs, suggesting that if they need accompaniment or bolstering in their ranks to pursue a great adventure, there is no shortage of mercenaries ready to hire in town. She mentions **Plakk** (p 556) specifically.
65-66	45-46	72	42-43	DEE-13	As **If You're In the Market**, above, but **Gaeryn** (p 560) is mentioned instead.
67-68	47-48	73	44-45	DEE-14	As **If You're In the Market**, above, but **Tultokka** (p 564) and her battle prowess is mentioned instead.
69-70	49-50	74	46-47	DEE-15	**False Report:** Select the PC with the most levels of Rogue (or similar class of potential illegal purpose). An **Informant** (p 686) approaches them and starts to make what seems to be a report on illegal observations and/or thievery they have undertaken recently, only to stop halfway through and apologize, having mistaken that PC for a ranking member of the criminal underground led by **Wubafix** (p 568). If pressed for more information, the Informant will clam up, suddenly very wary, but will lead the party to an audience with Wubafix if they wish.
71-72	51-52	75	48-49	DEE-16	**Whisper Down the Lane:** A **Black Market Guard** (p 630) approaches the party, having overheard them exchange a Rumor with someone else. She suggests that her mistress may wish to hear whatever information the party might come by, and might make them one of her Horde of Whisperers. The Guard will point out where the party can kind **Kerrithe** (p 572) if asked.
73-74	53-54	76	50-51	DEE-17	**Getting the Job Done:** **Darrlie** (p 576) the assassin executes a contract and slays an **Enclave Longstrider** (p 662) right in front of the party. Darrlie escapes rapidly before the party can defend or save the Longstrider.

D%A	D%B	D%C	D%D	Result	Description
75-76	55-56	77	52-53	DEE-18	**Can't Do it On My Own:** A **Thief** (p 727) flees in front of the PCs. After her chases **Rannos Rannthak** (p 580), who eventually gives up the chase. If the PCs ask what occurred, Rannos will engage in conversation as to the plight of the city; this incident will trigger the Quest he is associated with.
77	57-58	78	54-55	DEE-19	**My Mistress Inquires:** Select the PC with the highest Intelligence (randomize a tie). A **Bladedancer** (p 633) approaches that PC and suggests that his mistress, **Anastrianna Liadon** (p 585), may wish to speak with that PC about how they might help her. The Bladedancer will gladly escort the party to Anastrianna's residence to learn more.
78	59-60	79	56-57	DEE-20	**Where'd You Get That?:** Select the PC with the most expensive garments; this may include armor, but should focus on cloth-based items (cloaks and magical items can be included in this assessment). A **Farsight Guard** (p 669) approaches the party, and asks that PC where they got the garment. When told, no matter what the item's origin, the Guard will look disappointed, having hoped for a more mundane or achievable source. If pressed, he will admit to asking on behalf of **Meliannthe** (p 590), a socialite who is always on the lookout for new fashion trends.
79	61-62	80	58-59	DEE-21	**Have You Heard...?:** A **Gladebringer** (p 680) approaches the party, asking if they've yet seen any shipments of ore or visitors from the mining town of Mondaria. When pressed, the Gladebringer will admit to asking on behalf of an interested party—**Phaelynne Helliar** (p 595), the merchant queen, whose residence she will take the party to if they are interested in helping serve her interests for mututal benefit.
80	63-64	81	60-61	DEE-22	**Speak On My Behalf:** Select the PC with the highest total skill bonus to **Diplomacy** (or related skill, if this does not apply). A **Forest Worshipper** (p 680) will approach that PC, asking if they would be interested in helping a merchant prince with negotiations. He will lead the party to **Klasandrel Sulidan** (p 600).
81	65-66	82	62-63	DEE-23	**Join Me in My Quest:** A **Shadesmith** (p 721) approaches the party on behalf of **Lia Ilphur** (p 605). Lia has gained wind of the party's exploits, and asks their help in returning the city to a state of truer order. If they agree, the Shadesmith will escort the PCs to his master.
82	67-68	83	64-65	DEE-24	**Grain Passing Through:** A **Farmer** (p 667) happens by the party, bearing a rake and sacks of grain. If engaged in conversation, he will extoll the virtues of the **Rake & Sickle** (p 60) faction, and the importance of farmers to the city.
83	69-70	84	66-67	DEE-25	**Taxing Delay:** A **Merchant Guard** (p 703) approaches the PCs, and inquires as to whether they have any imports that have not yet been taxed and collected by the Enclave. They apologize pretty quickly once they realize they've confused the party with someone else, but they're only too happy to describe their role in the **Adamantium Trail** (p 100) guild.
84	71-72	85	68-69	DEE-26	A group of three **Vinestalkers** (p 731) sulks near the party toward the corner of a nearby building. If approached, they will attack the party if it consists of 1 or more PCs with Arcane class levels; otherwise, they will bend the party's ear talking about the value of the **Antimagic Shell** (p 88) faction and the work they struggle to enact.
85	73-74	86	70-71	DEE-25	Four elves from the **Elven Administration** (two **Fernguard** (p 672) and two **Bladerangers** (p 636)) walk past. If the party contains at least one dwarven PC, they approach him and ask in a rude, condescending voice if s/he knows anything of the Mondarian mines. When it's pointed out that they don't have the faintest clue what's going on, the elves shrug, admit they were looking for someone else, but comment that "all you runts look alike".

D%A	D%B	D%C	D%D	Result	Description
86	75-76	87	72-73	DEE-28	A **Forest Worshipper** (p 677) of the **Emerald Garden** (p 96) approaches the PCs sternly, and reprimands them from trodding upon a valuable leaf on their way into the city. Whether the PCs took the road itself or sauntered around the entryway garden makes no difference. The Worshipper seeks no payment or bribe, but instead requests that the party pledge to plant some trees and step lightly on their way about the forest from now on.
87	77-78	88	74-75	DEE-25	A **Rivermaiden** (p 707) and **Bladedancer** (p 633) pass the PCs, dancing elaborately. If stopped they will credit the **Katkalls** (p 92) for furthering their career, and ask that the party put in a good word for them with the Council.
88	79-80	89	76-77	DEE-30	Two **Leafguard** (p 692), a **Leafsinger** (p 698), and a **Leafpreacher** (p 695) happen by ahead of the party. They stop the PCs and inquire as to whether they have yet had audience with the Council of Elders. If the PCs have, the **Leaf Whisperers** (p 68) grill them on what transpired, and how they may have represented the interests of an external influence, as the party is unknown to them. If the PCs have not yet met with the Council or its members, the Leaf Whisperers will advise to keep their demands limited, and to not interfere with the domain of their faction.
89	81-82	90	78-79	DEE-25	Two **Rootmaids** (p 710) and a **Synthesist** (p 724) walk past the PCs. If the party contains any PCs with levels in an Arcane class that uses material components, they will sense this and approach the party, introducing themselves as representing the **Liquid Guardians** (p 86) and advising that the Druid Forest surrounding the Enclave hosts some of the most exotic material components they could wish for.
90	83-84	91	80-81	DEE-32	Two **Oakguards** (p 705) and an **Earthwalker** (p 651) shamble past the party. They will speak of the **Mace and Blade** (p 94) faction but are otherwise uninterested in the PCs.
91	85-86	92	82-83	DEE-25	Three **Farsight Guard** (p 669) escort a **Longsight Crone** (p 701) through the passageways ahead of the party. If the PCs wish they may ask the group of the **Ever-Present Oculus** (p 104). If the party includes any PC capable of casting a Divination spell, the Crone will intuit this, and approach the party to brief them of the Oculus, and to seek their devotion and membership.
92	87-88	93	84-85	DEE-34	Four **Farmers** (p 667) draw a handcart behind them laden with wheat and bags of rice. They will speak of their membership in the important **Rake and Sickle** (p 60) faction if approached.
93	89-90	94	86-87	DEE-25	A lone **Weevil Crusader** (p 733) walks past, and eyes the PCs warily. If approached, he will hem and haw about his purpose, but eventually admit to being part of the **Scarlet Path** (p 78). In conspirational tones, he will whipser of the faction and its purpose, presenting the facade of secrecy while being quite obviously thrilled to speak of his membership in so important a faction.
94	91-92	95	88-89	DEE-36	A **Scout** (p 718) walks quickly past the party with a package tucked under one arm. She's on the way to make a delivery on behalf of the **Squirrelheel Couriers** (p 102), and will briefly acquaint the party with an overivew of the faction before making her apologies.
95	93-94	96	90-91	DEE-37	Five **Black Market Guards** (p 630) walk past ominously. They will not stop to chat, and if pressed repeatedly to do so, will fight the PCs. If followed, they will lead the party to an encounter with **Wubafix** (p 568).

D%A	D%B	D%C	D%D	Result	Description
96	95-96	97	92-93	DEE-38	The party happens upon a gathering of representatives of the **Thornpriests** (p 57): one each of an **Ashleaf Serrator** (p 624), a **Cataclyst** (p 645), a **Changemaiden** (p 648), a **Gladebringer** (p 680), a **Grassblade Dancer** (p 683), a **Rotbringer** (p 712), a **Shadesmith** (p 721), and a **Torrent Mage** (p 729). They are en route to a Thornpriests meeting, and although they will gladly tell of the faction to interested parties, they will brook no accompaniment to their gathering, and will fight the PCs if they make it clear that they are stalking or following the group.
97	97	98	94-95	DEE-39	The party sees **1d4+1** members of the **Thornrpriests** (p 57); randomly determine each member who is present (you may end up with multiple members of the same type). If the party is not on good terms with the faction, the group will attack the PCs. Two rounds after combat begins, another **1d4** Thornpriest members (each determined randomly in the same manner) appear as reinforcements.
98	98	99	96-97	DEE-40	**1d4 Treekeepers**—a mixture of **Barkbringers** (p 626), **Barkguard** (p 628), **Branchwalkers** (p 642), and **Blightbringers** (p 639)—approach the PCs. Randomly determine the nature of each one; you may end up with multiple instances of the same type of Treekeeper. If the party contains at least one PC with levels of Druid, they will entreat the party to help them, triggering the **Treekeepers Quest** (p 66). If the party lacks any Druids, the Treekeepers will simply bend the party's ear as to the nature and importance of their faction.
99	99	-	98-99	DEE-41	Two **Sapthrivers** (p 715) wander by; they briefly look at the party skeptically. If the party contains at least one PC with levels of Fighter or Barbarian, they will approach the party and ask if these PCs may have been a part of the **Wild Kingdom** (p 98) in prior years; they seem familiar.

DEE-1: Bandit!

Quest: Bandit!

Summary: A party member is robbed.

Rewards: Up to **1 Reward Star.**

Locations: Any.

Key NPCs: None.

Kickoff: Random Encounter.

Description:

A **Thief** (p 727) sneaks up on one of the PCs (randomly determine which) and steals a small amount of gold (**2d10**).

Make a DC 12 **Perception** check for the affected PC to notice; you may allow a DC 15 check for other party members if this initial check is failed.

If the party (or just the affected PC) gives chase, they confront the thief in one of the town's many alleys (the associated **Militia Guard Post** (p <?>) is conveniently unoccupied for these purposes).

If a single PC confronts the thief, she will fight back; if confronted by the party entire, she will try to give the gold back and talk her way out of it. Any talking confrontation with the thief takes the form of a **Diplomacy** or **Intimidate** check, opposed by the thief's **Diplomacy** check. Success means the thief allows herself to be taken in; failure means the thief attacks the party

The GM is encouraged to reward the party with **1 Reward Star** (and the pilfered gold) whether they fight or talk, so long as it is in keeping with their alignments and characters.

If the entire party fails their **Perception** checks to kick this quest off, it is canceled. At some later point—perhaps when they are attempting to buy provisions—the affected PC realizes they are short some coin inexplicably.

Finally, if the PCs catch the thief, there is a **Catalyst Impact**, as follows:

This Quest ends if the party doesn't notice the theft in the first place, if they find and deal with the thief, or if they ignore the theft and continue on their way.

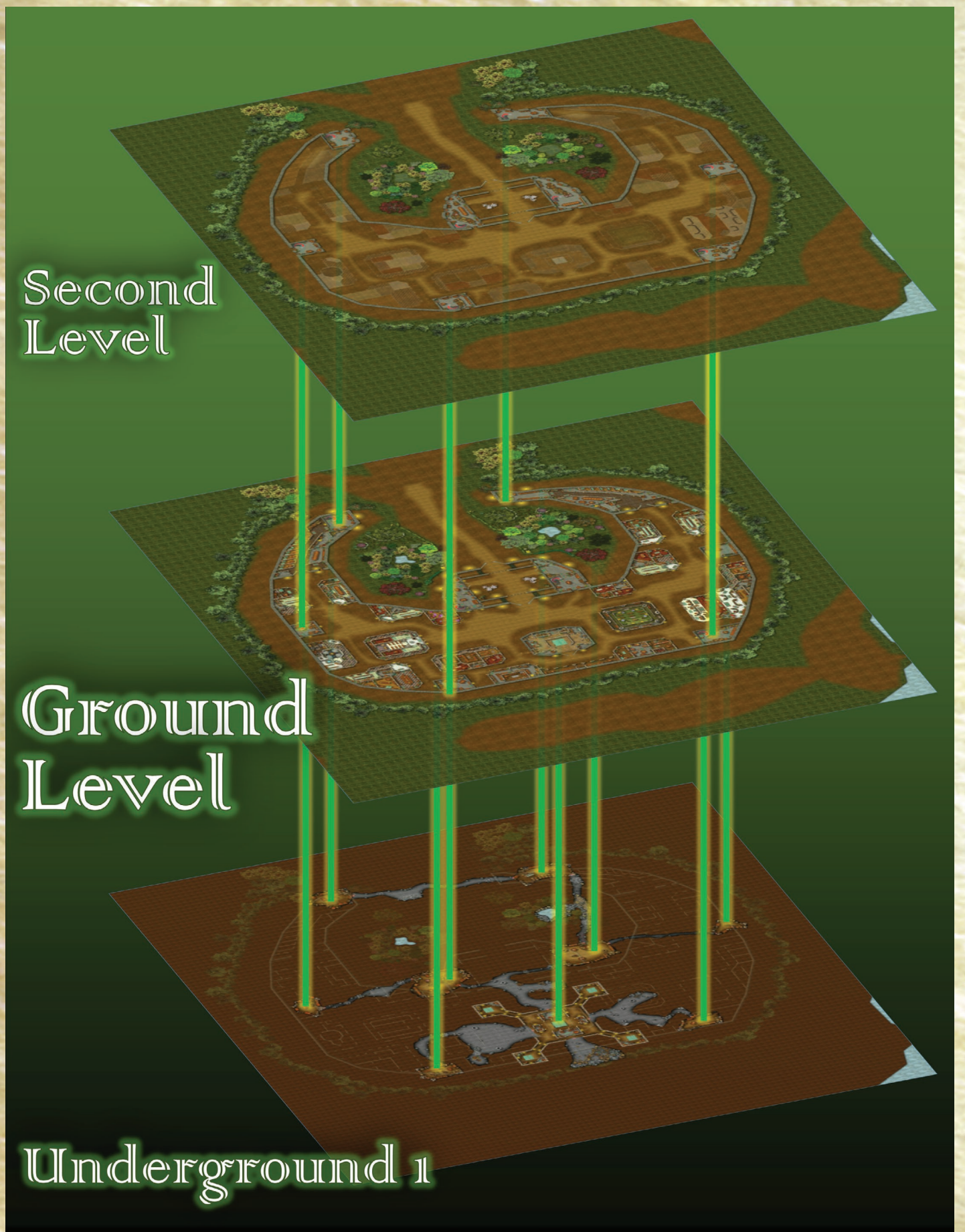
Druid Enclave: Side Projection Overview

Map 1: Druid Enclave Side Projection, Overview



Druid Enclave: Ground Floor

Map 2: Druid Enclave Side Projection, Ground Level



Map 3: Druid Enclave Ground Floor Overview (DE-GL-O)

One square equals 20 ft.



Level Introduction: Druid Enclave Ground Level

Summary

The Ground Level is the "main" level of the functioning society that is the Druid Enclave. It is also the only level of the entity that most visitors ever encounter.

The ground level forms the guts of the city. Nearly all businesses, most residences, and the political seat of power all reside here.

It is also a structure organized around defense: guardposts are here in abundance, dotting the perimeter of the Enclave.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry

The PCs may only enter this region from the **north**, via the road that approaches the Enclave through the Druid Forest.

Exits to Underground Level 1

Several guardposts have **basement caches** underneath, accessible via staircase or trapdoor: **Locations 1, 2, 3, 4, 5, 6,** and **9.**

All of these exits are secret; only **Enclave Security** is aware of their presence.

Location 12 is the main, public and obvious elevator.

Exits to Druid Enclave, Second Floor

Several guardposts have **second floors** accessible via staircase: **1, 2, 3, 4, 5, 6, 8,** and **9.**

Overview

This is the most natural environment for the PCs to encounter **Dramatis Personae** in all of their forms.

Parties interested in free-wheeling, sandbox-style exploration will find several gaming sessions' worth of content here. Those who need a bit more guidance can be introduced to more of the political intrigue and side-quest possibilities merely by dropping an NPC or two in their path and seeing where the subsequent interaction takes them.

If the PCs do not discover the underground trapdoors beneath the guardposts on their own, they should be encouraged to explore the underground levels by taking the main elevator down in **Location 12**.

Atmosphere & Theme

The Enclave is a bustling community, day and night. Visitors are common, though the natural environment of the surrounding area and the threats that dwell therein discourage sightseers or tourists. Most come on official business in one capacity or another, or seeking fortunes as mercenaries, traders, or peddlers.

Despite its busy population, it tends to be quiet, serene, and tranquil; it's easy to temporarily forget that one is within the well-guarded confines of a city.

Mechanically, this environment grants a **+3 circumstance bonus** to **Perception** checks that are noise-related (e.g., noticing the presence of others walking). This effect applies only to the Ground Level of the Enclave.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **10 minutes** the party remains in this area.

Table 16: Enclave Ground Level Default Random Encounters

D%	Event	Description
01-30	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
31-60	**Random City Encounter**	Roll once on **"FlexTable 36: Druid Enclave Random Encounters"** on page 118.
61-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by

your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 17: Default NPC Encounter: Ground Level

Suggested Population: 2d4 rolls

D%	Key NPC	Profession	Page
01	**Gallianne Estrarch**	Council Elder	478
02	**Ashrem Ilydron**	Council Elder	483
03	**Trotysse Airdarr**	Council Elder	488
04	**Halabedarr**	Council Elder	493
05	**Siriquille**	Council Elder	498
06	**Usborn Tossercobb**	Council Elder	503
07	**Barksel Ferubrankcht**	Council Elder	508
08-11	**Groob**	Blacksmith	513
12-16	**Imay Aldreban**	Healer	518
17-20	**Allaha Gorrut**	Sage	523
21-24	**Forsythar**	Tailor	528
25-28	**Sannelle Goregut**	Weapons Trainer	533
29-32	**Jaer**	Druid Trainer	538
33-36	**Terjonne**	Ranger Trainer	543
37-40	**Ulfgarre Thorngage**	Herbalist/ Apothecary	548
41-44	**Seddyn**	Provisioner	552
45-48	**Plakk**	Mercenary	556
49-52	**Gaeryn**	Mercenary	560
53-56	**Tultokka**	Mercenary	564
57-61	**Wubafix**	Black Market Leader	568
62-65	**Kerrithe**	Blackmail Leader	572
66-69	**Darrlie**	Assassin	576
70-73	**Rannos Rannthak**	Noble	580
74-77	**Anastrianna Liadon**	Noble	585
78-81	**Meliannthe**	Socialite	590
82-85	**Phaelynne Helliar**	Merchant Queen	595
86-89	**Klasandrel Sulidan**	Merchant Prince	600
90-93	**Lia Ilphur**	Lone Crusader	605
94-97	**Wyrida**	Special Operative of the Council	615
98-00	**Clarida**	Wyrida's younger sister	610

Areas of Interest

DE-GL-O-1: Guardpost Northwest

Please refer to page 134 for more information about this building.

DE-GL-O-2: Guardpost Northeast

A detailed description of this region commences on page 136.

DE-GL-O-3: Guardpost West

Page 138 begins a depiction of this area.

DE-GL-O-4: Guardpost Southwest

Please turn to page 140 for more description.

DE-GL-O-5: Guardpost East

A thorough description of this region begins on page 142.

DE-GL-O-6: Guardpost Southeast

Refer to page 144 for a detailed description.

DE-GL-O-7: Gatehouse

Please go to page 146 for more information.

DE-GL-O-8: Gatehouse Complex West

A description of this region commences on page 148.

DE-GL-O-9: Gatehouse Complex East

Please turn to page 151 for more information.

DE-GL-O-10: Garrison Northwest

Page 156 begins a thorough description of this region.

DE-GL-O-11: Garrison Northeast

This complex can be found described starting on page 170.

DE-GL-O-12: Elevator Complex

Please refer to page 182 for more information about this area.

DE-GL-O-13: Blacksmith

This zone can be found described in detail starting on page 185.

DE-GL-O-14: Elevator Guardpost

Please turn to page 188 for more details about this area.

DE-GL-O-15: Herbalist / Apothecary

This zone is described starting on page 190.

DE-GL-O-16: Elder Residence: Barksel Ferubrankcht

Please refer to page 193 for more details.

DE-GL-O-17: Elder Residence: Usborn Tossercobb

Page 196 contains more information on this area.

DE-GL-O-18: Sage

Please turn to page 198 for more details on this area.

DE-GL-O-19: Elder Residence: Trotysse Airdarr

Refer to page 201 for more details.

DE-GL-O-20: Tailor

Turn to page 203 for more information.

DE-GL-O-21: Forest Temple

This area is described in more detail starting on page 211.

DE-GL-O-22: Elder Residence: Gallainne Estarch

Please refer to page 208 for more details.

DE-GL-O-23: General Store

This building is depicted in more detail starting on page 205.

DE-GL-O-24: Healer

Page 214 contains more description.

DE-GL-O-25: Cathedral of the Hardened Trunk

Please turn to page 216 for more information.

DE-GL-O-26: Council Chambers

Refer to page 218 for the complete description of these chambers.

DE-GL-O-27: Elder Residence: Ashrem Ilydron

Page 237 begins a thorough description of this building.

DE-GL-O-28: Elder Residence: Siriquille

Please turn to page 239 for more information.

DE-GL-O-29: Elder Residence: Halabedarr

Page 241 contains further details.

DE-GL-O-30: Entry Gardens West

Please refer to page 243 for more information.

DE-GL-O-31: Entry Gardens East

Turn to page 245 for more details.

DE-GL-O-32: Entryway

All visitors to the Enclave pass through this region, which is in clear line of sight to the

Map 4: Ground Floor, Interior West Overview (DE-GL-IW-O)

One square equals 20 ft.





Map 5: Ground Floor, Interior East Overview (DE-GL-IE-O)

One square equals 20 ft.





Map 6: Ground Floor, Interior Center Overview (DE-GL-IC-O)

One square equals 20 ft.



Map 7: Guardpost Northwest (DE-GL-GNW)

One square equals 5 ft.





DE-GL-GNW: Guardpost Northwest

Overview

This guardpost serves as a means of ascending to the second level, which overlooks much of the main and only entrance to the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **60%** chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-GL-GNW-1: Entrance

Massive steel double doors bar your entry here. There is no dust to be found; it's clear that these are used frequently.

DE-GL-GNW-2: Cask Supplies

In the southwest corner is a circular table and a chair. To their east is a stack of casks, a ptoted plant, an empty urn, and a trio of cloth sacks.

	Access	Contents
Crate	**Container: Barrel or Crate**	**Alcohol: General,** use **Context B**
Bags	**(unprotected)**	**Simple Foodstuffs**

DE-GL-GNW-3: Weapons Cache

Scattered across a duo of tables is an array of weaponry bearing the colors and sigil of the Enclave.

	Access	Contents
Tables	**(unprotected)**	**Weapons: Marial 1H** *and* **Weapons: Martial Ranged**
Sacks	**(unprotected)**	**Rations & Prepared Food**

DE-GL-GNW-4: Firepit & Strongbox

A recently-used firepit sits here, ringed with shoddy stools. In the northeast corner next to a potted plant is a strongbox.

	Access	Contents
Strongbox	**Locks: Chest, Strongbox**	**Coin Treasure: Moderate;** use **Context D** *and* **Weapons: Martial 1H**

DE-GL-GNW-5: Basement Trapdoor

Read the following only if the secret is discovered.

Beneath the water cask there is a section of stone floor different from its surroundings. You notice a thin gap between a square portion of the floor and the rest of the floor. Prying with a dagger, you are able to prise the stone up, revealing a trapdoor to the underground beneath.

	Access
Secret Trapdoor	**Locks: Door, Secret;** use **Context C**

DE-GL-GNW-6: Staircase Up

This leads to "Map 60: Guardpost Northwest (DE-SL-GNW)" on page 252.

Map 8: Guardpost Northeast (DE-GL-GNE)

One square equals 5 ft.



DE-GL-GNE: Guardpost Northeast

Overview

This guardpost serves as a means of ascending to the second level, which overlooks much of the main and only entrance to the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **60%** chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-GL-GNE-1: Entrance

Massive steel double doors bar your entry here. There is no dust to be found; it's clear that these are used frequently.

DE-GL-GNE-2: Basement Trapdoor

Read the following only if the secret is discovered.

Beneath the plant pots, there is a section of stone floor different from its surroundings. You notice a thin gap between a square portion of the floor and the rest of the floor. Prying with a dagger, you are able to prise the stone up, revealing a trapdoor to the underground beneath.

	Access
Secret Trapdoor	**Locks: Door, Secret;** use **Context C**

DE-GL-GNE-3: Weapons Cache South

Scattered across a long table is an array of weaponry bearing the colors and sigil of the Enclave.

	Access	Contents
Table	**(unprotected)**	**Weapons: Marial 2H** *and* **Weapons: Martial Ranged**

DE-GL-GNE-4: Weapons Cache North

Scattered across a long table is an array of weaponry bearing the colors and sigil of the Enclave.

	Access	Contents
Table	**(unprotected)**	**Weapons: Marial 2H** *and* **Weapons: Martial 1H** *and* **Weapons: Martial Ranged**

DE-GL-GNE-5: Strongbox & Crate

A chest sits atop a sturdy crate here.

	Access	Contents
Strongbox	**Locks: Chest, Strongbox**	**Coin Treasure: Moderate;** using **Context D** *and* **Weapons: Martial 1H,** using **Context B**
Crate	**Container: Barrel or Crate**	**Rations & Prepared Food,** size **Medium,** using **Context D**

DE-GL-GNE-6: Staircase Up

This leads to "Map 61: Guardpost Northeast (DE-SL-GNE)" on page 254.

DE-GL-GNE-7: Firepit

A dank privy sits next to a well-used firepit, ringed with stools.

Map 9: Guardpost West (DE-GL-GW)

One square equals 5 ft.



DE-GL-GW: Guardpost West

Overview

This guardpost serves as a means of ascending to its second story, which overlooks much of the western interior of the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **60%** chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-GL-GW-1: Entrance

A massive steel door bars your entry here. There is no dust to be found; it's clear that this entrance is used frequently.

DE-GL-GW-2: Cask Stash

In the southeast corner of the room sits a circular table ringed with chairs. To its west are two stacks of barrels.

	Access	Contents
Casks (6x)	**Container: Barrel or Crate**	**Alcohol: General,** using **Context D**

DE-GL-GW-3: Crate Cache

The entire northeast corner of the room is taken up by an array of tables, crates, and bags.

	Access	Contents
Strongbox	**Locks: Chest, Strongbox**	**Coin Treasure: Moderate;** using **Context B** *and* **Weapons: Martial 1H,** using **Context C**
Crates (2x)	**Container: Barrel or Crate**	**Rations & Prepared Food,** size **Medium,** using **Context D**
Table	**(unprotected)**	**Weapons: Martial 1H** *and* **Weapons: Martial Ranged**
Sacks (6x)	**(unprotected)**	**Simple Foodstuffs**

DE-GL-GW-4: Basement Trapdoor

Read the following only if the secret is discovered.

Beneath the sacks of food, there is a section of stone floor different from its surroundings. You notice a thin gap between a square portion of the floor and the rest of the floor. Prying with a dagger, you are able to prise the stone up, revealing a trapdoor to the underground beneath.

	Access
Secret Trapdoor	**Locks: Door, Secret;** use **Context C**

DE-GL-GW-5: Secret Entrance North

Read the following only if the secret is discovered.

Along the stone wall is a crevice that appears to extend in a rectangle about a hidden aperture.

	Access
Secret Door	**Locks: Door, Secret**

DE-GL-GW-6: Staircase Up

This leads to "Map 62: Guardpost West (DE-SL-GW)" on page 256.

Map 10: Guardpost Southwest (DE-GL-GSW)

One square equals 5 ft.



DE-DL-GSW: Guardpost Southwest

Overview

This guardpost serves as a means of ascending to its second story, which overlooks much of the western interior of the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a 60% chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-GL-GSW-1: Entrance

A massive steel door bars your entry here. There is no dust to be found; it's clear that this entrance is used frequently.

DE-GL-GSW-2: Bag Stash

The northeast corner of the room is occupied by an array of differently-shaped bags covered in a thin film of dust.

	Access	Contents
Sacks (6x)	(unprotected)	Simple Foodstuffs, using **Context D**

DE-GL-GSW-3: Weapons Cache

To the north is a circular table ringed with chairs. To its east is a trio of sealed casks flanked by medium tables laden with weapons bearing the colors of the Enclave..

	Access	Contents
Casks	Container: Barrel or Crate	Alcohol: General
Tables	(unprotected)	Weapons: Martial 1H *and* Weapons: Martial Ranged

DE-GL-GSW-4: Barrel Array

Read the following only if the secret is discovered.

Against the western edge of the chamber is an array of sealed casks.

	Access	Contents
Casks (9x)	Container: Barrel or Crate	Fresh water

DE-GL-GSW-5: Secret Entrance West

Read the following only if the secret is discovered.

Along the stone wall is a crevice that appears to extend in a rectangle about a hidden aperture.

	Access
Secret Door	**Locks: Door, Secret**

DE-GL-GSW-6: Secret Trapdoor

Read the following only if the secret is discovered.

Beneath the casks, there is a section of stone floor different from its surroundings. You notice a thin gap between a square portion of the floor and the rest of the floor. Prying with a dagger, you are able to prise the stone up, revealing a trapdoor to the underground beneath.

	Access
Secret Trapdoor	**Locks: Door, Secret;** use **Context C**

DE-GL-GSW-7: Staircase Up

This leads to "Map 63: Guardpost Southwest (DE-SL-GSW)" on page 258.

Map 11: Guardpost East (DE-GL-GE)

One square equals 5 ft.





DE-GL-GE: Guardpost East

Overview

This guardpost serves as a means of ascending to its second story, which overlooks much of the eastern interior of the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a 60% chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-GL-GE-1: Entrance

A massive set of steel double door bars your entry here. There is no dust to be found; it's clear that this entrance is used frequently.

DE-GL-GE-2: Cask Trio

In the southwest corner of the room, tucked just inside the doors, is a trio of casks with a chair and a strongbox nearby.

	Access	Contents
Casks	Container: Barrel or Crate	Alcohol: General
Strongbox	Locks: Chest, Simple	Gems: Low, using Context D

DE-GL-GE-3: Stove

Against the southern edge of the room is a stove. Nearby is a crate and two sacks.

	Access	Contents
Crate	Container: Barrel or Crate	Simple Foodstuffs
Sacks	(unprotected)	Rations & Prepared Food

DE-GL-GE-4: Weapons Cache

Nearly the entire east side of the chamber is consumed by a single long table, atop which sit an array of weaponry bearing the sigil of the Enclave.

	Access	Contents
Table	(unprotected)	Weapons: Martial 1H *and* Weapons: Martial Ranged *and* Armor: Light
Sacks	(unprotected)	Rations & Prepared Food

DE-GL-GE-5: Privy Corner

There are two secrets here: one is the trapdoor to the basement, and the second is the secret door leading out to the Enclave community.

Read the following only if the secret of the **trapdoor** is discovered:

Beneath the empty flowerpot, there is a section of stone floor different from its surroundings. You notice a thin gap between a square portion of the floor and the rest of the floor. Prying with a dagger, you are able to prise the stone up, revealing a trapdoor to the underground beneath.

Read the following only if the secret door is discovered:

Along the stone wall is a crevice that appears to extend in a rectangle about a hidden aperture.

	Access
Secret Door	Locks: Door, Secret

DE-GL-GE-6: Firepit

A circular table topped with candles and ringed by chairs sits south of a well-used firepit with an array of stools.

Two empty casks sit to their east.

Map 12: Guardpost Southeast (DE-GL-GSE)

One square equals 5 ft.



DE-GL-GSE: Guardpost Southeast

Overview

This guardpost serves as a means of ascending to its second story, which overlooks much of the southeastern interior of the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **60%** chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-GL-GSE-1: Entrance

A massive set of steel double door bars your entry here. There is no dust to be found; it's clear that this entrance is used frequently.

DE-GL-GSE-2: Secret Trapdoor

Read the following only if the secret is discovered:

In between the two rugs, there is a section of stone floor different from its surroundings. You notice a thin gap between a square portion of the floor and the rest of the floor. Prying with a dagger, you are able to prise the stone up, revealing a trapdoor to the underground beneath.

	Access
Secret Door	**Locks: Door, Secret**

DE-GL-GSE-3: Crates

The entire southern edge of the chamber is arrayed with crates. Various bags and cloth sacks are piled haphazardly atop them.

	Access	Contents
Crate (5x)	**Container: Barrel or Crate**	**Simple Foodstuffs**
Sacks (4x)	**(unprotected)**	**Rations & Prepared Food**

DE-GL-GSE-4: Casks & Weapons

Against the northern wall and stuffed into the northeast corner is an impressive array of barrels and casks, seemingly representing a wide range of ages. Against the eastern sloped wall is a long table which contains some weaponry bearing the Enclave's colors.

	Access	Contents
Casks (19x)	**Container: Barrel or Crate**	**Alcohol: General**
Table	**(unprotected)**	**Weapons: Martial 2H** *and* **Weapons: Martial 1H,** both using **Context B**

DE-GL-GSE-5: Table & Weapons

To the east of the staircase is a circular table with candles and a cutting board. To its north is a rectangular table laden with high-quality weapons bearing the Enclave's colors.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial 1H,** using **Context D** *and* **Weapons: Martial Ranged,** using **Context C**

Read the following only if the secret of the **doorway** is discovered:

Along the stone wall is a crevice that appears to extend in a rectangle about a hidden aperture.

	Access
Secret Door	**Locks: Door, Secret**

DE-GL-GSE-6: Staircase Up

This leads to "Map 65: Guardpost Southeast (DE-SL-GSE)" on page 262.

Map 13: Gatehouse Complex Overview (DE-GL-GHC-O)

One square equals 5 ft.



DE-GL-GHC-O: Gatehouse Complex Overview

Overview

All visitors and guests and residents must pass through here to gain entry into the Enclave. It is a heavily guarded and nearly always occupied two-story structure.

Note that even those who have full knowledge of all the Enclave's secrets and passageways are forced through here: there is a secret door in the southeast of this region, but even it still passes through the gatehouse complex.

Mechanically, all creatures suffer a **-3 circumstance penalty** to **Stealth** checks on the interior of this region. Outside of the exterior stone wall (for example, for those wishing to enter or egress via the secret door), this penalty does not apply.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Note that although the Enclave is no stranger to visitors, those coming into the city proper had better have some description prepared as to why they are seeking entry. "I wanted to check out the city" is rarely a usable excuse, although for a group of adventurers such as the PCs, the guards will likely make an exception.

Random Encounters

Day or night, there is a **90%** chance that **3d6 Enclave Guards** (p 659) and **2d4 Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; using **Context C**; closed & locked when encountered

Areas of Interest

DE-GL-GHC-O-7: Gatehouse Complex Entryway

This region bears the greatest scrutiny of any square footage in the entire Enclave. The guards well understand that this is the sole means of entry or departure for any creatures or citizens.

Even the common rank-and-file guards have been advised that yes, although the Enclave city houses its secrets and passageways, such clandestine and hidden regions in no way grant access to the city itself.

This entryway is the only way in or out, period... and it is a responsibility that the guards of the Enclave take very seriously.

There are four protective barriers between the courtyard to the north and the citycenter proper to the south: two massive sets of double doors, and two portcullises.

During daytime hours, the portcullises are typically drawn up to provide swifter travel. These are usually closed at night or during times of conflict.

Unless a traveler is following another set of travelers who have been granted passage, the doors are typically closed and locked.

Enterprising PCs may wait for another traveler to be admitted, to sneak in behind them. During daytime hours, in any given ten-minute span of time, there is a **60%** chance of a legitimate traveler approaching the gates and being granted passage. This drops to **20%** at night.

Following an admitted traveler requires three successive **Stealth** checks (one for each section of courtyard), oppposed by the highest **Perception** of the guards who have been determined to be present (see above). Failure means guards apprehend the sneaker and question them; the **Attitude Tracker** of the guards suffers an immediate **-3 penalty** for the sneaking around.

	Access
Gatehouse Double Doors	**Locks: Door, Stronghold**; using **Context C**; closed & locked when encountered
Portcullises	**Locks: Door, Stronghold**; using **Context C**; closed & locked when encountered; lock mechanism cannot be accessed from the portcullis itself so only a Strength or breaking check will apply

DE-GL-GHC-O-8: Gatehouse Complex West

Please turn to page 148 for more information on this structure.

DE-GL-GHC-O-9: Gatehouse Complex East

Please refer to page 151 for more information on this structure.

Map 14: Gatehouse Complex West (DE-GL-GHC-W)

One square equals 5 ft.



DE-GL-GHC-W: Gatehouse Complex West

Overview

This guardpost overlooks the central courtyard, and serves as a garrison for those guards who are stationed here.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-GL-GHC-W-1: Southern City Entrance

A massive set of steel double door bars your entry here. There is no dust to be found; it's clear that this entrance is used frequently.

This gate is used only by guards; citizens and visitors are not allowed here.

On the western interior of the door is a switch which controls the southern gatehouse door lock.

DE-GL-GHC-W-2: Southeast Courtyard Entrance

A massive set of steel double door bars your entry here.

These doors are used only if there is a jam in the door mechanism, or to gain immediate access to the southern courtyard section in the event of an intruder. Guests and citizens are not allowed through here.

DE-GL-GHC-W-3: Weapons Cache South

Atop a large rectangular table is an array of fine weaponry bearing the Enclave's sigil.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial 1H,** using **Context C** *and* **Weapons: Martial Ranged,** using **Context C**

DE-GL-GHC-W-4: Staircase Up

This leads to "Map 67: Gatehouse Complex West (DE-SL-GHC-W)" on page 266.

DE-GL-GHC-W-5: Stove & Cooking Supplies

Against the northwest corner of the southern chamber is a stove. To its north is a barrel of fresh water, an array of sacks, and a circular table tucked into the corner of the room.

	Access	Contents
Sacks (6x)	**(unprotected)**	**Simple Foodstuffs**

DE-GL-GHC-W-6: Secret Trapdoor

Read the following only if the secret trapdoor is discovered:

Underneath one leg of the table, there is a section of stone floor different from its surroundings. You notice a thin gap between a square portion of the floor and the rest of the floor. Prying with a dagger, you are able to prise the stone up, revealing a trapdoor to the underground beneath.

	Access
Secret Door	**Locks: Door, Secret**

DE-GL-GHC-W-7: Center Table

In the center of the room is a large rectangular table, set for a meal.

DE-GL-GHC-W-8: Courtyard Windows

To the northeast of the southern room is a duo of windows with iron bars, looking east onto the entry courtyard.

DE-GL-GHC-W-9: Doorway South

This set of double doors connects the southern chamber to the central chamber.

	Access
Doorway South	**Locks: Door, Simple**; closed when encountered (locked only if there are no guards on this floor)

DE-GL-GHC-W-10: Firepit

In the southwest corner of the central chamber is a well-used firepit ringed with shoddy stools. Empty sacks sit to the west.

DE-GL-GHC-W-11: Weapons Cache North

Two rectangular tables sit against the angled northwestern wall. Atop them sit an array of weaponry and workbench tools bearing the Enclave's sigil.

	Access	Contents
Table	(unprotected)	**Weapons: Martial 1H,** using **Context C** *and* **Weapons: Martial Ranged,** using **Context C**

DE-GL-GHC-W-12: Hexagonal Dinner Table

Taking up much of the empty space in the middle of the center chamber is a six-sided table, ringed with chairs and set for a meal.

DE-GL-GHC-W-13: Center Courtyard Doors

These massive steel double doors connect the courtyard's central region to the western gatehouse.

DE-GL-GHC-W-14: Privy Switch

A clean privy sits in the southeast corner of the central chamber. Right to its north is a switch on the wall.

This switch controls the portfullises in the courtyard. Throwing the switch controls both of the portcullises up or down together.

DE-GL-GHC-W-15: Northern Chamber

The northern smaller chamber of the gatehouse complex contains a barrel of fresh water, a strongbox, and a square table with an array of weapons. Doors lead to the south and east.

	Access	Contents
Strongbox	**Locks: Chest, Strongbox**	**Weapons: Martial 1H,** using **Context C**

	Access
Doorway South	**Locks: Door, Simple**; closed when encountered (locked only if there are no guards on this floor)

DE-GL-GHC-W-16: North Courtyard Door

This steel door leads to the northern region of the courtyard. Immediately inside to its south is a switch mounted on the wall.

The switch controls the northern main entry gate.

Map 15: Gatehouse Complex East (DE-GL-GHC-E)

One square equals 5 ft.





Ground Level

DE-GL-GHC-E: Gatehouse Complex East

Overview

This guardpost overlooks the central courtyard, and serves as a garrison for those guards who are stationed here.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-GL-GHC-E-1: Southern City Entrance

A massive set of steel double door bars your entry here. There is no dust to be found; it's clear that this entrance is used frequently.

This gate is used only by guards; citizens and visitors are not allowed here.

On the western interior of the door is a switch which controls the southern gatehouse door lock.

DE-GL-GHC-E-2: Secret Garden Door

Read the following only if the secret door is discovered:

Along the stone wall, partially obstructed behind a stack of barrels, is a crevice that appears to extend in a rectangle about a hidden aperture.

	Access
Secret Door	**Locks: Door, Secret**

DE-GL-GHC-E-3: Southern Chamber

The southern chamber hosts an array of tables, each bearing weaponry; a dinner table in the center set for a meal; and a firepit nestled in the shadows of the stone staircase leading up.

	Access	Contents
Table (3x)	(unprotected)	**Weapons: Martial 1H,** using **Context C** *and* **Weapons: Martial Ranged,** using **Context C**

DE-GL-GHC-E-4: Staircase Up

This leads to "Map 68: Gatehouse Complex East (DE-SL-GHC-E)" on page 269.

DE-GL-GHC-E-5: Workbench

In the northeast corner of the southern chamber is a workbench, a trio of sealed casks next to a barrel of dirty water, and a fine cask to the north.

	Access	Contents
Workbench	(unprotected)	**Weapons: Simple, 3x**
Casks (4x)	**Container: Barrel or Crate**	**Alcohol: General**

Read the following only if the secret trapdoor in the northeast corner is discovered:

Underneath the cask, there is a section of stone floor different from its surroundings. You notice a thin gap between a square portion of the floor and the rest of the floor. Prying with a dagger, you are able to prise the stone up, revealing a trapdoor to the underground beneath.

	Access
Secret Door	**Locks: Door, Secret**

DE-GL-GHC-E-6: General Storage

The southwest corner of the central chamber is home to a variety of crates, sacks, and a chest.

Against the eastern wall is a swtich; this controls the courtyard portcullises in tandem.

	Access	Contents
Sacks (3x)	(unprotected)	**Rations & Prepared Food**
Crates (2x)	**Container: Barrel or Crate**	**Simple Foodstuffs,** size **Large**
Chest	**Locks: Chest, Strongbox**	**Weapons: Martial 1H,** using **Context C**

DE-GL-GHC-E-7: Courtyard Central Access

A set of massive steel double doors connects the center region of the courtyard with the gatehouse complex.

DE-GL-GHC-E-8: Northern Chamber

The small triangle of the northern gatehouse chamber houses a firepit, and two tables bearing weapons that have the Enclave's colors. Doors lead to the south and west.

To the south of the western door is a switch; this controls the northern gatehouse double doors.

	Access	Contents
Table (2x)	(unprotected)	**Weapons: Martial 1H,** using **Context C** *and* **Weapons: Martial Ranged,** using **Context C**

	Access
Doorway South	**Locks: Door, Simple**; closed when encountered (locked only if there are no guards on this floor)

DE-GL-GHC-E-9: Courtyard Doors Southwest

A set of massive steel double doors connects the southern region of the courtyard with the gatehouse complex.

These doors are used only if there is a jam in the door mechanism, or to gain immediate access to the southern courtyard section in the event of an intruder. Guests and citizens are not allowed through here.

Map 16: Entry Courtyard (DE-GL-EC-O)

One square equals 5 ft.



DE-GL-EC-O: Entry Courtyard

Overview

All visitors and guests and residents must pass through here to gain entry into the Enclave. It is a heavily guarded and nearly always occupied two-story structure.

Theme & Purpose

Although heavily guarded to the north and south, the courtyard itself is a place of beauty and solace. This is by design: those who architected the Enclave wanted to make sure that the first impression of visitors, and the last theme that those departing the structure would take with them, was a sense of wonderment and awe.

Although the area bears no explicitlaws specific to it, there has never been a crime committed in the gardens, and if there were to be one, it would be punished much more mercilessly than a typical crime, and would certainly attract the attention fo the Council itself.

Random Encounters

No guards are allowed in the garden area outside the Gatehouse Complex to the south.

In the gardens themselves, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter"** or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the  **Random Encounters** table until a full night's rest, in this scenario.

Areas of Interest

DE-GL-EC-O-7: Gatehouse Complex Entryway

"Map 13: Gatehouse Complex Overview (DE-GL-GHC-O)" on page 146 contains more information.

DE-GL-EC-O-8: Gatehouse Complex West

Please turn to page 148 for more information on this structure.

DE-GL-EC-O-9: Gatehouse Complex East

Please refer to page 151 for more information on this structure.

DE-GL-EC-O-30: Entry Gardens West

Page 243 contains more details on this region.

DE-GL-EC-O-31: Entry Gardens East

Please refer to page 245 for further details.

Map 17: Garrison Northwest Overview (DE-GL-GNW-O)

One square equals 5 ft.



DE-GL-GNW-O: Garrison Northwest Overview

Overview

The two Garrisons to the northeast and northwest of the entryway of the Enclave house all guards and Enclave Security forces while they are not actively patrolling or engaged in the work of security.

Theme & Purpose

Although much of the time guards spend here is downtime, including resting and eating, this remains a military structure.

If anyone is present here, it is in their duty as a guard; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Creative fabrication of the facts and skill checks aside, there really is little legitimate reason for the PCs to be here... so if they are caught wandering about, they had better have a convincing argument prepared!

Random Encounters

Day or night, there is a **90%** chance that **3d8 Enclave Guards** (p 659), **2d6 Enclave Elite Guard** (p 656), and **1d4 Enclave Longstriders** (p 662) will be present here, mulling about, resting, and eating or playing cards.

There is no legitimate reason why any NPC outside of this population would be present in the Garrison. Even the powerful Council Elders would be unwelcome and questioned, were they to present themselves here.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed when encountered; doors that are "interior" to the garrison compound are rarely locked

Areas of Interest

DE-GL-GNW-O-1: Barracks

Please turn to page 158 for further details.

DE-GL-GNW-O-2: Dining Hall

"Map 19: Garrison Northwest Dining Hall (DE-GL-GNW-DH)" on page 160 begins further details.

DE-GL-GNW-O-3: Kitchen

Page 160 begins additional information.

DE-GL-GNW-O-4: Storage

Please turn to page 158 for further details.

DE-GL-GNW-O-5: Gate Control

Please turn to page 158 for further details.

DE-GL-GNW-O-6: Garrison Entry

This massive set of steel double doors is always closed and locked unless guards are actively changing shift. The doors are always sealed tight behind.

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

DE-GL-GNW-O-7: Garrison Courtyard

This wide chamber serves as entryway to the garrison. A window with iron bars watches from the west; to the north, an iron portcullis bars further entry. The spacious region to the east contains a set of double doors that lead north.

The portcullis that connects this area to the hallway to the north is exclusively controlled by the Gate Control chamber to the west.

In the southeast wall of the chamber is a secret door that can be used to bypass the main door to the west. Read the following only if the secret door is discovered:

Along the stone wall, hidden in the shadows of the nearby torch, is a crevice that appears to extend in a rectangle about a hidden aperture.

	Access
Secret Door	**Locks: Door, Secret**

DE-GL-GNW-O-8: Garrison Hallway

This hallway is studded with doors that lead to the barracks to the west. The portcullis that connects to the Antechamber to the northeast is manually controlled, and requires a DC 14 **Strength** check to elevate temporarily.

DE-GL-GNW-O-9: Common Area

This space is described starting on page 166.

The guardpost to the east of this chamber is described in detail starting on page 134.

Map 18: Garrison Northwest Barracks (DE-GL-GNW-BR)

One square equals 5 ft.



DE-GL-GNW-BR: Garrison Northwest Barracks

Overview

This set of chambers serves as a resting area for guards of the Enclave.

Theme & Purpose

This is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed when encountered

Areas of Interest

DE-GL-GNW-BR-1 through -6: Bedchambers

Each of these rooms houses two single beds, squeezed in tightly enough that those wishing to enter or depart must watch their footing. A small table and a cabinet are also present.

When entering any of these rooms, roll to determine if someone is inside: there is a **20%** chance per bed that it is occupied by a guard. None of the doors has a lock on it.

Each of these rooms is identical in terms of content. The tables contain nothing of value save a possible well-worn dagger and half-eaten foodstuffs. The cabinets are empty if the room is, and may contain the clothing and combat gear of the guard(s) sleeping in it.

DE-GL-GNW-BR-7: Storage

This chamber is musty and smells of age and neglect. Inside is a wide variety of containers and gear strewn about under a layer of dust.

The double doors to this room are always locked:

	Access
Storage Double Doors	**Locks: Door, Simple**; closed and locked when encountered

	Access	Contents
Sacks (9x)	**(unprotected)**	**Rations & Prepared Food**
Crates (3x)	**Container: Barrel or Crate**	**Simple Foodstuffs,** size **Large**
Chest	**Locks: Chest, Strongbox**	**Weapons: Martial 1H,** using **Context C**
Barrels (7x)	**Container: Barrel or Crate**	**Alochol: General**
Treasure Pile	**(unprotected)**	**Weapons: Exotic** *and* **Weapons: Martial 1H,** using **Context C** *and* **Armor: Shields,** using **Context C** *and* **Armor: Medium**

DE-GL-GNW-BR-8: Northern Portcullis

The portcullis that connects to the Antechamber to the northeast is manually controlled, and requires a DC 14 **Strength** check to elevate temporarily.

DE-GL-GNW-BR-9: Southern Portcullis

This portcullis is controlled exclusively by the switch in the gate control chamber to the southwest.

Map 19: Garrison Northwest Dining Hall (DE-GL-GNW-DH)

One square equals 5 ft.



DE-GL-GNW-DH: Garrison Northwest Dining Hall

Overview

This room serves as a casual meeting spot and place to dine for the soldiers of the guard.

Theme & Purpose

This is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed when encountered

Areas of Interest

DE-GL-GNW-DH-1: Dining Hall Entry

A well-worn set of double doors swings freely in both directions, granting quick and easy passage to the dining hall.

These doors contain no lock.

DE-GL-GNW-DH-2: Darkened Corner

This corner receives little light from the rest of the room. A sideboard cupboard against the western wall is strewn with empty bottles.

	Access	Contents
Sideboard	**(unprotected)**	**Weapons: Simple,** using **Context D**

DE-GL-GNW-DH-3: Dining Table

Ringed with plenty of worn chairs and set for a feast at all times, this well-used and dented wooden table contains a myriad of cutlery, plates, and jugs in various states of disarray.

	Access	Contents
Dining Table	**(unprotected)**	**Weapons: Simple,** using **Context D, 3x** *and* **Rations & Prepared Food, 5x**

DE-GL-GNW-DH-4: Eastern Cupboards

These clean cupboards appear to be brand new, and bear neither dent nor ding nor anything atop them.

They are relatively new additions to the room, and are empty as a result.

DE-GL-GNW-DH-5: Kitchen Doors

These free-swinging lightweight wooden double doors lead to the kitchen to the north.

These doors bear neither lock nor clasp; when not actively in use, they swing shut via springs in the hinges.

DE-GL-GNW-DH-6: Western Bookshelves

A duet of bookcases sits against the western wall.

	Access	Contents
Bookshelf (2x)	**(unprotected)**	**Books: General,** using **Context D**

Map 20: Garirson Northwest Kitchen (DE-GL-GNW-KT)

One square equals 5 ft.



DE-GL-GNW-KT: Garrison Northwest Kitchen

Overview

This chamber prepares food for the Dining Hall to the south.

Theme & Purpose

This is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here. Even foodstuffs are delivered and managed by guards.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed when encountered

Areas of Interest

DE-GL-GNW-KT-1: Dining Hall Doors

These doors bear no lock, and swing shut automatically when not held open.

DE-GL-GNW-KT-2: Stove & Storage

Against the sloping east wall is a very active, well-used stove. Sacks sit against the wall to its northeast. Two barrels lie to its east; against the opposing western wall is an array of barrels.

	Access	Contents
Sacks (7x)	**(unprotected)**	**Simple Foodstuffs**
Casks (2x)	**Container: Barrel or Crate**	**Alcohol: General,** size **Medium**
Barrels (8x)	**Container: Barrel or Crate**	**Fresh water**

DE-GL-GNW-KT-3: North Common Area Door

This door connects the Kitchen to the Common Area to the north.

As the two sets of doors leading from the south bear no locks, this door is always closed and locked. It has nearly been cemented over many times in its history to prevent the security risk it represents, as someone could use this to bypass the entirety of the hallway and sets of portcullises, but for safety reasons, the staff of the kitchen require an egress in the event of a fire flare-up.

	Access
Common Area Door	**Locks: Door, Reinforced**; closed and locked when encountered

DE-GL-GNW-KT-4: Firepit

A lit firepit sits a bit away from the wall; a cauldron rests nearby. To the north of the fire is a well-worn workbench, and three urns.

This firepit remains lit around the clock, as it's almost always time for someone to come off duty and enjoy a meal.

The workbench contains a few kitchen tools that count as simple **daggers**.

The urns to the northeast are either empty, or contain a kind of prototype stew that counts as one standard ration per urn.

Map 21: Garrison Northwest Storage (DE-GL-GNW-ST)

One square equals 5 ft.



DE-GL-GNW-ST: Garrison Northwest Storage

Overview

This dusty room stores foodstuffs and supplies for the kitchen to the west.

Theme & Purpose

This is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here. Even foodstuffs are delivered and managed by guards.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed when encountered

Areas of Interest

DE-GL-GNW-ST-1: Storage Door

This door swings freely, and will return to a closed position if not held open. It bears no lock and leads to the Kitchen to the west.

DE-GL-DNW-ST-2: Sack Pile

Far against the dark corner of the triangular room is a big pile of cloth sacks.

	Access	Contents
Sacks (10x)	**(unprotected)**	**Simple Foodstuffs**

DE-GL-DNW-ST-3: General Storage

Against the northwest corner is an array of sealed wooden crates, atop which is arrayed some bags and a locked chest.

	Access	Contents
Sacks (8x)	**(unprotected)**	**Simple Foodstuffs,** using **Context B**
Crates (4x)	**Container: Barrel or Crate**	**Rations & Prepared Food,** size **Medium**
Chest	**Locks: Chest, Simple**	**Simple Foodstuffs,** using **Context C**

Map 22: Garrison Northwest Common Area (DE-GL-GNW-CA)

One square equals 5 ft.



DE-GL-GNW-CA: Garrison Northwest Common Area

Overview

"Common area" typically implies some sort of leisure activity; that does not so much apply here. Guards in between jobs will be much more prone to sleep or going into the city proper; they will generally not seek out their comrades for a game or diversionary activity.

This chamber's lack of furniture is reflective of this mindset, as it is primarily used for storage of military equipment.

Theme & Purpose

This is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-GNW-CA-1: Weapon Storage

Atop two enormous wooden crates is an array of polished, sharpened weaponry bearing the Enclave's colors. To the west is a trio of cloth bags.

	Access	Contents
Sacks (3x)	(unprotected)	**Potions: Moderate,** using **Context D**
Crates (2x)	**Container: Barrel or Crate**	**Armor: Medium,** size **Large** *and* **Armor: Shields,** size **Large**
Atop Crates (2x)	(unprotected)	**Weapons: Martial 1H,** size **Medium** *and* **Weapons: Martial 2H,** size **Medium**

DE-GL-GNW-CA-2: Armor Storage

Two smaller crates sit against the wall. About their base is an array of canvas sacks.

	Access	Contents
Sacks (7x)	(unprotected)	**Clothing: General**
Crates (2x)	**Container: Barrel or Crate**	**Armor: Light,** size **Medium**

DE-GL-GNW-CA-3: Guardpost Doors

These lead to the Guardpost described starting on page 134.

DE-GL-GNW-CA-4: Kitchen Storage Door

This door is always kept locked, and is almost never used. It leads to kitchen storage in the previous entry.

DE-GL-GNW-CA-5: Barracks Storage Doors

This leads to the storage chamber of the Barracks.

DE-GL-GNW-CA-6: Portcullis South

This leads to the Garrison Hallway to the southwest.

Map 23: Garrison Northwest Gate Control (DE-GL-GNW-GC)

One square equals 5 ft.





DE-GL-GNW-GC: Garrison Northwest Gate Control

Overview

This oblong chamber is both entryway and control for the portcullis to the north.

Theme & Purpose

This is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-GNW-GC-1: Main Gate

A massive set of double steel doors bars passage at the entrance to the garrison.

These doors are controlled by the switch at **Location 4** (see below).

DE-GL-GNW-GC-2: Portcullis

A lattice of iron bars disappears into the roof at this point. It appears as though they are capable of retracting.

These are controlled from the switch at **Location 4** (see below).

DE-GL-GNW-GC-3: Weapons Cache

Against the sloping western wall is a rectangular table, atop which sit an array of fine weaponry embossed with the sigil of the Enclave.

	Access	Contents
Table	(unprotected)	**Weapons: Martial 1H,** size **Medium,** using **Context C** *and* **Weapons: Exotic,** using **Context C**

DE-GL-GNW-GC-4: Control Switches

Nestled into the northern stone wall adjacent to the iron-barred window is a set of two massive levers, one atop the other.

The top switch controls the northern portcullis (**Location 2**, above); the bottom one controls the main gate to the southeast (**Location 1**, above). Toggling either switch will open or close its controlled aperture in one round; a single creature taking an action may flip one or both simultaneously.

DE-GL-GNW-GC-5: Gate Control Entrance

This steel door bars entry to the gate control house to the south. In the darkened corner sits a neglected potted plant which has seen better days.

This door is always locked. When a guard enters or exits, s/he locks it behind them, even if their stay is to be very temporary or they had merely forgotten something and plan to leave immediately.

At all times, day and night, an **Enclave Guard** is posted here.

DE-GL-GNW-GC-6: Dining Hall Entrance

This leads to “DE-GL-GNW-DH: Garrison Northwest Dining Hall” on page 161

DE-GL-GNW-GC-7: Secret Door

Read the following only if the secret door is discovered:

Along the stone wall, hidden in the shadows of the nearby torch, is a crevice that appears to extend in a rectangle about a hidden aperture.

	Access
Secret Door	**Locks: Door, Secret**

Map 24: Garrison Northeast Overview (DE-GL-GNE-O)

One square equals 5 ft.



DE-GL-GNE-O: Garrison Northeast Overview

Overview

The two Garrisons to the northeast and northwest of the entryway of the Enclave house all guards and Enclave Security forces while they are not actively patrolling or engaged in the work of security.

Theme & Purpose

Although much of the time guards spend here is downtime, including resting and eating, this remains a military structure.

If anyone is present here, it is in their duty as a guard; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Creative fabrication of the facts and skill checks aside, there really is little legitimate reason for the PCs to be here... so if they are caught wandering about, they had better have a convincing argument prepared!

Random Encounters

Day or night, there is a **90%** chance that **3d8 Enclave Guards** (p 659), **2d6 Enclave Elite Guard** (p 656), and **1d4 Enclave Longstriders** (p 662) will be present here, mulling about, resting, and eating or playing cards.

There is no legitimate reason why any NPC outside of this population would be present in the Garrison. Even the powerful Council Elders would be unwelcome and questioned, were they to present themselves here.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed when encountered; doors that are "interior" to the garrison compound are rarely locked

Areas of Interest

DE-GL-GNE-O-1: Barracks

Please turn to page 172 for further details.

DE-GL-GNE-O-2: Dining Hall

"Map 26: Garrison Northeast Dining Hall (DE-GL-GNE-DH)" on page 174 begins further details.

DE-GL-GNE-O-3: Kitchen

Page 176 begins additional information.

DE-GL-GNE-O-4: Gate Control

Please turn to page 178 for further details.

DE-GL-GNE-O-5: Common Area

This space is described starting on page 180.

The guardpost to the west of this chamber is described in detail starting on page 136.

DE-GL-GNE-O-6: Garrison Courtyard

This L-shaped chamber serves as entryway to the garrison. Windows with iron bars watch from the east; to the north, an iron portcullis bars further entry. Three sets of double doors lead to the west, northwest, and northeast.

The portcullis that connects this area to the hallway to the north is exclusively controlled by the Gate Control chamber to the east.

DE-GL-GNE-O-7: Garrison Entry

This massive set of steel double doors is always closed and locked unless guards are actively changing shift. The doors are always sealed tight behind.

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

DE-GL-GNE-O-8: Secret Door

In the southeast wall of the entry chamber is a secret door that can be used to bypass the main door to the west. Read the following only if the secret door is discovered:

Along the stone wall, hidden in the shadows of the nearby torch, is a crevice that appears to extend in a rectangle about a hidden aperture.

	Access
Secret Door	**Locks: Door, Secret**

DE-GL-GNW-O-9: Garrison Hallway

This hallway is studded with doors that lead to the barracks to the west. The portcullis that connects to the Antechamber to the northeast is manually controlled, and requires a DC 14 **Strength** check to elevate temporarily.

DE-GL-GNE-O-9: Gate Control

Please turn to page 178 for further details.

Map 25: Garrison Northeast Barracks (DE-GL-GNE-BR)

One square equals 5 ft.





DE-GL-GNE-BR: Garrison Northeast Barracks

Overview

This set of chambers serves as a resting area for guards of the Enclave.

Theme & Purpose

This is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed when encountered

Areas of Interest

DE-GL-GNE-BR-1: Foyer

This foyer has a filthy, threadbare rug near the door, and smells of dank sweat and grime.

DE-GL-GNE-BR-2 through -7: Bedchambers

Each of these rooms houses a single bed, squeezed in tightly enough that those wishing to enter or depart must watch their footing.

When entering any of these rooms, roll to determine if someone is inside: there is a **20%** chance per bed that it is occupied by a guard. None of the doors has a lock on it.

Tables in these rooms contain nothing of value save a possible well-worn dagger and half-eaten foodstuffs.

Some rooms have a cabinet: these are empty if the room is, and may contain the clothing and combat gear of the guard(s) sleeping in it.

Room #7 has nothing save a stool, and tends to be the very last to be occupied as a result; only roll for a soldier's presence here if every other room also already has someone in it.

DE-GL-GNE-BR-8: Privy Chamber

Despite being a privy chamber, this room is surprisingly well-kept and clean. A privacy curtain shields those conducting their business within from intruders.

The door to this chamber has no lock, and swings freely in both directions.

Map 26: Garrison Northeast Dining Hall (DE-GL-GNE-DH)

One square equals 5 ft.





DE-GL-GNE-DH: Garrison Northeast Dining Hall

Overview

This room serves as a casual meeting spot and place to dine for the soldiers of the guard.

Theme & Purpose

This is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed when encountered

Areas of Interest

DE-GL-GNE-DH-1: North Entrance

These steel-banded wooden double doors appear to be the main entrance to the dining hall, as they are well-worn and the rugs to their north and south are nearly threadbare.

Enclave Security policy is that the last guard who leaves the dining hall must do so via this set of doors, and must lock the doors behind themselves when doing. As a result, these doors should only be unlocked if there are guards present in the dining hall chamber.

DE-GL-GNE-DH-2: Casks

Against the northwest wall is a wide variety of sealed barrels.

	Access	Contents
Casks (11x)	**Container: Barrel or Crate**	**Alcohol: General,** size **Medium**

DE-GL-GNE-DH-3: Small Tables

Three finely-crafted tables are positioned in the open space here. They each appear to be set for a nice meal.

Officers and Elite Guards typically dine here.

	Access	Contents
Elite Tables (3x)	**(unprotected)**	**Rations & Prepared Food, 3x,** using **Context C**

DE-GL-GNE-DH-4: The Big Table

The main, well-worn, dining table is ringed with chairs and set for a common-caliber meal.

	Access	Contents
Big Table	**(unprotected)**	**Weapons: Simple,** using **Context D, 6x** *and* **Rations & Prepared Food, 8x,** using **Context D**

DE-GL-GNE-DH-5: Southeast Entrance

Despite being banded with steel, this door appears to lack a lock, and swings freely. Just inside the door to the north is a large rectangular table littered with plates and food.

This door does indeed lack a lock, though most guards will enter and leave via the north entrance instead.

	Access	Contents
Southeast Table	**(unprotected)**	**Weapons: Simple,** using **Context D, 2x** *and* **Rations & Prepared Food, 3x**

DE-GL-GNE-DH-6: Kitchen Entrance

A thin and filmy curtain bearing the colors of the Enclave separates the dining hall from the kitchen to the south. Lightweight wooden double doors swing freely.

To the east and west are duets of casks; of each pair, one barrel is already open and has a wooden ladle floating in the liquid inside.

These doors lack a lock.

	Access	Contents
Casks (2x)	**Container: Barrel or Crate,** using **Context C**	**Alcohol: General,** size **Medium,** using **Context C**
Open Casks (2x)	**(unprotected)**	**Alcohol: General,** size **Medium,** using **Context B**

Map 27: Garrison Northeast Kitchen (DE-GL-GNE-KT)

One square equals 5 ft.



DE-GL-GNE-KT: Garrison Northeast Kitchen

Overview

This chamber prepares food for the Dining Hall to the north.

Theme & Purpose

Despite the food-preparation nature of the region, this is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here. Even foodstuffs are delivered and managed by guards.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed when encountered

Areas of Interest

DE-GL-GNE-KT-1: Dining Hall Entrance

This leads to the Dining Hall to the north. These doors lack a lock and swing freely.

DE-GL-GNE-KT-2: Workbench & Casks

In the northeast corner of the kitchen is a pair of casks, one of which is open and bears a ladle. To its south sits a workbench and stool.

	Access	Contents
Workbench	**(unprotected)**	**Weapons: Simple,** using **Context D**
Cask	**Container: Barrel or Crate**	**Alcohol: General,** size **Medium**
Open Cask	**(unprotected)**	**Alcohol: General,** size **Medium,** using **Context D**

DE-GL-GNE-KT-3: Food Storage

Against the sloping west edge of the kitchen is a trio of barrels. Next to these is a crate, topped with a locked chest.

To the northwest is an active firepit, cauldron, a chair, and two stools.

	Access	Contents
Barrels (3x)	**Container: Barrel or Crate**	**Fresh water**
Crate	**Container: Barrel or Crate**	**Simple Foodstuffs,** size **Large**
Chest	**Locks: Chest, Simple,** using **Context B**	**Simple Foodstuffs,** using **Context C**

DE-GL-GNE-KT-4: Stove

A well-used, greasy stove sits nestled into the southern corner of the kitchen. A grimy film floats atop the barrel of water to its west; it appears undrinkable and may only be there as an emergency measure against a raging fire. A trio of sacks sits against the eastern wall nearby.

	Access	Contents
Sacks (3x)	**(unprotected)**	**Rations & Prepared Food,** using **Context B**

Map 28: Garrison Northeast Gate Control (DE-GL-GNE-GC)

One square equals 5 ft.



DE-GL-GNE-GC: Garrison Northeast Gate Control

Overview

This small chamber serves as the only means of control over the main garrison gate.

The room itself must be manned by a single guard at all times.

Theme & Purpose

This is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-GNE-GC-1: Northern Entrance

A solid metal door bars entry here.

This is the only means of entry and egress from the Gate Control chamber. Policy is to lock it at all times, even if the guard manning this room is leaving.

DE-GL-GNE-GC-2: Control Switches

Nestled into the northern stone wall adjacent to the iron-barred window is a set of two massive levers, one atop the other.

The top switch controls the northern portcullis that leads to the rest of the garrison; the bottom one controls the main gate to the south.

Toggling either switch will open or close its controlled aperture in one round; a single creature taking an action may flip one or both simultaneously.

DE-GL-GNE-GC-3: Weapons Tables

Two square tables are laden with fine weapons bearing the sigil of the Enclave.

	Access	Contents
Table (2x)	(unprotected)	**Weapons: Martial Ranged,** size **Medium,** using **Context C**

DE-GL-GNE-GC-4: Garrison Entryway

The two large windows in this structure offer ample visibility to the entryway to the south and west.

Map 29: Garrison Northeast Common Area (DE-GL-GNE-CA)

One square equals 5 ft.



DE-GL-GNE-CA: Garrison Northeast Common Area

Overview

"Common area" typically implies some sort of leisure activity; that does not so much apply here. Guards in between jobs will be much more prone to sleep or going into the city proper; they will generally not seek out their comrades for a game or diversionary activity.

This chamber's lack of furniture is reflective of this mindset, as it is primarily used for storage of military equipment.

Theme & Purpose

This is a military area. There is no legitimate reason for the PCs—or, indeed, anyone not in the Enclave Security forces—to be here.

If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-GNE-CA-1: Guardpost Doors

These lead to the Guardpost described in "Map 8: Guardpost Northeast (DE-GL-GNE)" on page 136.

DE-GL-GNE-CA-2: Weapons Cache

Atop two solid crates sit an array of finely-made weapons bearing the Enclave's sigil. To their right is an open cask.

	Access	Contents
Crate Tops	**(unprotected)**	**Weapons: Martial 1H** *and* **Weapons: Martial Ranged,** both using **Context C**
Crates (2x)	**Container: Barrel or Crate,** using **Context C**	**Armor: Medium,** size **Large** *and* **Armor: Shields,** size **Large**
Open Cask	**(unprotected)**	**Alcohol: General**

DE-GL-GNE-CA-3: Barracks Entrance

This leads to the Barracks to the south. Though reinforced, the door is rarely locked.

DE-GL-GNE-CA-4: Dining Hall Doors

This leads to the Dining Hall to the south. Policy is to always keep these doors locked unless there are guards dining in the Hall.

DE-GL-GNE-CA-5: Portcullis

Iron bars bar your way.

The portcullis is manually controlled, and requires a DC 14 **Strength** check to elevate temporarily.

DE-GL-GNE-CA-6: Armor Cache

A very solid-looking wooden crate bears weaponry atop it.

	Access	Contents
Crate Top	**(unprotected)**	**Weapons: Martial 1H** *and* **Weapons: Martial Ranged**
Crate	**Container: Barrel or Crate,** using **Context C**	**Armor: Medium,** size **Large** *and* **Armor: Shields,** size **Large,** both using **Context C**

Map 30: Elevator Complex (DE-GL-ELEV)

One square equals 5 ft.



DE-GL-ELEV: Elevator Complex

Overview

This structure serves as the main mechanism by which citizens, visitors, and all others gain access to the underground levels of the Enclave.

Theme & Purpose

Moreso than any other region in the Enclave, this structure and the region immediately around it feel like a normal city. During the day, the region bustles with activity; there are some days where it seems as though the elevator hardly stops working to raise and lower passengers and materiel.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-ELEV-1: Main Entrance

Enormous, 15' tall stone doors stand open here. They are carved elaborately and lovingly with visual histories of the Realm in a flowering, cursive flow.

These doors are solid and massive, but owing to the popularity of the elevator and its primary function, these doors are hardly ever actually closed.

During evening hours, there is a 15% chance these doors are closed. They may also be closed in the event of a major security breach—if Enclave Security is concerned about a wandering murderer in town, for example, they may lock this door down temporarily until the killer is secured.

Any time this door is closed, it is considered locked automatically, as the only formal means of controlling it is the switch in **Location 11** (see below).

DE-GL-ELEV-2: Elevator Down

A huge stone platform sits in the center of the elevator complex. As it moves up and down, you hear the deep thrum of a massive mechanism somewhere underneath the surface of the Enclave's ground level, working hard but effectively to ensure the platform safely traverses the depths below.

This leads to "Map 87: Elevator Up (DE-B1-EU)" on page 315.

During the daytime, when the elevator is constantly in motion, PCs can expect easy passage up or down: simply wait for the platform to ascend, wait for any passengers and equipment to be loaded off, and then step onto the platform.

The elevator typically makes a trip every 10 minutes; it takes a full two minutes for the platform to go from one floor to the other.

DE-GL-ELEV-3: Elevator Guardrail

A 4' high stone enclosure partitions the elevator itself from the courtyard that surrounds it.

This structure has been designed to not prevent visibility from the outside, but to ensure all traffic onto and from the elevator flows through the aperture to the south.

The stone structure can be used as **total concealment** cover, or to ensure a successful **Stealth** check so long as those from whom you are hiding are on the other side of the wall, and at least 5' away from it.

DE-GL-ELEV-4: Guardpost Southwest

The southwest corner of the courtyard is consumed by a guardpost with stone walls and iron-barred windows overlooking the rest of the structure. Inside is a square table laden with weaponry.

	Access	Contents
Table	(unprotected)	**Weapons: Martial 1H** *and* **Weapons: Martial Ranged**

DE-GL-ELEV-5: Guardpost Southeast

Similar to its neighbor to the west, this guardpost bears an empty barrel and a circular table holding weaponry.

	Access	Contents
Table	(unprotected)	**Weapons: Martial 1H** *and* **Weapons: Martial Ranged**

DE-GL-ELEV-6: Secret Entrance

Read the following only if the secret door is discovered:

Along the stone outer wall is a crevice that appears to extend in a rectangle about a hidden aperture. At your insistent touch, a metal door creaks open.

	Access
Secret Door	**Locks: Door, Secret,** using **Context C**

DE-GL-ELEV-7: Guardpost West

This guardpost contains a privy in the southwest corner. To its north is a long table lined with weaponry. Chairs make keeping a watchful eye over the elevator courtyard a relaxing affair; to their south is another table with a smaller cache of weaponry.

	Access	Contents
Long Table	(unprotected)	Weapons: Martial 2H *and* Weapons: Martial Ranged
Circular Table	(unprotected)	Weapons: Martial 1H *and* Weapons: Martial Ranged

DE-GL-ELEV-8: Firepit Northwest

Nestled in the shade of the northwest corner of the courtyard is a firepit. To its east is an open container of fresh water. Reinforced steel doors lead to the southwest and east.

DE-GL-ELEV-9: Supply Post North

This long rectangular structure smells musty, and a thin layer of dust lines most items. There is a huge array of supplies stacked against the long walls; a rough path between them can be squeezed through.

	Access	Contents
Long Table	(unprotected)	Weapons: Martial 2H *and* Weapons: Martial Ranged *and* Armor: Shields
Casks (5x)	Container: Barrel or Crate	Alcohol: General, size Medium
Sacks (12x)	(unprotected)	Rations & Prepared Food, using Context B
Crates (2x)	Container: Barrel or Crate	General Supplies, size Large
Chest	Locks: Chest, Simple, using Context C	Gems: Low *and* Coin Treasure: Moderate *and* Weapons: Martial 1H, using Context C

DE-GL-ELEV-10: Firepit Southeast

One of the several firepits on the outskirts of the compound, this one appears very well-used, with a cask of fresh water, a cauldron, and a few carts nearby. A steel door leads to the south.

DE-GL-ELEV-11: Elevator Control

A well-worn chair overlooks the courtyard to the west. At the very south of this room is a control switch, its handle smoothed through very frequent use.

This switch controls the elevator in the courtyard, and is the only formal means to do so from this zone.

An **Enclave Guard** is always stationed here, day and night.

DE-GL-ELEV-12: Elevator Control Access

This chamber is a kind of storage and foyer providing access to the Elevator Control room to the east. Inside is a trio of sealed casks, an open barrel of fresh water in the northwest corner, and a circular table with weapons.

Two Enclave Guards are stationed in this room at night; during the day, there is usually no need to keep this area guarded.

	Access	Contents
Circular Table	(unprotected)	Weapons: Martial Ranged
Casks (3x)	Container: Barrel or Crate	Alcohol: General, size Medium

To the northwest is a secret door that links this chamber to the supply room. The door may be discovered from either side, so the best means of sneaking into this room and past the guards at nighttime is to come from the west, through the secret door.

Read the following only if the secret door is discovered:

Along the stone wall separating the supply room from the control chamber is a crevice that appears to extend in a rectangle about a hidden aperture. At your insistent touch, a rough wooden door creaks open.

	Access
Secret Door	Locks: Door, Secret, using Context D

Map 31: Blacksmith (DE-GL-BS)

One square equals 5 ft.



DE-GL-BS: Blacksmith

Overview

This building is workshop, sales floor, and residence for Groob the blacksmith.

Theme & Purpose

This may be a more elaborate blacksmithy than the PCs are used to seeing, both in terms of range of wares as well as presentation.

The scale of Groob's operation here is reflective of his role: he outfits nearly all of the Enclave Security forces, so in addition to the normal scope of what one might expect a blacksmith to do in a city of this size, he has dozens of pieces of work to sort through in a given month as a baseline.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-BS-1: Sales Entrance

Massive, ornate steel doors sit between two bright torches on the stone walls.

This door is always kept unlocked and open during daylight hours. At night, it is closed and locked; Groob will see customers in the evening only by appointment.

DE-GL-BS-2: Arms & Armor Sales

Bright, shiny armor and shields are displayed on tables to the west. To the east is an array of weaponry.

	Access	Contents
West Table	(unprotected)	**Armor: General,** size **Large** *and* **Armor: Shields,** size **Medium**
East Table	(unprotected)	**Weapons: Martial 1H,** size **Large**

DE-GL-BS-3: Residence Door

A tasteful grey curtain separates the residence from the sales floor here.

This door is always locked.

DE-GL-BS-4: Resting Table

In the northwest corner of the residence quarters is a circular table ringed with chairs.

DE-GL-BS-5: Prized Bench

This long bench contains what appears to be the very best equipment that the blacksmith has been working on... his personal stash of combat gear.

	Access	Contents
Residence Table	(unprotected)	**Armor: Heavy** *and* **Armor: Shields** *and* **Weapons: Martial 1H 3x** *and* **Weapons: Martial Ranged,** all using **Context C**

DE-GL-BS-6: Lockbox

Against the table of prized possessions sits a locked wooden chest.

	Access	Contents
Lockbox	**Locks; Chest, Strongbox** *and* **Traps: General,** using **Context B**	**Gems: Medium-Quality** *and* **Coin Treasure: Moderate**

DE-GL-BS-7: Samples & Cabinets

The north wall contains a privy next to an array of cabinets, atop which sit some works in progress.

	Access	Contents
Cabinets (2x)	(unprotected)	**Clothing: General,** size **Medium**
Cabinet Tops (2x)	(unprotected)	**Weapons: Simple,** using **Context D**

DE-GL-BS-8: Weapon Sales

The northern sales floor passage contains an array of ranged weaponry to the north, and some additional weapons to the south.

	Access	Contents
North Table	(unprotected)	**Weapons: Martial Ranged,** size **Large**

	Access	Contents
South Table	(unprotected)	**Weapons: Martial 2H,** size **Large** *and* **Weapons: Martial 1H,** size **Medium**
Corner Table	(unprotected)	**Weapons: Martial Ranged,** size **Medium**

DE-GL-BS-9: Workshop Entrance

A thick, fireproof heavy curtain separates the sales floor from the workshop area.

These doors are always locked.

DE-GL-BS-10: Materiel Storage

Massive oak casks are lined against the north and south walls in this corridor.

	Access	Contents
North Barrels (7x)	Container: Barrel or Crate	**Glasses, Metals, and Woods,** size **Medium**
South Barrels (6x)	Container: Barrel or Crate	**General Supplies,** size **Medium,** using **Context B**

DE-GL-BS-11: Workshop

Workbenches litter this area. A stove sits to the northeast. An active firepit is against the southwest wall; two barrels of water sit nearby. In the southeast corner is a locked chest; to its north is a huge wooden crate topped with a scattering of cloth sacks.

	Access	Contents
Workbenches (3x)	(unprotected)	**Weapons: Light** *and* **Potions: Moderate,** using **Context D**
Chest	Locks; Chest, Simple, using Context C	**Writing Supplies,** *and* **Gems: Low**
Crate	Container: Barrel or Crate	**Glasses, Metals, and Woods,** size **Large**
Sacks (12x)	(unprotected	**General Supplies,** size **Medium,** using **Context B**

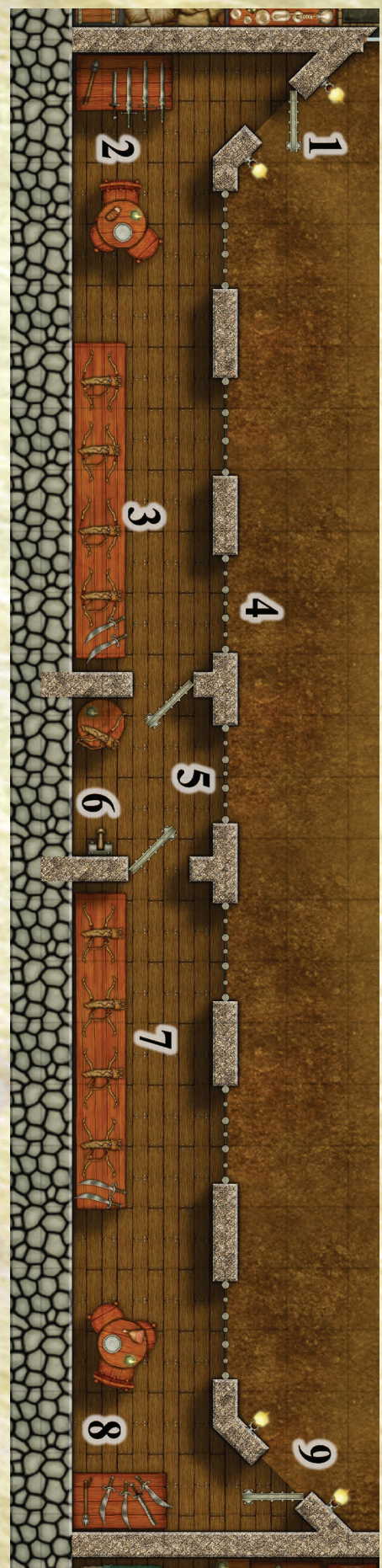
DE-GL-BS-12: Workshop Entrance

Massive steel doors appear not frequently used, based on the lack of a worn path in the dirt of the courtyard outside.

These doors are always locked. Groob will typically only use this door to receive shipments of ore or other supplies, or to load up a cart for a very large order.

Map 32: Elevator Guardpost (DE-GL-EGS)

One square equals 5 ft.





DE-GL-EGS: Elevator Guardpost

Overview

This long structure overlooks the main entrance to the Elevator Complex to the north.

Theme & Purpose

This is a military structure. As such there is little legitimate reason for the PCs to be here at any time of day or night. Intruders will be questioned pointedly, and either attacked or arrested.

During the daytime, this building will contain **1d4 Enclave Guards**. One of these will be located in the control room at **Location 5**.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-EGS-1: West Entrance

A massive steel door is locked between two rusted wall sconces.

This door is always kept locked.

DE-GL-EGS-2: Southwest Equipment

In the southwest corner of the building is a table laden with weapons. To its east is a circular table set with some simple fare.

	Access	Contents
Weapons Table	(unprotected)	**Weapons: Martial 1H,** size **Medium**

DE-GL-EGS-3: West Archery Supplies

Against the south wall is a long table which contains a number of weapons bearing the colors of the Enclave.

	Access	Contents
Archery Table	(unprotected)	**Weapons: Martial Ranged,** size **Large** *and* **Weapons: Martial 1H**

DE-GL-EGS-4: Courtyard Windows

The northern stone wall is dotted frequently with windows which provide a good view of the courtyard and elevator complex to the north. Iron bars prevent access but allow easy archery for those so inclined.

DE-GL-EGS-5: Elevator Gate Control

This square chamber houses a window to the north, steel doors to the east and west, and a circular supplies table in the southwest.

	Access	Contents
Gate Control Table	(unprotected)	**Weapons: Exotic 1H,** using Context C

DE-GL-EGS-6: Control Switch

A rusty but functional switch is set into the east stone wall here.

This switch controls the main gate to the Elevator Complex to the north. It is the only mechanism outside the Complex that can be used to open and close that gate.

DE-GL-EGS-7: East Archery Supplies

This table mirrors the one to the west.

	Access	Contents
Archery Table	(unprotected)	**Weapons: Martial Ranged,** size **Large** *and* **Weapons: Martial 1H**

DE-GL-EGS-8: Southeast Equipment

This corner is nearly identical to the one opposite the structure.

	Access	Contents
Weapons Table	(unprotected)	**Weapons: Martial 1H,** size **Medium**

DE-GL-EGS-9: East Entrance

A massive steel door is locked between two rusted wall sconces.

This door is always kept locked.

Map 33: Herbalist / Apothecary (DE-GL-HA)

One square equals 5 ft.





DE-GL-HA: Herbalist / Apothecary

Overview

Similar to some other establishments in town, this single structure houses a residence, a sales floor, and a workspace to produce.

Apart from Ulfgarre Thorngage, nobody typically ventures beyond the sales area to the east.

Theme & Purpose

From time to time, if the volume of need is great, Ulfgarre will employ helpers to assist in the central workspace. Apart from such assistance, there is no need for any customers or employees to venture beyond the sales floor in the east.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-HA-1: Main Entrance

These iron-banded doors somehow still feel welcoming, owing likely to the ornate carvings that have been fitted into the wood.

During daylight hours, these doors are kept unlocked. At night, or if the shop is temporarily closed while Ulfgarre is away, they are always locked.

DE-GL-HA-2: Sales Floor

Flasks, books, jugs, and other elaborate vessels litter the long table that forms an entry way here. To the west is a smaller table containing a more clustered assortment of potions and vials.

	Access	Contents
Long Table	**(unprotected)**	**Potions: Moderate, size Large,** using **Context B**
West Table	**(unprotected)**	**Potions: Moderate, size Medium,** using **Context B**

DE-GL-HA-3: Private Table

Behind the long table is a nice wooden circular table, intended to conduct business in a more intimiate setting for highly-valued customers.

	Access	Contents
Private Table	**(unprotected)**	**Potions: Moderate,** using **Context C**

DE-GL-HA-4: Storage

Behind a solid steel door and privacy curtain is a musty assortment of chests and casks.

This door is always kept locked.

	Access	Contents
Cask	**Container: Barrel or Crate**	**Alcohol: General,** size **Medium,** using **Context C**
Chests (2x)	**Locks: Chest, Strongbox**	**Potions: Moderate,** using **Context C** *and* **Gems: Semi-Precious** *and* **Coin Treasure: Moderate**
Sacks (2x)	**(unprotected)**	**General Supplies**

DE-GL-HA-5: Workshop Entrance

A thick privacy curtain barely hides a set of iron-banded double doors which separates the sales floor to the east from the workshop to the west.

These doors are always kept locked unless the main entrance is locked; at night under these circumstances it may be unlocked if Ulfgarre is working but needs to put completed potions onto the sales floor for a time.

DE-GL-HA-6: Workshop

The air in this workshop is thick, foggy, and stings the nostrils, as though the world's most exotic and powerful spices all hit your senses at once. At one moment, you might feel inotixcated; the next moment, you might feel enraged... such is typical for a potion workfloor, you assume!

Although it is certainly disorienting and notable to experience the mixture of effects described, none of them has an impact to creatures in terms of game mechanics.

DE-GL-HA-7: Workbenches Northeast

A trio of workbenches and chairs occupies the northeast corner of the workspace. Each talbe is heavily laden with scripts, vials, ingredients, daggers, books, and other paraphrenalia, amidst the in-process potions being concocted.

	Access	Contents
Workbench (3x)	**(unprotected)**	**Weapons: Simple** *and* **Potions: Moderate**

DE-GL-HA-8: Firepit

In the northwest corner of the workshop is a raging firepit. The flames are at one moment tinged purple, the next blue, and so on, through an exotic kaleidescope of hues, presumably informed by the ingredients that are mixed and heated herein.

As with the general feel of the workshop, this is a noteworthy phenomenon, but not one that impacts creatures in a way that can be measured.

DE-GL-HA-9: Privy Corner

Amidst the scents and sensations of the rest of the workshop, you hardly notice the privy in the southwest corner.

DE-GL-HA-10: Bookshelves

A duo of bookshelves sits against the south wall; to their left is a reading table laden with tomes. To the east is a stove, which looks as though it is used for a mixture of arcane and mundane purposes. North of the bookshelves is a dining table set for a meal.

	Access	Contents
Bookshelf (2x)	(unprotected)	**Books: General,** size **Medium**
Book Table	(unprotected)	**Books: General,** using **Context C**
Dining Table	(unprotected)	**Rations & Prepared Meals,** using **Context B**

DE-GL-HA-11: Residence Entrance

A privacy curtain, smaller and grimier than the one that leads to the sales floor, hides a reinforced wooden door that leads west.

This door is always kept locked.

DE-GL-HA-12: Residence Chamber

This appears to the be herbalist's residence. An array of bedroom furniture sits against the outskirts of the room; the central area is open but for a fine rug.

DE-GL-HA-13: Reading Tables

In the southwest corner of the residence is a bed, flanked by a writing desk, a cabinet, and a reading desk.

	Access	Contents
Writing Desk	(unprotected)	**Writing Supplies,** using **Context C**
Reading Desk	(unprotected)	**Books: General,** using **Context C**
Cabinet	(unprotected)	**Clothing: General**

Map 34: Elder Residence 7 (DE-GL-ER7)

One square equals 5 ft.



DE-GL-ER7: Barksel Ferubrankcht's Residence

Overview

Barksel Ferubrankcht lives and entertains here.

Theme & Purpose

This is the private residence of a Council Elder. Although Barksel rarely entertains, he inherited the establishment from one who did. The mud caking his floors is clear indication of his relative neglect compared to his peers.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-ER7-1: Main Entrance

These iron-banded wooden double doors are flanked by rusty sconces.

This entrance is opened when **Barksel** is entertaining, and during daylight hours when he is home.

DE-GL-ER7-2: Foyer

A mud-speckled stone foyer greets you. Curtained double doors lead to the north and west.

These doors have no lock and swing freely in both directions.

DE-GL-ER7-3: Dining Hall

Dirt and mud stain most parts of this dining hall. Sideboards are located in the northwest, north, and southeast. Double doors lead to the northeast, south, and southwest.

The northeast doors lead to the bedchamber and are locked if Barksel is not home, or if he is home and entertaining guests.

	Access	Contents
Sideboard (3x)	(unprotected)	**Simple Foodstuffs** *and* **Weapons: Light,** using **Context D**

DE-GL-ER7-4: Sitting Room

Unlike most other chambers in the residence, this room bears hardly any dirt or mud on its floors. It does, however, have a film of dust atop every surface. Bookshelves line the walls to the southwest.

Doors lead to rooms to the east, north, and northwest.

Barksel has no interest in this room, and has barely ever set foot in it.

	Access	Contents
Bookshelf (2x)	(unprotected)	**Books: General**

DE-GL-ER7-5: Kitchen

This very cozy kitchen houses a stove, several sacks, a firepit, and a cutting table.

	Access	Contents
Sacks (4x)	(unprotected)	**Simple Foodstuffs**
Workbench	(unprotected)	**Weapons: Light,** using **Context D**

DE-GL-ER7-6: Kitchen Storage

This musty sliver of a room houses sacks, a crate, and barrels aplenty.

	Access	Contents
Sacks (4x)	(unprotected)	**Simple Foodstuffs**
Crate	**Container: Crate or Barrel**	**General Supplies,** size **Large**
Barrels (4x)	**Container: Crate or Barrel**	**Alcohol: General,** size **Medium**

DE-GL-ER7-7: Bedchamber

This room is filthy: dirt and mud cake the floor and chairs in layers. A large bed sits in the northwest of the room; chairs and a writing desk occupy the eastern edge. A circular table, dented and nicked, is in the southwest.

	Access	Contents
Writing Desk	(unprotected)	**Writing Supplies**

DE-GL-ER7-8: Closet

A dusty closet is hapzardly occupied by a privy and washbasin, a desk, and a large cabinet. A pile of dirty clothes and a locked chest sit in the northern corner.

	Access	Contents
Cabinet	(unprotected)	**Clothing: General,** size **Medium**
Clothing Pile	(unprotected)	**Clothing: General,** size **Medium**

	Access	Contents
Chest	**Locks: Chest, Simple**	**Clothing: General,** using **Context C** *and* **Weapons: Light,** using **Context C**

DE-GL-ER7-9: Secret Exit

Read the following only if the secret door is discovered:

> **Along the stone wall is a crevice that appears to extend in a rectangle about a hidden aperture. At your insistent touch, a rough wooden door creaks open.**

	Access
Secret Door	**Locks: Door, Secret,** using **Context B**

Map 35: Elder Residence 6 (DE-GL-ER6)

One square equals 5 ft.





DE-GL-ER6: Usborn Tossercobb's Residence

Overview

Usborn Tossercobb lives and entertains here.

Theme & Purpose

This is the private residence of a Council Elder.

It's also used for entertaining, and in that capacity, could be viewed as a component of the statecraft that keeps the Enclave functioning properly.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-ER6-1: Main Entrance

Beautifully-crafted wooden double doors are banded in a shiny metal. At first, you mistake it for mithril; it is upon closer examination just a very polished steel.

These doors are rarely locked except for when Usborn turns in for the night to sleep

DE-GL-ER6-2: Foyer

A marble floor is the highlight of this simple chamber, with a curtained door leading northwest.

The doors to the northwest bear no lock, and swing freely to north or south.

DE-GL-ER6-3: Western Hall

A chequered stone floor leads visitors from the foyer to other doors. Potted plants interspersed with chairs line the western wall, which also features large windows. The eastern wall houses four bookshelves surrounding a set of double doors which lead to the east. A steel-banded door leads to the north.

The simple double doors that lead to the **Dining Hall** of **Location 4** (see below) bear no lock.

	Access	Contents
Bookshelves (4x)	(unprotected)	**Books: General,** using **Context B**

DE-GL-ER6-4: Dining Hall

This large chamber is devoid of any dust, and brightly lit via a myriad of candles. Sideboards, chairs, and potted plants speckle the surrounding walls. A set of double doors leads to the kitchen to the southeast.

	Access	Contents
Sideboard (5x)	(unprotected)	**Simple Foodstuffs** *and* **Weapons: Light,** using **Context D**

DE-GL-ER6-5: Kitchen

Casks, a crate, an assortment of sacks, a firepit, a stove, and even a privy are all crammed into this stone-floored chamber. A small window leads to the south.

	Access	Contents
Sacks (8x)	(unprotected)	**Simple Foodstuffs**
Crate	**Container: Barrel or Crate**	**General Supplies,** size **Medium**
Casks (3x)	**Container: Barrel or Crate**	**Alcohol: General,** using **Context C,** size **Medium**

DE-GL-ER6-6: Bedchamber

The northern chamber is the owner's bedchamber. A large bed sits in the northeast corner; to its south is a table and a locked chest. West of that is a writing desk, a dressing desk, a clothing cabinet, and a circular eating table. A washbasin sits against the north wall west of the bed.

	Access	Contents
Chest	**Locks: Chest, Simple**	**Gems: High-Quality,** using **Context D** *and* **Potions: General**
Writing Desk	(unprotected)	**Writing Supplies,** using **Context D**
Dressing Desk	**Locks: Furniture, Simple**	**Gems: Semi-Precious** *and* **Weapons: Light,** using **Context C**
Cabinet	**Locks; Furniture, Simple**	**Clothing: General,** size **Medium**

Map 36: Sage (DE-GL-SG)

One square equals 5 ft.





DE-GL-SG: Sage

Overview, Theme & Purpose

This is **Allaha Gorrut's** residence and workplace.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-SG-1: Main Entrance & Entry Foyer

Steel doors carved in what appear to be miscellaneous runes and whorls bar entry here. Almost uniquely amongst the buildings in the Enclave, there do not appear to be any scones or other lighting outside to denote an entrance.

Inside, dim light illuminates a textured marble floor. A curtained double door leads further within the building to the southwest.

The outer doors are always unlocked; Allaha unlocks the inner doors when expecting customers.

DE-GL-SG-2: North Hall

Chequered flooring invites entrance deeper within. Two urns sit atop low pedestals on opposite sides of the room to the east and west. A potted plant sits in an alcove to the northwest. A curtained steel door leads southeast.

The curtained door is typically unlocked, and mainly serves to stem the flow of customers during busy times.

The urns are empty, and purely ornamental in nature.

Read the following only if the secret door to the northwest is discovered:

Behind the plant is a section of stone wall that gives under your touch. It seems a thin layer of stone facade has been pasted onto a wooden door, which swings freely now to reveal the

	Access
Secret Door	**Locks: Door, Secret, Perception** only (no lock)

DE-GL-SG-3: South Hall

The chequered flooring from the north hall continues here. Atop low pedestals to the east and west are a necklace and a pale green bottle wrapped in leather. To the south, a similar pedestal hosts a faded green shield.

A curtained wooden door leads southwest; just to its north is a stone door which leads to its northwest.

The southwest double door bears no lock and swings freely to the west.

The stone door is always locked unless Allaha is welcoming visitors for a private session in the **Central Chamber** (see **Location 5** below).

DE-GL-SG-4: Central Chamber Foyer

The floor here is a glossy marble, polished and clean. A font of water sits against the west wall. Sconces blaze with dim, shifting light to the east and west.

A set of ornate grey stone doors lead north.

The north stone doors are always locked unless Allaha is welcoming visitors.

DE-GL-SG-5: Central Chamber

This octagonal chamber is large, but feels intimate, almost claustrophobic. The blackened marble underneath your feet is streaked with threads of white and grey. To the east and west are braziers which emit a pale white smoke whose pleasant, spicy scent is pervasive in the chamber.

In the center is a simple, undecorated wooden table ringed in chairs. Atop its center is a blackened sphere of pure crystal which is nestled in a wooden cradle. Surrounding this table are four pillars.

Against the north wall is a sideboard bearing a silver plate. Atop it, and clustered near the braziers and south entrance, are candles whose flickering hues give the entire chamber an eerie feel.

Despite the appearance and feel, this room contains no magical effects or objects. The sideboard holds only mundane plates, used by Allaha to hold personal effects of those her clients wish her to connect with.

Read the following only if the secret door to the northwest is discovered; Allaha uses this to disappear for dramatic effect if needed:

The stone wall in the northwest corner conceals a secret wooden door which swings open away from you.

	Access
Secret Door	**Locks: Door, Secret, using Context C, Perception** only (no lock)

DE-GL-SG-6: Chamber Controls

Against the southwest wall is a set of colored switches: blue and purple.

The blue switch toggles the fires within the braziers, which

can be used to stem or amp up the flow of incense and smoke. The purple switch locks and unlocks the doors to the south of the Central Chamber.

Attempts to detect the secret door that leads to the Central Chamber receive a **+5 circumstance bonus** if coming from this direction, as the bedchamber has no smoke, and the door from this side is not nearly as well-hidden as it is from the chamber.

DE-GL-SG-7: Bedchamber

This bedchamber is expansive and well-lit, thanks to tall windows in the north wall. A privy is next to a writing desk and a washbasin against the west wall. To its north is a pile of pillows and a working desk piled with notes and quills and scrolls. A large bed sits against the east wall, with a reading nook to its north. A cabinet is to the south of the bed, and next to it is a locked chest. Casks sit to the southwest, near the curtained door that leads south.

	Access	Contents
Writing Desk	**(unprotected**	**Writing Supplies,** using **Context C**
Casks (2x)	**Container: Crate or Barrel,** using **Context D**	**Alcohol: General,** size **Medium**
Cabinet	**Locks: Furniture, Simple**	**Clothing: General,** size **Medium,** using **Context C**
Chest	**Locks: Chest, Strongbox,** using **Context B**	**Potions: Moderate** *and* **Coin Treasure: Moderate**

DE-GL-SG-8: Reading Nook

A pleasant reading nook has been created to the north of the bed. A comfortable chair looks out on the courtyard through a tall window.

DE-GL-SG-9: Backstage Area

This simple region is used by Allaha to prepare for performances in the room to the south. The bedchamber doors are always locked.

DE-GL-SG-10: Performance Font

A large fountain of water occupies most of the space in this area. To the north is a thick black curtain.

The font contains mundane, but clean, water.

DE-GL-SG-11: Viewing Benches

Two rows of benches allow for a dozen people to sit here. Cabinets sit to the west and northeast. Curtains veil the windows against the south wall.

The cabinets are empty, but can be used to store personal effects of spectators.

Map 37: Elder Residence 3 (DE-GL-ER3)

One square equals 20 ft.



DE-GL-ER3: Trotysse Airdarr's Residence

Overview

Trotysse Airdarr lives and entertains here.

Theme & Purpose

This is the private residence of a Council Elder.

It's also used for entertaining, and in that capacity, could be viewed as a component of the statecraft that keeps the Enclave functioning properly.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-ER3-1: Main Entrance & Foyer

Well-crafted wooden double doors are banded in steel. Fine wall sconces with fresh torches flank the doors to either side.

Within, a marble floor is the highlight of this simple chamber, with curtained doors leading north and east.

The entry doors are rarely locked except for when Trotysse turns in for the night to sleep.

The curtained doors to the north and east bear no lock and swing freely in both directions. This does mean that Trotysse has no means of securing his **Bedchamber** (see **Location** 2, below) from the rest of the house.

DE-GL-ER3-2: Bedchamber

A well-lit, clean room serves as private quarters for the owner. A large bed, washbasin, dressing desk, two tables, two cabinets, a chest, and a small bookshelf are arranged to make the most of the space inside.

	Access	Contents
Dressing Desk	(unprotected)	Writing Supplies
Cabinets (3x)	Locks: Furniture, Simple, using Context D	Clothing: General, size Medium

DE-GL-ER3-3: Reading Nook

A comfortable, well-lit corner allows relaxing reading next to the bookshelf. To the east, a locked chest sits at the foot of the bed.

	Access	Contents
Chest	Locks: Chest, Simple	Gems: Semi-Precious *and* Coin Treasure: Moderate *and* Weapons: Light, using Context C
Bookshelf	(unprotected)	Books: General, using Context D

DE-GL-ER3-4: Dining Hall

This expansive chamber is meticulously clean. Sideboards, chairs, and potted plants are placed against the surrounding walls. A simple wooden door leads to the kitchen to the northeast.

	Access	Contents
Sideboard (3x)	(unprotected)	Simple Foodstuffs
Bookshelf	(unprotected)	Books: General, using Context B

DE-GL-ER3-5: Kitchen

A very cramped triangle of stone-floored space serves as the house's kitchen. It sports a privy, food-preparation table, stove, firepit, and a few sacks.

	Access	Contents
Sacks (2x)	(unprotected)	Simple Foodstuffs
Food-Prep Table	(unprotected)	Weapons: Light, using Context D

DE-GL-ER3-6: Storage

A musty, dim room hosts an array of barrels, crates, and sacks for long-term storage.

	Access	Contents
Barrels (4x)	Container: Barrel or Crate	Alcohol: General, size Medium, using Context B
Sacks (6x)	(unprotected)	Simple Foodstuffs
Crates (2x)	Container: Barrel or Crate	General Supplies, size Large

Map 38: Tailor (DE-GL-TL)

One square equals 5 ft.



DE-GL-TL: Tailor's Shop

Overview, Theme & Purpose

This is **Forsythar's** residence and workplace.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-GL-TL-1: Entrance

Steel-banded wooden doors admit entry to the northwest. They are flanked by polished-brass sconces lit with fresh torches.

	Access
Entry Doors	**Locks: Door, Reinforced**; open during the daytime; closed and locked at night

DE-GL-TL-2: Sales Floor

Bright, opulent colors assault your gaze from every direction. A long table occupies the center of the room; atop it is arrayed a wide variety of bolts of cloth and silk. To the southwest is a smaller table laden with fabrics and finished hats. The northwest table contains garments in various stages of completion.

To the northwest and northeast, curtained wooden doors lead northward.

The northwest door leads to the **Residence Chamber** (see **Location 4** below); the northeast door leads to **Storage** (see **Location 3** below); neither is locked during daytime hours unless Forsythar steps out for a time.

DE-GL-TL-3: Storage

For a storage chamber, this room is remarkably clean, and smells a bit like wood and cloth but not of must or dust. Clothing lies piled in a heap on the center of the floor. Against the north wall are arrayed casks; to their southwest and east are canvas sacks. Two crates laden with bolts of cloth and a chest complete the room.

	Access	Contents
Casks (5x)	**Container: Crate or Barrel,** using **Context D**	**Alcohol: General,** size **Medium,** using **Context C**
Crates (2x)	**Container: Crate or Barrel**	**Textiles: General,** size **Large,** using **Context C**
Sacks (4x)	**(unprotected)**	**Textiles: General,** using **Context C**
Chest	**Locks: Chest, Strongbox,** using **Context D**	**Gems: Low** *and* **Coin Treasure: Moderate**
Crate Top	**(unprotected)**	**Clothing: General,** size **Medium,** using **Context C**

DE-GL-TL-4: Residence Chamber

The northwest of the building is the owner's residence quarters. It consists of three large cabinets, a dressing desk, a privy and washbasin, a sideboard cabinet, a bed, and numerous pillows.

	Access	Contents
Cabinets (3x)	**Locks: Furniture, Simple**	**Clothing: General,** size **Medium,** using **Context C**
Sideboard	**Locks: Furniture, Simple**	**Clothing: General,** size **Medium,** using **Context C**
Dressing Desk	**(unprotected)**	**Writing Supplies**

Map 39: General Store (DE-GL-GS)

One square equals 5 ft.





DE-GL-GS: General Store

Overview, Theme & Purpose

This is the residence and workplace of **Seddyn**.

Doing Business: Options

At the GM's discretion, **Seddyn** may make available items for sale far beyond the values described. This would typically be a good option to consider at higher levels of difficulty, in scenarios where you wish to make the Enclave an option for resupply.

Even so, however, it is suggested to cap these values as follows, depending on the challenge band the PCs are adventuring at:

- 250 gp / **masterwork** quality
- 1,000 gp / **+1 enhancement value**
- 2,500 gp / **+2 enhancement value**
- 5,000 gp / **+3 enhancement value**

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-GS-1: Northeast Entrance

These massive steel doors admit entry to the southwest. On either side is a brightly-lit torch sconce.

	Access
NE Entrance	**Locks: Door, Reinforced**; using **Context C**; closed and unlocked during the daytime; closed and locked when encountered at night or when **Seddyn** is not in the building

DE-GL-GS-2: North Hall

These chequered floors have seen a lot of use; they are faded in the center. The hallway leads west; along its north wall can be found an array of windows, bookshelves, and sideboard cabinets.

	Access	Contents
Bookshelves (5x)	**(unprotected)**	**Books: General,** using **Context D**
Sideboards (2x)	**Locks: Furniture, Simple**	**General Supplies,** using **Context D**

DE-GL-GS-3: East Sales Floor

This rectangular room hosts thin, flimsy floorboards. A threadbare rug is centered in the space. To the south, steel doors bar entry behind a discreet brown curtain.

The doors to the south are always locked.

DE-GL-GS-4: East Sales Inventory

An array of relatively cheap materiel is on display here.

All mundane items of individual value under **25 gp** can be found for sale here. All containers depicted are unlocked and may be opened freely by customers to peruse what's inside.

DE-GL-GS-5: High-End Sales Floor

This room is richly scented, and bears new, thick, cherry flooring. Comfortable sofas are scattered around its perimeter, and curtained windows admit a great deal of favorable light. This is clearly a space for conducting business on a higher level than in the chamber to the north.

Seddyn uses this space exclusively to conduct high-end business.

If he finds anyone in this space without his permission or intent, he will call the guards immediately, and may even attack them himself.

DE-GL-GS-6: High-End Merchandise

This region hosts the rare and beautiful, clearly among the most prized treasures of the shopkeeper's inventory.

An array of items may be found here. Use Seddyn's "Doing Business" profile to determine what is available for purchase.

If the PCs have sold valuable magical items to Seddyn in association with his Quest (p 552), they will likely be on display here.

DE-GL-GS-7: Storage

This chamber smells of must, smoke, and stone. Crates, bags, a workbench, and a firepit for smelting may be found here.

	Access	Contents
Crates (3x)	**Container: Barrel or Crate**	**General Supplies,** size **Medium,** using **Context C**
Sacks (5x)	**(unprotected)**	**General Supplies**

	Access	Contents
Chests (2x)	Locks: Chest, Strongbox	Gems: High-Quality *and* Coin Treasure: Moderate, using Context C
Cask	Container: Barrel or Crate	Alcohol: General, size Medium, using Context C

Read the following only if the secret door to the southwest is discovered:

Behind the firepit, a region of stone wall gives slightly to your touch. Pressing harder, you discover a banded wooden door set into the facade of plaster colored to resemble the stonework of the rest of the chamber.

	Access
Secret Door	Locks: Door, Secret, using Context C

DE-GL-GS-8: Center Sales Floor

This large room appears to contain merchandise of moderate value. Tables laden with wares for sale form a "U" shape around the center into which customers might wander.

Any mundane items of between **26 gp** and **50 gp** in base value may be found here.

DE-GL-GS-9: Center Sales Floor East

Crouching here grants a **+2 circumstance bonus** to **Stealth** or related attempts to hide from those in the hallway to the north, or in the center of the "U" of the room.

DE-GL-GS-10: Center Sales Floor West

If Seddyn is present, he will be located here, hawking wares.

DE-GL-GS-11: West Sales Floor

This square chamber appears to contain merchandise of high quality. Tables laden with wares for sale form a "U" shape around the center into which customers might wander.

Any mundane items of between **51 gp** and **100 gp** in base value may be found here.

DE-GL-GS-12: West Sales Floor South

If Seddyn is present in this room, he will be located here, hawking wares.

DE-GL-GS-13: West Hall

This hallway serves to bring the hall from the north down to the residence entrance to its south.

The residence entrance is always locked.

	Access	Contents
Bookshelves (2x)	(unprotected)	Books: General, using Context D

DE-GL-GS-14: Residence Chamber

This large chamber serves as the residence and bedchamber of the owner. Furniture includes a lockied chest at the foot of the small bed, a sideboard, a storage cabinet, privy and washbasin, bookshelf, dressing and writing desks, and two circular tables.

	Access	Contents
Chest	Locks: Chest, Strongbox *and* Traps: General	Weapons: Light, using Context C *and* Gems: High-Quality
Cabinet	(unprotected)	Clothing: General, using Context C
Bookshelf	(unprotected)	Books: General, using Context C
Dressing Desk	Locks: Furniture, Simple	Gems: Low *and* Coin Treasure: Moderate
Writing Desk	(unprotected)	Writing Supplies, using Context C

DE-GL-GS-15: Secret Escape Door

Behind the potted plant lies a secret door that connects the residence to the storage room. As both the storage room and the high-end sales floor beyond it contain high-quality items for defense and attack, Seddyn's intent is to use this door in an emergency if he is surprised in the middle of the night.

Map 40: Elder Residence 1 (DE-GL-ER1)

One square equals 5 ft.



DE-GL-ER1: Gallainne Estarch's Residence

Overview

Gallainne Estarch lives and entertains here.

Theme & Purpose

This is the private residence of a Council Elder.

It's also used for entertaining, and in that capacity, could be viewed as a component of the statecraft that keeps the Enclave functioning properly.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-ER1-1: Main Entrance

Well-crafted wooden double doors are reinforced with embossed iron bands. Wall sconces with half-burnt torches flank the doors to either side.

The entry doors are always locked, even when Gallainne is entertaining; she or a servant will come to the door to open or close for any entering or departing guests.

DE-GL-ER1-2: Foyer

A marble floor is the highlight of this simple chamber, well-lit from windows to the northwest and southeast. Curtained double doors lead to the northwest and south.

The sets of double doors bear no lock, and swing freely in both directions.

DE-GL-ER1-3: North Hall

A chequered stone floor leads visitors from the foyer along the northern edge of the building. Windows, broad and tall, line the northern wall To the west, a set of wooden double doors leads southwest.

These doors bear no lock.

DE-GL-ER1-4: Dining Hall

This large chamber is very clean. Sideboards, chairs, and potted plants speckle the surrounding walls. Double doors lead to the northeast and to the kitchenin the east.

	Access	Contents
Sideboard (4x)	(unprotected)	**Simple Foodstuffs,** using **Context B** *and* **Weapons: Light,** using **Context B**

DE-GL-ER1-5: Kitchen

This square chamber has a stone floor for safety reasons. In the southwest corner is a small but well-built stove; to its east is a food-prep table. The northern edge contains an array of casks; to their east is a neglected firepit. To the south of the firepit is a stack of canvas bags. A privy sits in the northwest corner. Wooden double doors lead to the west and southeast.

The two sets of double doors lack any lock.

	Access	Contents
Sacks (8x)	(unprotected)	**Simple Foodstuffs,** size **Medium**, using **Context B**
Crates (2x)	**Container: Barrel or Crate**	**General Supplies,** size **Large**
Casks (4x)	**Container: Barrel or Crate**	**Alcohol: General,** using **Context B,** size **Medium**
Open Cask	(unprotected)	**Alcohol: General,** using **Context D,** size **Medium**

DE-GL-ER1-6: Reading Hall

A massive chamber with chequered slate floors occupies the entire southeast region of the building. Bookshelfs and comfortable chairs surround the centerpiece of the room: a long table topped with many tomes of varying size, circled by outward-facing sitting chairs. Double doors lead to the north and northwest, and a curtained single door leads to the southwest.

The southwest single door is always locked.

	Access	Contents
Long Book Table	(unprotected)	**Books: General,** using **Context D, 8x**
Bookshelves (6x)	(unprotected)	**Books: General,** using **Context B**

DE-GL-ER1-7: Bedchamber Entrance

A wedge-shaped room serves as the residence's bedchamber. A large bed sits against the sloped southwest wall, in between two tables bearing simple food and cutlery. Against the southeastern wall is a set of bookshelves.

	Access	Contents
Bookshelves (2x)	(unprotected)	**Books: General,** using **Context D**
Tables (2x)	(unprotected)	**Weapons: Light,** using **Context D**

DE-GL-ER1-8: Private Reading Space

The north half of the bedchamber is dedicated to working and relaxing: another two bookshelves sit next to a potted plant in the northwest. Two large rectangular tables topped with tomes bisect the room; to their northeast is an octagonal table bearing food. To the west is a set of curtained double doors.

The doors to the west bear no lock, and swing closed on springs when not held open.

	Access	Contents
Bookshelves (2x)	(unprotected)	**Books: General,** using **Context B**
Book Tables (2x)	(unprotected)	**Books: General,** using **Context B**

DE-GL-ER1-9: Closet

This large closet seems a hybrid of typical closet and clothing storage, and a military warehouse. A privy sits in the northeast corner; to its west are two wardrobes topped with combat gear and food. Against the northwestern edge is a washbasin; to its southeast is a large table laden with weaponry. A dressing desk sits in the southeast corner.

	Access	Contents
North Wardrobes (2x)	**Locks: Furniture, Simple**	**Clothing: General,** size **Medium,** using **Context B**
North Wardrobe Tops (2x)	(unprotected)	**Armor: Shields** *and* **Weapons: Martial Ranged**
Dressing Desk	**Locks: Furniture, Simple**	**Gems: Low** *and* **Writing Supplies**
Weapons Table	(unprotected)	**Weapons: Martial 1H,** size **Medium**

Map 41: Forest Temple (DE-GL-FT)

One square equals 5 ft.





DE-GL-FT: Forest Temple

Overview

One of two non-denominational structures of worship in the Druid Enclave, the **Forest Temple** is the larger and more complex, even offering space for private worship for a fee.

Theme & Purpose

This is a religious structure, intended for solace and focus. A group of armed and heavily-equipped adventurers might be looked at a bit oddly, particularly if they are poking around where they really have no reason to be.

A Place of Worship

During daytime hours, there is a **20%** chance that **1d6 Enclavefolk** will be present in **Location 12**, heads down in prayer.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed and unlocked when encountered

Areas of Interest

DE-GL-FT-1: Main Entrance

Steel doors carved in airy script and scenes admit entrance from the east.

These doors are never locked unless the entire temple is shut down for some reason.

DE-GL-FT-2: Entry Foyer

Polished marble floors greet visitors in this square chamber. Ornate pillars stand at the north and south; to their west is a small font of fresh water. Curtained wooden doors lead to the west, northeast, northwest, southeast, and southwest.

None of these doors bears a lock, and swing freely and quietly.

DE-GL-FT-3: Northeast Hall

Well-worn chequered floors lead in a semicircle around the northeast edge of the building. Alongside broad windows that admit a host of light, benches are available along the interior wall. Opposing them are a few empty bookshelves. The western terminus of the hallway is a reinforced curtained door.

	Access
North Hall Door	**Locks: Door, Reinforced**, using **Context D**; closed and locked when encountered

DE-GL-FT-4: Northwest Hall

The chequered floor from the east continues here, as do the benches and bookshelves. The western end of the hallway appears to be a nice reading nook, with comfortable chair and a trio of potted plants basking in the light of the broad and tall window in the northwest.

Read the following only if the secret door to the southwest end of the hallway is discovered:

Behind the plants, you discover a portion of the stone wall that gives way to your touch. A reinforced wooden door leads to the south.

	Access
Secret Door	**Locks: Door, Secret, using Context D**

DE-GL-FT-5: Storage

This dirt-floored storage area smells of dust. Casks, a crate, canvas sacks, and a locked chest are all stored against the eastern wall here. To the south of a set of stone double doors is a control switch.

Attempts to detect and/or open either of the **secret doors** to the north and south receive a **+5 circumstance bonus** to the check from this direction, as they are not particularly obfuscated.

The switch controls the double doors; flipping the switch closes and opens them automatically. The profile below reflects the doors when they are closed, ***without*** having access to the switch:

	Access
Stage Door	**Locks: Door, Stronghold**

Storage containers hold the following contents:

	Access	Contents
Casks (5x)	**Container: Barrel or Crate**, using **Context D**	**Alcohol: General**, size **Medium**
Crate	**Container: Barrel or Crate**, using **Context B**	**General Supplies**, size **Large**
Sacks (3x)	**(unprotected)**	**Rations & Prepared Food**, using **Context D**
Chest	**Locks: Chest, Simple**	**Coin Treasure Moderate**, using **Context D**

DE-GL-FT-6: Southeast Hall

This hallway is identical to the **Northeast Hall** in **Location 3** above.

DE-GL-FT-7: Southwest Hall

This hallway is identical to the **Northwest Hall** in **Location 4** above.

DE-GL-FT-8: South Private Foyer

An elaborate tiled floor fills this rectangular foyer, which leads to curtained double doors to the west. Other than an array of half-pillars around the perimeter of the chamber, a potted plant and a rug in front of each doorway are the only items in this room.

The curtained western doors are locked whenever anyone is inside the room to the west.

DE-GL-FT-9: North Private Foyer

This region is identical to the **South Private Foyer** in **Location 9** above.

DE-GL-FT-10: Private Study North

This room is steeped in quiet. A large table occupies much of the room; to its west is a pair of chairs and a potted plant, a sideboard, writing desk, and two bookshelves.

	Access	Contents
Sideboard	(unprotected)	Writing Supplies
Writing Desk	Locks: Furniture, Simple	Writing Supplies, using Context C
Bookshelves (2x)	(unprotected)	Books: General

DE-GL-FT-11: Private Study South

This room is identical to the **Private Study North** in **Location 10** above.

DE-GL-FT-12: Worship Pews

The marble floor here hosts eight pews, facing west. To their east, near the doors, is a pair of braziers with a light, innocuous incense burning slowly.

DE-GL-FT-12: Altar

The marble that comprises the raised altar area is multi-hued, almost like stained glass in composition. A generic, waist-high stone altar occupies much of the space. To its north is an empty pedestal. Twin braziers burn with a light grey smoke to the west. A thin velvet curtain shields twin stone doors to the west.

As noted earlier, these doors are always locked, and absent having access to the switches in **Location 5** to the west, are very difficult to open from this side.

Map 42: Healer (DE-GL-HL)

One square equals 5 ft.



DE-GL-HL: Healer

Overview

Imay Aldreban (p 518) lives and works here.

Theme & Purpose

This is a place of business, but as such go, the Healer is one of the most likely places for adventurers such as the PCs to have legitimate purpose.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-GL-HL-1: Main Entrance

Steel-banded simple wooden doors allow entry within the structure. To either side is a torch sconce with freshly-lit blaze.

	Access
Main Entrance	**Locks: Door, Reinforced**; closed and locked when encountered

DE-GL-HL-2: Sales Floor

Two tables and two cabinets host a wide variety of potions and concoctions. The table in the center holds a glass apparatus that seems engineered to distill liquids. A curtained simple door leads westward.

	Access	Contents
South Cabinet	Locks: Furniture, Strong	Potions: Moderate
Northwest Cabinet	Locks: Furniture, Strong	Potions: Moderate x3
Distilling Table	(unprotected)	Potions: Moderate x2, using Context D
Circular Table	(unprotected)	Potions: Moderate x2, using Context D

DE-GL-HL-3: Recovery Room

This room consists of four comfortable sofa chairs surrounding a square table laden with potions. Wooden double doors lead north behind an aquamarine curtain.

This room is used for clients who require recuperation; clients can spend a **1 gp** per day fee to recover here, in addition to the cost of any potions or restoratives purchased.

DE-GL-HL-4: Residence

This expansive room is clearly the residence chamber of the owner. In the southwest, a large cabinet is laden with books. A washbasin, dressing desk, table, and chairs, and a potted plant sit in the north and northwest of the room. Next to the small bed in the northeast is a locked chest; to the west, a simple wooden door leads eastward into the next room. The southeast of the room hosts two tables and three benches which are currently being used to store books.

The east door bears no lock.

	Access	Contents
Southwest Cabinet	Locks: Furniture, Simple	Clothing: General, size Medium
Southwest Cabinet Top	(unprotected)	Books: General, using Context D, x3
Dressing Desk	Locks: Furniture, Simple	Writing Supplies
Benches (4x)	(unprotected)	Books: General, using Context B
Chest	Locks: Chest, Strongbox	Gems: Semi-Precious *and* Coin Treasure: Moderate *and* Weapons: Light, using Context C

DE-GL-HL-5: Storage & Workspace

This stone-floored chamber is used for creating potions. A workbench sits in the northwest; to its south is a stove and a distilling bench with notes, herbs, and parchment. A privy and empty cash occupy the southeast corner; to their north is a crate, a chest, and an array of cloth sacks. The northeast corner of the room hosts a firepit and two barrels.

	Access	Contents
Sacks (8x)	(unprotected)	General Supplies
Crate	Container: Barrel or Crate	General Supplies, size Large
Barrels (2x)	Container: Barrel or Crate	Alcohol: General, size Medium
Workbenches (2x)	(unprotected)	Weapons: Light *and* Potions: Moderate, using Context B

Map 43: Cathedral of the Hardened Trunk (DE-GL-CHT)

One square equals 5 ft.



DE-GL-CHT: Cathedral of the Hardened Trunk

Overview

One of two non-denominational structures of worship in the Druid Enclave, the **Cathedral of the Hardened Trunk** is the more natural. All are welcome to worship here, though the general feeling is that only Druids and Rangers are appropriate.

Theme & Purpose

This is a religious structure, intended for solace and focus. A group of armed and heavily-equipped adventurers might be looked at a bit oddly, particularly if they are poking around where they really have no reason to be.

A Place of Worship

During daytime hours, there is a **15%** chance that **1d4 Enclavefolk** will be present in **Location 7**, heads down in prayer.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed and unlocked when encountered

Areas of Interest

DE-GL-CHT-1: Entrance

Simple wooden doors admit entry into the temple.

DE-GL-CHT-2: North Hall

Benches alternate with a pillar and windows along this wide hallway.

DE-GL-CHT-3: Southeast Portal

A simple but clean grey rug marks the entrance of these double doors. To the south, just behind a half-pillar, is a door leading west.

The door leading to **Location 4, Storage** (see below) is always locked.

DE-GL-CHT-4: Storage

This musty and earthy-smelling room is narrow; there is barely enough room to walk amongst the barrels, crates, and sacks stored here. Doors lead to the east and west.

Both doors are always locked.

	Access	Contents
Barrels (3x)	**Container: Barrel or Crate,** using **Context B**	**Fresh water**
Open Barrel	**(unprotected)**	**Alcohol: General,** size **Medium**
Crates (3x)	**Container: Barrel or Crate**	**Rations & Prepared Food,** using **Context D,** size **Medium**
Sacks (3x)	**(unprotected)**	**General Supplies**

DE-GL-CHT-5: South Hallway

This hallway has an earthen floor that has patches of grass that have begun to emerge.

DE-GL-CHT-6: Worship Entrance

Simple double doors swing freely to the south, beyond a wide grey rug. Inside are four freshwater stone fonts.

DE-GL-CHT-7: Pews

Six wooden pews face south. Each is carved with simple, but compelling, woodland imagery.

DE-GL-CHT-8: Altar

This knee-high riser of grassy earth serves as altar. A stone table sits in the center north of the region; to its east and west are carven brass pillars. Stained glass along the east, west, and south edges of the chamber admit an unusual combination of light.

Map 44: Council Chambers Overview (DE-GL-CC-O)

One square equals 20 ft.



DE-GL-CC-O: Council Chambers Overview

Overview

This large structure hosts the Council of Elders and a number of offices.

Theme & Purpose

This entire region exists solely to host the Council, its guests, and the public citizens of the Enclave for public hearings and meetings. It is very much the public face of political power in the Druid Enclave.

Pains are taken to ensure that all meetings of the Elders are public forums, where individual citizens may attend, observe, listen in, and in most cases, weigh in and voice their concenrs and opinions. Many are the decisions made as a result of the vocal feedback of those present in the Council Chambers (**Location 8**).

Random Encounters

Day or night, there is a **90%** chance that **2d8 Elite Council Guards** (p 653), **2d4 Enclave Elite Guard** (p 656), and **1d8 Enclave Longstriders** (p 662) will be present here, guarding various areas.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-CC-O-1: Office North

Please turn to page 220 for more details.

DE-GL-CC-O-2: Office Center

Page 222 begins further information about this area.

DE-GL-CC-O-3: Office South

This chamber is described starting on page 224.

DE-GL-CC-O-4: Cook & Storage

Please refer to page 226 for further details.

DE-GL-CC-O-5: Food Staging

Page 228 commences a detailed description of this chamber.

DE-GL-CC-O-6: Entry Hall

This corridor is described in more detail beginning on page 230.

DE-GL-CC-O-7: Council Foyer

Please turn to page 232 for a description of this region.

DE-GL-CC-O-8: Formal Chambers

The formal chambers are described starting on page 235.

Map 45: Council Chambers, Office North (DE-GL-CC-ON)

One square equals 5 ft.





DE-GL-CC-ON: Council Office North

Overview

One of three offices in the Council structure, this chamber is the only one with a window, and therefore despite its small size, is typically the first one chosen.

Theme & Purpose

The three Offices in the Council building are available for the use of any Elder who requires a private space to conduct business, meet, or otherwise be out of the public eye for a brief period of time.

Most often, these Offices are used to conduct discussions between multiple Elders, very frequently so they can coordinate their perspectives in advance of a Council vote.

During daytime hours, there is a **35%** chance that **1d4-1 Elders** (minimum 1) will be present here, in addition to NPCs determined to be in the Council structure overall.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-CC-ON-1: Entrance

A green curtain provides additional privacy from within the office. Within is a sideboard cabinet against the south wall, a circular table to the northwest, and a comfortable chair in the southeast.

	Access	Contents
Sideboard	**Locks: Furniture, Simple**	**Writing Supplies** *and* **Weapons: Light,** using **Context B**
East Table	**(unprotected)**	**Writing Supplies,** using **Context D**

DE-GL-CC-ON-2: Workspace

A table against the east wall contains a massive tome and scattered parchment.

The book is typically an empty ledger, or contain clerkly writing, and have no game-mechanical value.

DE-GL-CC-ON-3: North Window

This window overlooks the courtyard to the north, and lets in a considerable amount of natural light.

Map 46: Council Chambers, Office Center (DE-GL-CC-OC)

One square equals 5 ft.



DE-GL-CC-OC: Council Office Center

Overview

One of three offices in the Council structure, the Center Office is a bit roomier than the others.

Theme & Purpose

The three Offices in the Council building are available for the use of any Elder who requires a private space to conduct business, meet, or otherwise be out of the public eye for a brief period of time.

Most often, these Offices are used to conduct discussions between multiple Elders, very frequently so they can coordinate their perspectives in advance of a Council vote.

During daytime hours, there is a **30%** chance that **1d4-1 Elders** (minimum 1) will be present here, in addition to NPCs determined to be in the Council structure overall.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-CC-OC-1: Entrance

A green curtain provides additional privacy from within the office. Within is a sideboard cabinet against the south wall, a rectangular table just inside the door, and a comfortable chair in the northeast.

	Access	Contents
Sideboard	**Locks: Furniture, Simple,** using **Context B**	**Writing Supplies,** using **Context B** *and* **Coin Treasure: Moderate,** using **Context D**
East Table	**(unprotected)**	**Writing Supplies,** using **Context B**

DE-GL-CC-OC-2: Meeting Table

Atop the central table is an array of paperwork and an ornamental dagger.

The dagger has no combat value and is basically little more than a seal-breaker or letter-opener.

DE-GL-CC-OC-3: Workspace

A table against the east wall contains a massive tome and scattered parchment.

The book is typically an empty ledger, or contain clerkly writing, and have no game-mechanical value.

Map 47: Council Chambers, Office South (DE-GL-CC-OS)

One square equals 5 ft.





DE-GL-CC-OS: Council Office South

Overview

One of three offices in the Council structure, the Center Office is a bit roomier than the others.

Theme & Purpose

The three Offices in the Council building are available for the use of any Elder who requires a private space to conduct business, meet, or otherwise be out of the public eye for a brief period of time.

Most often, these Offices are used to conduct discussions between multiple Elders, very frequently so they can coordinate their perspectives in advance of a Council vote.

During daytime hours, there is a **25%** chance that **1d4-1 Elders** (minimum 1) will be present here, in addition to NPCs determined to be in the Council structure overall.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-CC-OS-1: Entrance

A green curtain provides additional privacy from within the office. Inside the chamber are two sideboards; an octagonal table littered with parchment and scrolls occupies the majority of the space.

	Access	Contents
Sideboard (2x)	**Locks: Furniture, Simple,** using **Context C**	**Writing Supplies,** using **Context C** *and* **Weapons: Light,** using **Context B**
Octagonal Table	**(unprotected)**	**Writing Supplies,** using **Context B**

DE-GL-CC-OS-2: Sideboard South

Any Elders who are present in this room are stationed here.

DE-GL-CC-OS-3: Workspace

Against the east wall, between two comfortable chairs, is a table laden with books and scrolls.

	Access	Contents
East Table	**(unprotected)**	**Writing Supplies,** using **Context C** *and* **Books: General**

Map 48: Council Chambers, Cook & Storage (DE-GL-CC-CS)

One square equals 5 ft.



DE-GL-CC-CS: Council Cooking & Storage

Overview

These two chambers are largely treated as the same cohesive space.

Theme & Purpose

This region serves as cooking and storage for the Council building.

During daytime hours, there is a 65% chance that **1d4 Cooks** (treat as **Enclavefolk**) will be present here, in addition to any NPCs determined to be in the Council structure overall.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed but unlocked when encountered

Areas of Interest

DE-GL-CC-CS-1: Entrance

These simple wooden doors bear no lock, and swing freely in either direction, closing via springs when not held open.

DE-GL-CC-CS-2: Kitchen

Two large casks and a firepit stand against the sloping north wall. In each of the southern corners is a stove.

	Access	Contents
Casks (2x)	**Container: Barrel or Crate,** using **Context C**	**Alcohol: General,** using **Context C,** size **Large**

DE-GL-CC-CS-3: Storage Doors

Like their counterparts to the southwest, these simple doors swing freely on springed hinges in both directions. However, they do have a lock.

These doors are locked if there are no **Cooks** present in this region.

DE-GL-CC-CS-4: Storage

An array of storage fills this triangular room.

	Access	Contents
Crates (2x)	**Container: Barrel or Crate**	**General Supplies,** size **Large,** using **Context B**
Sacks (8x)	**(unprotected)**	**Simple Foodstuffs,** size **Medium,** using **Context B**
Chest	**Locks: Chest, Simple,** using **Context C**	**Glasses, Metals,** and **Woods,** size **Medium**
Crate Tops	**(unprotected)**	**Weapons: Martial 1H** *and* **Coin Treasure: Moderate** *and* **Gems: Low** *and* **Potions: Moderate,** All using **Context B**
Workbench	**(unprotected)**	**Weapons: Light,** using **Context D** *and* **Simple Foodstuffs,** using **Context B**
Casks (2x)	**Container: Barrel or Crate**	**Alcohol: General,** size **Medium,** using **Context B**

Map 49: Council Chambers, Food Staging (DE-GL-CC-FS)

One square equals 5 ft.





DE-GL-CC-FS: Council Food Staging

Overview

This room is where prepared food is staged prior to being taken out to the rooms to the west.

Theme & Purpose

During daytime hours, there is a **40%** chance that **1d4 Runners** (treat as **Enclavefolk**) will be present here, in addition to any NPCs determined to be in the Council structure overall.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Simple**; closed but unlocked when encountered

Areas of Interest

DE-GL-CC-FS-1: Kitchen Doors

These have no lock, and swing freely in both directions on springed hinges, clsoing automatically when not held open.

DE-GL-CC-FS-2: Food Staging

An enormous rectangular table occupies the entire western wall. To the east are three mammoth barrels and two open ones.

	Access	Contents
Food Staging Table (2x)	**(unprotected)**	**Rations & Prepared Food,** size **Large,** using **Context B**
Mammoth Barrels (3x)	**Container: Barrel or Crate,** using **Context B**	**Alcohol: General,** size **Large**
Open Wine Cask	**(unprotected)**	**Alcohol: General,** size **Medium**
Open Water Barrel	**(unprotected)**	**Fresh water**

DE-GL-CC-FS-3: Southwest Exit

These steel-banded doors allow access to the west.

These doors are locked if there are no Runners in this area.

	Access
Default Door	**Locks: Door, Reinforced**

Map 50: Council Chambers, Entry Hall (DE-GL-CC-EH)

One square equals 5 ft.





DE-GL-CC-EH: Council Entry Hall

Overview

This hallway is the main entrance to the Council building. It also provides access to the Offices along the northeast region of the passage.

Theme & Purpose

During daytime hours, there is a **20%** chance that **1d4 Enclavefolk** will be present here, waiting their turn to be heard in Offices, in addition to any NPCs determined to be in the Council structure overall.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked encountered

Areas of Interest

DE-GL-CC-EH-1: Main Entrance

Steel doors admit passage into the hallway here. To either side is a huge and bright torch sconce.

These doors are locked during evening hours, or if for some reason there are zero NPCs insid the Council building. During the daytime, if any NPCs are inside, these doors will be unlocked.

	Access
Main Entrance	**Locks: Door, Reinforced**; using Context C

DE-GL-CC-EH-2: Hallway

Rich chequered tiles line this broad hall. To the west, several windows admit bountiful light; in between them are benches. Three steel-banded wooden doors lead eastward along the eastern wall.

DE-GL-CC-EH-3: North Office

Please refer to page 220 for more information.

DE-GL-CC-EH-4: Center Office

Page 222 begins further information about this area.

DE-GL-CC-EH-5: South Office

This chamber is described starting on page 224.

DE-GL-CC-EH-6: Doors South

At the southern end of the hallway is a set of steel-banded wooden doors that lead southward.

These doors are locked whenever the **Main Entrance** doors are locked at **Location 1** above.

Map 51: Council Chambers, Council Foyer (DE-GL-CC-CF)

One square equals 20 ft.





DE-GL-CC-CF: Council Foyer

Overview

This huge room is where the public can mingle and congregate before, or after, listening in on a Council session.

Theme & Purpose

During daytime hours, there is a **90%** chance that **2d8 Enclavefolk** will be present here. There is additionally a separate **40%** chance that **1d4 Elders** (randomize which) will be present.

These are in addition to any NPCs determined to be in the Council structure overall.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-CC-CF-1: Northwest Hallway

These doors are locked only when the **Main Entrance** to the Council building to the north is locked.

DE-GL-CC-CF-2: Council Foyer

The expansive room seems busy, even when not actively in use. There's a sense of hubbub and commotion, and of a venue primed for action.

Waist-high, thin railinged tables form five semicircular arcs scattered across the perimeter spaces; on the interior of each is an assortment of food and drink supplies to serve those in need of refreshment while they wait here.

Foyer Bars

Though each will hawk their own as superior, each of the five bar areas serves essentially the same fare, as shown below.

Prices are normal retail price, plus **10%**. If there are any Enclavefolk or NPCs present in this chamber, each of these Foyer Bars will have a **35%** chance of being staffed by a single **Enclavefolk** salesperson.

Those finding themselves in a Foyer Bar that is unoccupied, may loot the Bar, as shown below.

	Access	Contents
Foyer Bar (5x)	(for sale)	**Rations & Prepared Food** *and/or* **Alcohol: General** *and/or* **Fresh water**
Foyer Bar (5x)	**Container: Barrel or Crate**	**Alcohol: General,** size **Large**
Foyer Bar (5x)	**(unprotected and lootable)**	**Rations & Prepared Food,** size **Large**
Foyer Bar (5x)	**(unprotected and lootable)**	**Fresh water**

DE-GL-CC-CF-3: North Foyer Bar

This vendor claims that their food is the most flavorful.

DE-GL-CC-CF-4: North Guardbox Entry

A thin set of stairs leads to a second-story steel-banded door here.

This door is always locked.

DE-GL-CC-CF-5: Northwest Foyer Bar

This vendor claims to have the spiciest food on offer.

DE-GL-CC-CF-6: Northeast Foyer Bar

Food and drink from this vendor are reportedly from the farthest away.

DE-GL-CC-CF-7: Southeast Foyer Bar

Drinks from this vendor claim to be stronger than those of other foyer bars.

DE-GL-CC-CF-8: Kitchen Entrance

This leads to **Food Staging** starting on page 228.

DE-GL-CC-CF-9: Council Chamber Doors

Two massive, two-story-tall stone doors sit before an equally large and ornate rug decorated in the sigil and colors of the Enclave.

These doors are unlocked and opened only in between Council sessions. Once a session commences, they are closed and locked.

	Access
Council Chamber Doors	**Locks: Door, Stronghold**

DE-GL-CC-CF-10: Southwest Foyer Bar

Alone of its peers, the Southwest Foyer Bar offers a discount on its food and drink, perhaps owing to its less

favorable positioning.

Rates at this Bar are merely normal retail price.

DE-GL-CC-CF-11: South Guardbox Entry

A thin set of stairs leads to a second-story steel-banded door here.

This door is always locked.

Map 52: Council Chambers, Formal Chambers (DE-GL-CC-FC)

One square equals 5 ft.





DE-GL-CC-FC: Council Formal Chambers

Overview

This enormous chamber is home to the Council of Elders, who meet in public here to discuss and vote upon all manner of matters political.

Theme & Purpose

During daytime hours, there is a **35%** chance that a Council session will be in process when the PCs arrive here.

If the Council is in session, there is a **90%** chance that **2d10 Enclavefolk** will be present here in the benches, observing. During sessions, most Elders are typically present; give each one a **90%** chance to be so.

These are in addition to any NPCs determined to be in the Council structure overall.

Default Doors

Unless otherwise indicated, all doors are encountered closed, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-CC-FC-1: Formal Entrance

These massive stone doors lead to the Foyer to the east.

These doors are always closed and locked unless a Council session is ending or about to begin.

DE-GL-CC-FC-2: Benches

Any NPCs or Enclavefolk in attendance who are not Elders will be seated in these benches, observing.

DE-GL-CC-FC-3: North Guardbox

From 12' up, a guard box looks down upon the entire chamber.

During Council sessions, one **Elite Council Guard** is stationed here.

	Access	Contents
Guardbox Table	**(unprotected)**	**Weapons: Martial Ranged, 2x,** using **Context C**

DE-GL-CC-FC-4: South Guardbox

This is identical to the **North Guardbox** above in **Location 3**.

DE-GL-CC-FC-5: Center Stage

This is where those called to testify present themselves before moving to the chair to the south in **Location 7**.

DE-GL-CC-FC-6: Scribe Station

During sessions, there will always be a **Scribe** (treat as Enclavefolk) here, taking notes and recording events.

	Access	Contents
Scribe's Desk	**Lock: Furniture, Simple**	**Writing Supplies,** using **Context C**

DE-GL-CC-FC-7: Testimony Desk

Those being questioned or providing testimony sit here behind a hip-high railing.

DE-GL-CC-FC-8: North Dais

Two Elders sit here, with notes and writing equipment in front of them.

	Access	Contents
Elder's Chair (2x)	**(unprotected)**	**Writing Supplies,** using **Context C**

DE-GL-CC-FC-9: South Dais

	Access	Contents
Elder's Chair (2x)	**(unprotected)**	**Writing Supplies,** using **Context C**

DE-GL-CC-FC-10: Center Dais

Underneath the railing, just to the south of the governing Elder's chair in the center, is a hidden switch. This switch controls the stone doors to the east.

	Access
Secret Switch	**Locks: Door, Secret, Perception** only

The three chairs contain personal effects as follows:

	Access	Contents
Elder's Chair (3x)	**(unprotected)**	**Writing Supplies,** using **Context C** *and* **Weapons: Light,** using **Context C**

DE-GL-CC-FC-11: Hidden Escape Door

This door is practically invisible, and was designed as an emergency escape in the event of a coup or other attack on the Council while in session.

	Access
Escape Door	**Locks: Door, Secret, using Context C**

Map 53: Elder Residence 2 (DE-GL-ER2)

One square equals 5 ft.





DE-GL-ER2: Ashrem Ilydron's Residence

Overview

Ashrem Ilydron lives and entertains here.

Theme & Purpose

This is the private residence of a Council Elder.

It's also used for entertaining, and in that capacity, could be viewed as a component of the statecraft that keeps the Enclave functioning properly.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-ER2-1: Entry Hall

Well-crafted wooden double doors are reinforced with embossed steel bands. Wall sconces with half-burnt torches flank the doors to either side.

Within, a darkened marble floor greets visitors. Curtained double doors lead to the west and north.

The entry doors are locked only when Ashrem goes to bed at night, or when he leaves the residence during the daytime.

The sets of double doors bear no lock, and swing freely in both directions.

DE-GL-ER2-2: Dining Hall

The building's dining hall is a very large space with ample room about the huge table set for a feast. Sideboards, comfortable wooden chairs, and potted plants dot the outskirts of the room. Curtained, wooden double doors lead to the north and east.

	Access	Contents
Sideboard (5x)	**(unprotected)**	**Simple Foodstufs** *and* **Alcohol: General,** using **Context B**

DE-GL-ER2-3: Kitchen

The kitchen bears a stove, food-prep table, cauldron, and firepit against the west edge. Casks lie stacked against the eastern wall; to their southeast is a privy and a pile of cloth sacks.

	Access	Contents
Sacks (6x)	**(unprotected)**	**Simple Foodstuffs,** size **Medium**
Casks (5x)	**Container: Barrel or Crate**	**Alcohol: General,** size **Medium**

DE-GL-ER2-4: Sitting Room

This large, well-lit chamber features comfortable padded chairs, two potted plants, and two sideboards. Curtained double wooden doors feature in the northeast and south.

The northeastern doors to the bedchamber are only locked if Ashrem is entertaining guests.

	Access	Contents
Sideboard (3x)	**(unprotected)**	**Alcohol: General,** using **Context C**

DE-GL-ER2-5: Bedchamber

Tall, broad windows let in a great deal of natural light in this bedchamber. A small bed sits in the northwest; three circular tables are located nearby. A privy and washbasin are just inside the double doors to the south. To the west, a curtained set of wooden doors leads to the library.

The doors to the west bear no lock, but they are trapped:

	Access
Library Door	**Traps: General,** using **Context C**; closed and trapped when encountered

DE-GL-ER2-6: Private Library

An odd rhombus, this room is: bookshelves line the north, west, and eastern walls, and the southwest wall is a mixture of clothing cabinets and padded reading chairs. In the center of the room is a set of square tables topped with a variety of tomes that appear to be in various states of being read.

	Access	Contents
Bookshelves (8x)	**(unprotected)**	**Books: General**
Reading Tables (2x)	**(unprotected)**	**Books: General,** using **Context B**
Cabinets (2x)	**Locks: Furniture, Simple**	**Clothing: General,** using **Context C**

Map 54: Elder Residence 5 (DE-GL-ER5)

One square equals 5 ft.



DE-GL-ER5: Siriquille's Residence

Overview, Theme & Purpose

Siriquille lives and entertains here. It's also used for entertaining, and in that capacity, could be viewed as a component of the statecraft that keeps the Enclave functioning properly.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-ER5-1: Main Entrance

Wooden double doors are banded in a rusted iron. On either side is a faltering torch in a wall sconce.

These doors are locked only when Siriquille is abed in the evenings, or if she is outside her home.

DE-GL-ER5-2: Foyer & Reading Room

A polished marble floor bears chairs and bookshelves around the perimeter. A single wooden door leads to the northeast.

	Access	Contents
Bookshelves (4x)	(unprotected)	Books: General

DE-GL-ER5-3: East Hallway

This hallway leads from the entry foyer to the south along the east edge of the building. Directly opposite a tall, broad window leading to the east, a set of wooden double doors leads westward. To the north and south are curtained single doors.

The double doors to the west bear no lock. The door to the north leading to the bedchamber is locked only when Siriquille is asleep or outside the building.

DE-GL-ER5-4: Dining Hall

Although a tight squeeze to move about on the perimeter, this dining hall is clean and presented for a nice meal. Sets of double doors lead to the east and west. Sideboards and potted plants decorate the western wall.

The double doors that lead westward to the Kitchen (see Location 5, below) have no lock, and swing freely in either direction. When not held open, they swing closed on springs.

	Access	Contents
Sideboard (2x)	**Locks: Furniture, Simple**	**Alcohol: General,** using **Context C**

DE-GL-ER5-5: Kitchen

A large set of stoves occupies most of the westward wall. To their north is a firepit; to its east is a food prep table, a sack, and a trio of casks. To the south of the room, two crates are topped with bags and cutlery. A pile of cloth sacks lies against the west wal, south of the stoves. A privy sits just inside the doors leading to the east.

	Access	Contents
Sacks (8x)	(unprotected)	**Simple Foodstuffs,** size **Medium**
Crates (2x)	**Container: Barrel or Crate**	**General Supplies,** size **Medium**
Barrels (3x)	**Container: Barrel or Crate**	**Alcohol: General,** using **Context B,** size **Medium**

DE-GL-ER5-6: Bedchamber

This large room has expansive windows along the outer wall facing the courtyard in the northeast . A large bed occupies the southwest corner; to its east are a privy and washbasin. A circular table sits in front of the northern window. To the west, a set of wooden double doors leads to the closet.

The doors to the **Closet** to the west bear no lock.

DE-GL-ER5-7: Closet

This closet is jam-packed. To the south fo the door is a dressing desk, a chest, and two cabinets. The western wall contains two piles of clothing, and a third cabinet, laden with supplies.

	Access	Contents
Clothing Piles (2x)	(unprotected)	**Clothing: General,** size **Medium**
Cabinets (3x)	**Locks: Furniture, Simple**	**Clothing: General,** size **Medium,** using **Context B**
Chest	**Locks: Chest, Simple**	**Gems: Semi-Precious**
Cabinet Top	(unprotected)	**Gems: Jewels,** using **Context D**

There is a secret exit in the northwest corner. Read the following only if the secret door is discovered:

Along the stone wall is a crevice that appears to extend in a rectangle about a hidden aperture. At your insistent touch, a rough wooden door creaks open.

	Access
Secret Door	**Locks: Door, Secret**

Map 55: Elder Residence 4 (DE-GL-ER4)

One square equals 5 ft.





DE-GL-ER4: Halabedarr's Residence

Overview, Theme & Purpose

Halabedarr lives and entertains here. It's also used for entertaining, and in that capacity, could be viewed as a component of the statecraft that keeps the Enclave functioning properly.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-GL-ER4-1: Main Entrance

Wooden double doors are banded in an elaborately-embossed steel. On either side is a blazing torch in a wall sconce.

These doors are always locked; even in the event of entertaining, Halabedarr will unlock the doors to admit or release guests as necessary.

DE-GL-ER4-2: Foyer

The entry foyer consists of a blank expanse of sooty marble, lit poorly as there are no windows. Curtained double wooden doors lead to the east.

The eastern doors bear no lock and swing freely.

DE-GL-ER4-3: Reading Room

A chequered slate floor is largely empty, allowing a huge amount of space but making sound echo awkwardly. Three bookshelves sit against the eastern and southern walls. Comfortable padded chairs and potted plants space out the remainder of the perimeter. Curtained double doors lead to the west and to the northwest.

Both sets of double doors do not have locks and swing freely.

	Access	Contents
Bookshelves (3x)	(unprotected)	**Books: General**

DE-GL-ER4-4: Dining Hall

This large dining hall is well-lit from the large windows that face west; this contrasts heavily to the dark, somber feel of the southern chambers. Around the perimeter, sideboards, chairs and potted plants allow for seating and dining options. A curtained wooden door leads to the northwest, and a double door leads to the kitchen in the northeast.

The double doors that lead westward to the **Kitchen** (see **Location 5**, below) have no lock, and swing freely in either direction. When not held open, they swing closed on springs.

	Access	Contents
Sideboard (5x)	**Locks: Furniture, Simple**	**Alcohol: General,** using **Context C**

DE-GL-ER4-5: Kitchen

This stone-floored chamber serves as both kitchen and storage. A stove sits in the northeast corner; to its south is a row of casks. A firepit is tucked in the southeast corner. To the southwest are three crates, topped and surrounded by canvas sacks. A privy sits just inside the double doors that least northwest.

	Access	Contents
Sacks (14x)	(unprotected)	**Simple Foodstuffs,** size **Medium**
Crates (3x)	**Container: Barrel or Crate**	**General Supplies,** size **Medium**
Barrels (5x)	**Container: Barrel or Crate**	**Alcohol: General,** using **Context B,** size **Medium**

DE-GL-ER4-6: Reading Nook

In the western corner of the bedchamber is a circular table set for a simple meal. Comfortable chairs and potted plants sit right inside two sizable windows. Two bookshelves sit nearby.

	Access	Contents
Bookshelves (2x)	(unprotected)	**Books: General,** using **Context C**

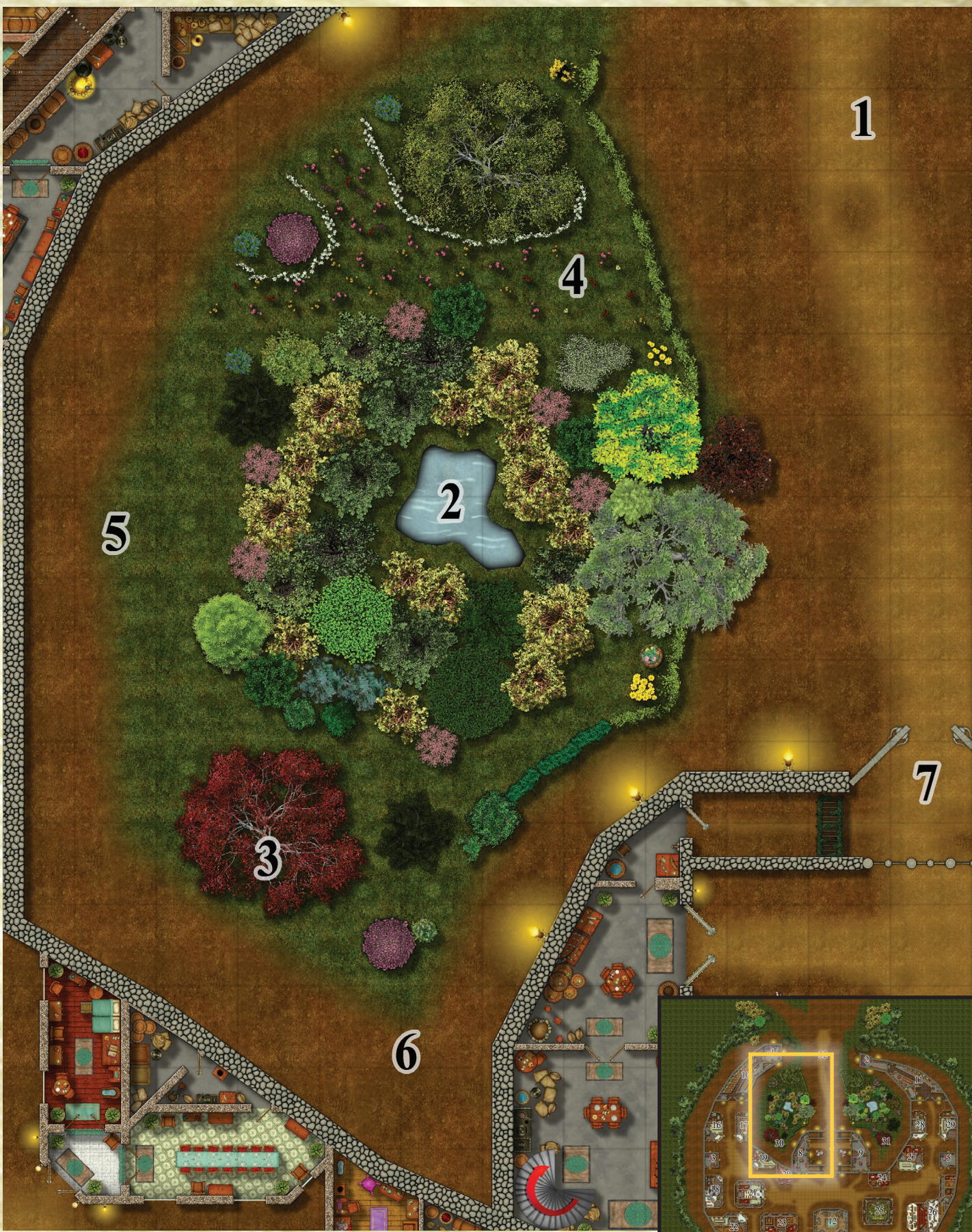
DE-GL-ER4-7: Bedchamber

The southern wall of the bedchamber is lined with a bookshelf, a privy, a washbasin, a dressing desk, a clothes cabinet, a locked chest, and, in the southeast corner is a pile of clothes. To the north of all this is a large bed and circular table.

	Access	Contents
Dressing Desk	**Locks: Furniture, Simple**	**Gems: Low** *and* **Writing Supplies**
Cabinet	**Locks: Furniture, Simple**	**Clothing: General,** using **Context B,** size **Medium**
Chest	**Locks: Chest, Simple,** using **Context C**	**Coin Treasure: Moderate** *and* **Gems: Medium-Quality**
Clothes Pile	(unprotected)	**Clothing: Generael,** using **Context D,** size **Medium**

Map 56: Entry Gardens West (DE-GL-EGW)

One square equals 5 ft.



DE-GL-EGW: Entry Gardens West

Overview, Theme & Purpose

The Entry Gardens were placed here in the entrance to the Enclave by design. The intent was for the relative wild of the zone to serve two purposes.

First, these gardens are thematically aligned with the overall intent and feeling of the Enclave itself. Beautiful, dangerous, and beguiling, the gardens act as a first impression, an ambassador, if you will, of the nature of the Enclave.

Secondly—and just as important—the Gardens were meant to serve as a source of reinforcements, of natural energies, in the event that an attack on the Enclave were to occur.

Garden Random Encounters

The Gardens are essentially stylized and smaller versions of the **Druid Forest** that surrounds the Enclave entire. This means that there are any number of threats that may lurk within.

The first time that the PCs approach the Gardens, roll on the **Monsters: Druid Forest, Light** table, placing the result in **Location 4**.

Thereafter, for every 10 minutes spent wandering about in the gardens, roll on the **Entry Gardens Default Random Encounters** table below.

Table 18: Entry Gardens Default Random Encounters

D%	Event	Description
01-50	No Encounter	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
51-60	Trivial Encounter	Roll once on **Monsters: Druid Forest, Trivial**.
61-65	Light Encounter	Roll once on **Monsters: Druid Forest, Light**.
66-70	Average Encounter	Roll once on **Monsters: Druid Forest, Average**.
61-73	Advanced Encounter	Roll once on **Monsters: Druid Forest, Advanced**.
74-75	Elite Encounter	Roll once on **Monsters: Druid Forest, Elite**.
76-00	NPC Encounter	Roll once on **Table 4: Default Random Dramatis Personae** on page 22.

Areas of Interest

DE-GL-EGW-1: Main Entry Road

This is the only formal means into or out of the Enclave. As a result, the path sees a lot of foot traffic. However, the density and magical nature of the Gardens means that calling for help from within them has no chance of getting to those traveling the road.

DE-GL-EGW-2: Pond

This serene pond seems even quieter than the forest region surrounding it. No life stirs within that you can see.

If the water is touched, it will disturb the order of things and attrac attention: roll on the **Monsters: Druid Forest, Average** table, placing the result as approaching from **Location 3** to the southwest.

DE-GL-EGW-3: Red Tree

This large tree of deep crimson stands alone from the forest that extends to the north and east.

Although the blood color of the arbor may seem somewhat ominous, this is a perfectly ordinary tree.

DE-GL-EGW-4: Flowered Path

Between the trees and brush to the north and south bends a path bearing small flowering plants.

Trodding on these flowers unnecessarily will draw stern gazes for sure from any NPCs who are within view, but will not trigger any game events.

DE-GL-EGW-5: West Gap

Between the garden and the city wall to the west lies a broad gap where only grass grows. Closer against the wall, there is nothing but dirt.

The Enclave is vigilant about trimming the garden back from all of its exterior walls, as the Druid Forest has a tendency to encroach, and once vines and plants and the like grab footholds against the stone, it's only a matter of time before nature reclaims the space that is now occupied by civilization.

DE-GL-EGW-6: South Gap

A large wedge of open dirt sits to the south of the garden, to the west of the courtyard garrison.

DE-GL-EGW-7: Main Entrance

This gate is typically locked and guarded.

DE-GL-EGW-8: Entry Courtyard

Please refer to page 148 for more details about the Gatehouse structure.

Map 57: Entry Gardens East (DE-GL-EGE)

One square equals 5 ft.



DE-GL-EGE: Entry Gardens East

Overview, Theme & Purpose

The Entry Gardens were placed here in the entrance to the Enclave by design.

The Eastern Gardens are identical in most respects to their western counterpart on page 243.

Specifically, the description around the intent of the Gardens, Garden Random Encounters, and the general depiction of the area are shared with that zone.

Areas of Interest

DE-GL-EGE-1: Main Entry Road

This is the only formal means into or out of the Enclave. As a result, the path sees a lot of foot traffic. However, the density and magical nature of the Gardens means that calling for help from within them has no chance of getting to those traveling the road.

DE-GL-EGE-2: Pond

This serene pond seems even quieter than the forest region surrounding it. No life stirs within that you can see.

If the water is touched, it will disturb the order of things and attrac attention: roll on the **Monsters: Druid Forest, Average** table, placing the result as approaching from **Location 3** to the southwest.

DE-GL-EGE-3: Flowered Path

Between the trees and brush to the north and south bends a path bearing small flowering plants.

Trodding on these flowers unnecessarily will draw stern gazes for sure from any NPCs who are within view, but will not trigger any game events.

DE-GL-EGE-4: Red Tree

This large tree of deep crimson stands alone from the forest that extends to the north and west.

Although the blood color of the arbor may seem somewhat ominous, this is a perfectly ordinary tree.

DE-GL-EGE-5: East Gap

Between the garden and the city wall to the east lies a broad gap where only grass grows. Closer against the wall, there is nothing but dirt.

The Enclave is vigilant about trimming the garden back from all of its exterior walls, as the Druid Forest has a tendency to encroach, and once vines and plants and the like grab footholds against the stone, it's only a matter of time before nature reclaims the space that is now occupied by civilization.

DE-GL-EGE-6: South Gap

A large wedge of open dirt sits to the south of the garden, to the east of the courtyard garrison.

DE-GL-EGE-7: Main Entrance

This gate is typically locked and guarded.

DE-GL-EGE-8: Entry Courtyard

Please refer to page 148 for more details about the Gatehouse structure.

DE-GL-EGE-9: Secret Door

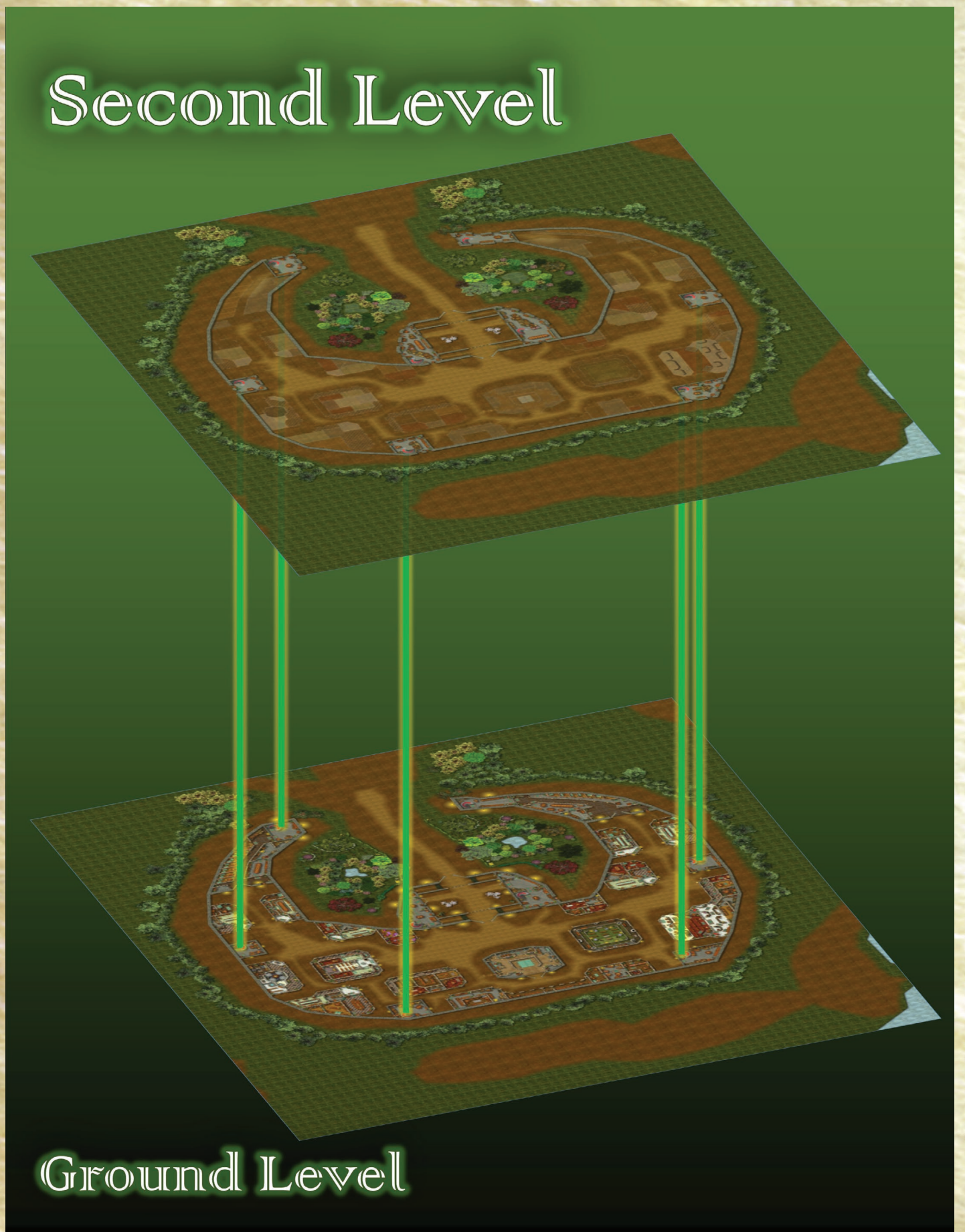
Read the following only if the secret door is discovered:

Along the stone wall is a crevice that appears to extend in a rectangle about a hidden aperture. At your insistent touch, a rough wooden door creaks open.

	Access
Secret Door	Locks: Door, Secret

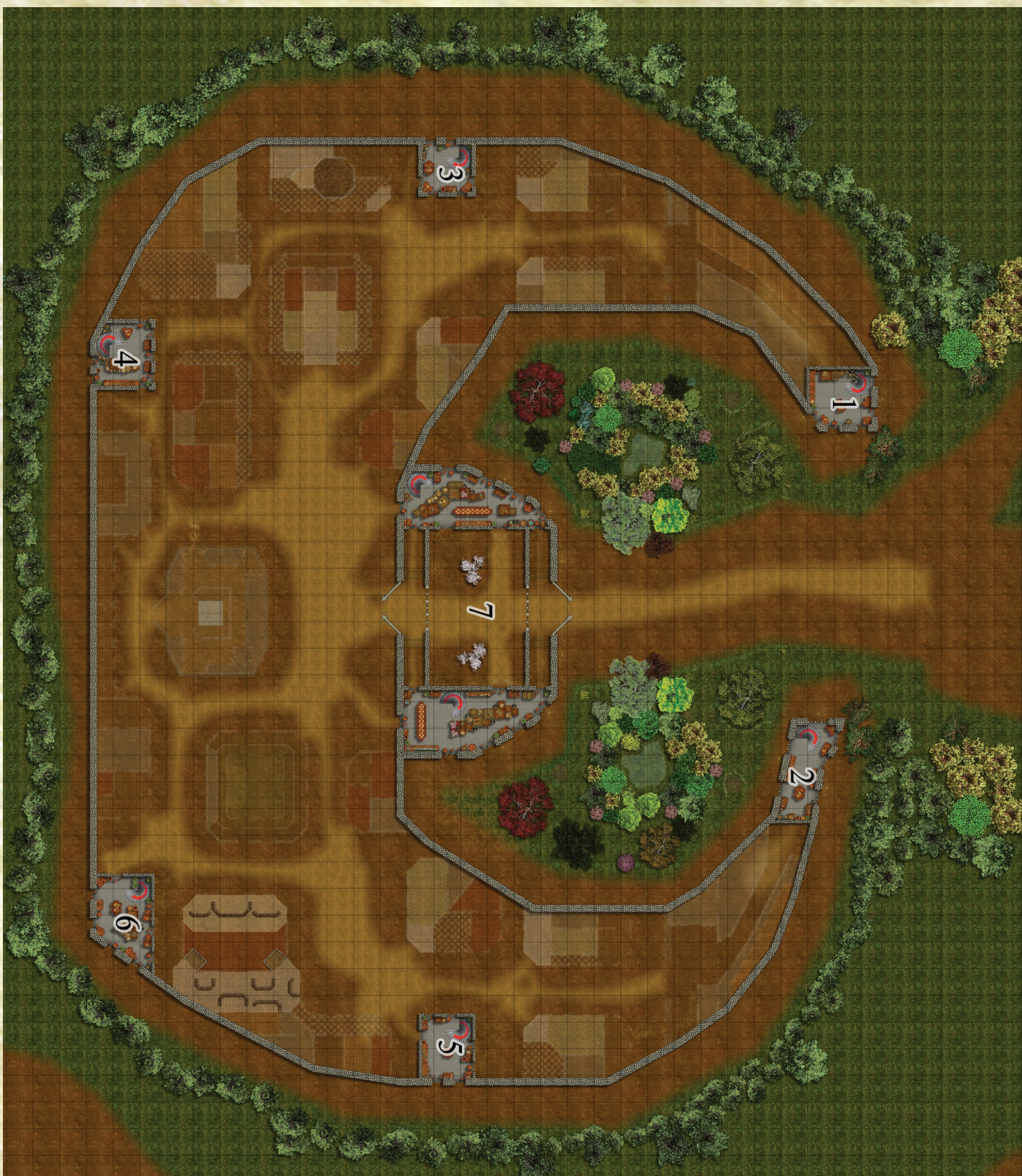
Second Level

Map 58: Druid Enclave Side Projection, Second Level



Map 59: Second Level Overview (DE-SL-O)

One square equals 20 ft.



Level Introduction: Druid Enclave Second Level

Summary

The Second Level of the Druid Enclave is home to the upper floor of the Guardposts on the Ground Level. In addition, the Gatehouse Complex hosts a second story here.

There are no non-military structures on the second level.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry & Exits to Ground Level

The PCs may only enter this region via stairs that lead down to ground-level guardpost counterparts at **Locations 1, 2, 3, 4, 5**, and **6**; or via the staircases in the **Gatehouse Complex** at **Location 7**.

Overview

Lawful PCs without auxiliary motive will likely never set foot in this second story, as the only legitimate purpose for anyone to be in any of these spaces is in defense of the city.

Playing through a scenario where the PCs help defend the Enclave from outside attack may see them climb up here.

Atmosphere & Theme

These structures are strictly business, all the time.

In that context, however, there is a great deal of downtime for soldiers and guards, so there are often games of chance, gossipping, or simply idle conversation to fill the time.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **10 minutes** the party remains in this area.

Table 19: Enclave Second Level Default Random Encounters

D%	Event	Description
01-20	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
21-65	**Guard Encounter**	**1d4 Enclave Guard** (p 659) walk into the room.
66-71	**Random City Encounter**	Roll once on **"FlexTable 36: Druid Enclave Random Encounters"** on page 118.
71-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

As this level is exclusively defense-oriented, any non-Guard NPC present here will be so because they wish to take in the view. Any NPC rolled on the table below who is not an Elder, and who is not part of the Enclave Security faction, will be present escorted by an Enclave Guard.

Table 20: Default NPC Encounter: Second Level

Suggested Population: 1d4-2 rolls (minimum 0)

D%	Key NPC	Profession	Page
01	**Gallianne Estrarch**	Council Elder	478
02	**Ashrem Ilydron**	Council Elder	483

D%	Key NPC	Profession	Page
03	**Trotysse Airdarr**	Council Elder	488
04	**Halabedarr**	Council Elder	493
05	**Siriquille**	Council Elder	498
06	**Usborn Tossercobb**	Council Elder	503
07	**Barksel Ferubrankcht**	Council Elder	508
08-11	**Groob**	Blacksmith	513
12-16	**Imay Aldreban**	Healer	518
17-20	**Allaha Gorrut**	Sage	523
21-24	**Forsythar**	Tailor	528
25-28	**Sannelle Goregut**	Weapons Trainer	533
29-32	**Jaer**	Druid Trainer	538
33-36	**Terjonne**	Ranger Trainer	543
37-40	**Ulfgarre Thorngage**	Herbalist/ Apothecary	548
41-44	**Seddyn**	Provisioner	552
45-48	**Plakk**	Mercenary	556
49-52	**Gaeryn**	Mercenary	560
53-56	**Tultokka**	Mercenary	564
57-61	**Wubafix**	Black Market Leader	568
62-65	**Kerrithe**	Blackmail Leader	572
66-69	**Darrlie**	Assassin	576
70-73	**Rannos Rannthak**	Noble	580
74-77	**Anastrianna Liadon**	Noble	585
78-81	**Meliannthe**	Socialite	590
82-85	**Phaelynne Helliar**	Merchant Queen	595
86-89	**Klasandrel Sulidan**	Merchant Prince	600
90-93	**Lia Ilphur**	Lone Crusader	605
94-97	**Wyrida**	Special Operative of the Council	615
98-00	**Clarida**	Wyrida's younger sister	610

Areas of Interest

DE-SL-O-1: Northwest Guardpost

Please refer to page 252 for more details.

DE-SL-O-2: Northeast Guardpost

This room is described starting on page 254.

DE-SL-O-3: Western Guardpost

Please turn to page 256 for more information.

DE-SL-O-4: Southwestern Guardpost

Page 258 holds more details.

DE-SL-O-5: Eastern Guardpost

Refer to the full description commencing on page 260.

DE-SL-O-6: Southeastern Guardpost

Turn to page 262 for further details.

DE-SL-O-7: Gatehouse Complex

This region is described in detail starting on page 264.

Map 60: Guardpost Northwest (DE-SL-GNW)

One square equals 5 ft.



DE-SL-GNW: Guardpost Northwest

Overview

The second level of this guardpost has a floor 20' above the ground, and offers a perfect view and archery opportunities to the north, east, and southeast, covering the entry and courtyard of the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a 60% chance that 2d4-1 **Enclave Guard** (p 659) and 1d4-1 (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-SL-GNW-1: Staircase Down

This leads down to "**Map 7: Guardpost Northwest (DE-GL-GNW)**" on page 134.

DE-SL-GNW-2: Supplies

The western edge of the room is stacked with supplies.

	Access	Contents
Small Crate (2x)	**Container: Barrel or Crate**	**General Supplies,** size **Medium,** using **Context B**
Large Crate	**Container: Barrel or Crate**	**General Supplies,** size **Large,** using **Context D**
Sacks (8x)	**(unprotected)**	**Rations & Prepared Food**
Chest	**Locks: Chest, Strongbox**	**Weapons: Light** *and* **Coin Treasure: Moderate**

DE-SL-GNW-3: Weapons Cache

A long table against the south wall hosts a variety of ranged weaponry.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial Ranged, 6x**

DE-SL-GNW-4: Dining Tables

Two tables here are laden with food and cutlery.

DE-SL-GNW-5: North Weapons Cache

In between each of the northeast windows is a table laden with weaponry.

	Access	Contents
Tables (2x)	**(unprotected)**	**Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

DE-SL-GNW-6: Main Entry

The guardpost offers a spectacular view to anyone entering or leaving the Enclave.

DE-SL-GNW-7: North View

From here, one can see the entire road north, and the Druid Forest that surrounds the Enclave.

Map 61: Guardpost Northeast (DE-SL-GNE)

One square equals 5 ft.



DE-SL-GNE: Guardpost Northeast

Overview

The second level of this guardpost has a floor 20' above the ground, and offers a perfect view and archery opportunities to the north, east, and southeast, covering the entry and courtyard of the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a 60% chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-SL-GNE-1: Staircase Down

This leads down to "Map 8: Guardpost Northeast (DE-GL-GNE)" on page 136.

DE-SL-GNE-2: Northwest Weapons

In between each of the northwest windows is a table laden with weaponry.

	Access	Contents
Tables (2x)	(unprotected)	**Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

DE-SL-GNE-3: Main Entry

The guardpost offers a spectacular view to anyone entering or leaving the Enclave.

DE-SL-GNE-4: North View

From here, one can see the entire road north, and the Druid Forest that surrounds the Enclave.

DE-SL-GNE-5: Courtyard South View

The two barred windows to the south offer an unparalleled view of the entire entry Gardens.

DE-SL-GNE-6: Weapons Cache

A long table against the south wall hosts a variety of ranged weaponry.

	Access	Contents
Table	(unprotected)	**Weapons: Martial Ranged, 6x**

DE-SL-GNE-7: Supplies

The eastern edge of the room is stacked with supplies around a dinner table. To the north-center of the room is a sideboard.

	Access	Contents
Small Crate	**Container: Barrel or Crate**	**General Supplies,** size **Medium**
Table	(unprotected)	**Weapons: Ranged Martial 3x**
Sacks (5x)	(unprotected)	**Rations & Prepared Food**
Chest	**Locks: Chest, Strongbox**	**Coin Treasure: Moderate**

Map 62: Guardpost West (DE-SL-GW)

One square equals 5 ft.





DE-SL-GW: Guardpost West

Overview

The second level of this guardpost has a floor 20' above the ground, and offers a perfect view and archery opportunities to the north, east, and southeast, covering the entry and courtyard of the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a 60% chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-SL-GW-1: Staircase Down

This leads down to "Map 9: Guardpost West (DE-GL-GW)" on page 138.

DE-SL-GW-2: Southwest Supplies

Some small cache of supplies lie in the southwest.

	Access	Contents
Chest	**Locks: Chest, Simple**	**Gems: Low,** using **Context D**
Table	**(unprotected)**	**Armor: Shields** *and* **Weapons: Light**
Sack	**(unprotected)**	**Rations & Prepared Food**

DE-SL-GW-3: Southeast Cache

The southeast corner of the room holds a table laden with weapons and cutlery. To its west is a rectangular table set for a meal.

	Access	Contents
Southeast Table	**(unprotected)**	**Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

DE-SL-GW-4: Northeast Cache

In between each of the northeast windows is a table laden with weaponry.

	Access	Contents
Tables (2x)	**(unprotected)**	**Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

DE-SL-GW-5: North View

The guardpost offers a limited, but excellent, view to the courtyard to the north via the window in the northeast.

DE-SL-GW-6: East View

The guardpost offers a good view of the courtyard to the east via its two windows.

Map 63: Guardpost Southwest (DE-SL-GSW)

One square equals 5 ft.





DE-SL-GSW: Guardpost Southwest

Overview

The second level of this guardpost has a floor 20' above the ground, and offers a perfect view and archery opportunities to the north, east, and southeast, covering the entry and courtyard of the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a 60% chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-SL-GSW-1: Staircase Down

This leads down to "Map 10: Guardpost Southwest (DE-GL-GSW)" on page 140.

DE-SL-GSW-2: Supplies

A large pile of supplies occupies the center of the room.

	Access	Contents
Small Crates (3x)	**Container: Crate or Barrel**	**General Supplies,** size **Medium**
Sack (15x)	**(unprotected)**	**Rations & Prepared Food**
Crate (Large)	**Container: Crate or Barrel**	**General Supplies,** size **Large**

DE-SL-GSW-3: Eastern Cache

The eastern edge of the room contains a large rectangular table laden with weaponry.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial Ranged, 3x** *and* **Weapons: Martial 2H, 5x**

DE-SL-GSW-4: North Windows

To the north, in between the numerous windows, is a pair of tables stacked with weaponry.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial Ranged, 3x** *and* **Weapons: Martial 2H, 5x**

DE-SL-GSW-5: West View

The guardpost offers a decent view of the courtyard to the west via its one window.

DE-SL-GSW-6: North View

From its three ample windows, guards can see the entirety of the courtyard to the north.

Map 64: Guardpost East (DE-SL-GE)

One square equals 5 ft.



DE-SL-GE: Guardpost East

Overview

The second level of this guardpost has a floor 20' above the ground, and offers a perfect view and archery opportunities to the north, east, and southeast, covering the entry and courtyard of the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **60%** chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-SL-GE-1: Staircase Down

This leads down to "Map 11: Guardpost East (DE-GL-GE)" on page 142.

DE-SL-GE-2: Southwest Weapons

The window to the southwest is flanked by two tables, each laden with weapons.

	Access	Contents
Tables (2x)	**(unprotected)**	**Weapons: Martial Ranged** *and* **Weapons: Martial 2H, 5x**

DE-SL-GE-3: Southeast Weapons Cache

The south of the room is a very long table with many weapons stacked upon it. To its west is a privy, and to the notheast is a firepit and a sack.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial Ranged, 2x** *and* **Weapons: Martial 2H, 6x**
Sack	**(unprotected)**	**Simple Foodstuffs**

DE-SL-GE-4: North Northeast Windows

Windows overlook the outside of the Enclave here. In between each pair of windows is a table laden with weapons.

	Access	Contents
Tables (3x)	**(unprotected)**	**Weapons: Martial Ranged, 2x** *and* **Weapons: Martial 1H, 2x**
Cask	**(unprotected)**	**Alcohol: General,** size **Medium**

DE-SL-GE-5: East View

Through the two eastward windows, guards have a commanding view of the Druid Forest beyond the outer wall of the Enclave.

DE-SL-GE-6: North View

The courtyard here is easily visible from the two windows.

DE-SL-GE-7: West View

Two windows overlook the western courtyard here.

DE-SL-GE-8: South View

Although but a single window overlooks it, the south courtyard is still easily defensible from this vantage.

Map 65: Guardpost Southeast (DE-SL-GSE)

One square equals 5 ft.



DE-SL-GSE: Guardpost Southeast

Overview

The second level of this guardpost has a floor 20' above the ground, and offers a perfect view and archery opportunities to the north, east, and southeast, covering the entry and courtyard of the Enclave.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a 60% chance that **2d4-1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-SL-GSE-1: Staircase Down

This leads down to "Map 12: Guardpost Southeast (DE-GL-GSE)" on page 144.

DE-SL-GSE-2: Southwest Weapons

Two tables sit against walls in the southwest, laden with weaponry.

	Access	Contents
Tables (2x)	(unprotected)	**Weapons: Martial Ranged** *and* **Weapons: Martial 2H, 5x**

DE-SL-GSE-3: Central Stockpile

Much of the center of the large chamber is occupied by a pile of supplies.

	Access	Contents
Small Crates (2x)	**Container: Crate or Barrel**	**General Supplies,** size **Medium**
Sack (10x)	**(unprotected)**	**Rations & Prepared Food**
Large Crates (2x)	**Container: Crate or Barrel**	**General Supplies,** size **Large**
Barrels (2x)	**Container: Crate or Barrel**	**Alcohol: General,** size **Medium**

DE-SL-GSE-4: North Weapons Cache

In between each pair of windows to the north here is a table laden with weapons and cutlery.

	Access	Contents
Tables (2x)	(unprotected)	**Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

DE-SL-GSE-5: Northeast Corner

A firepit sits in the northeast corner. To its southwest is a table piled with foodstuffs and weapons.

	Access	Contents
Table	(unprotected)	**Weapons: Martial Ranged**

DE-SL-GSE-6: East View

The windows in the east wall overlook the Druid Forest outside the Enclave.

DE-SL-GSE-7: South View

Through the two barred windows in the south wall, one can see the Druid Forest to the south.

DE-SL-GSE-8: North Courtyard View

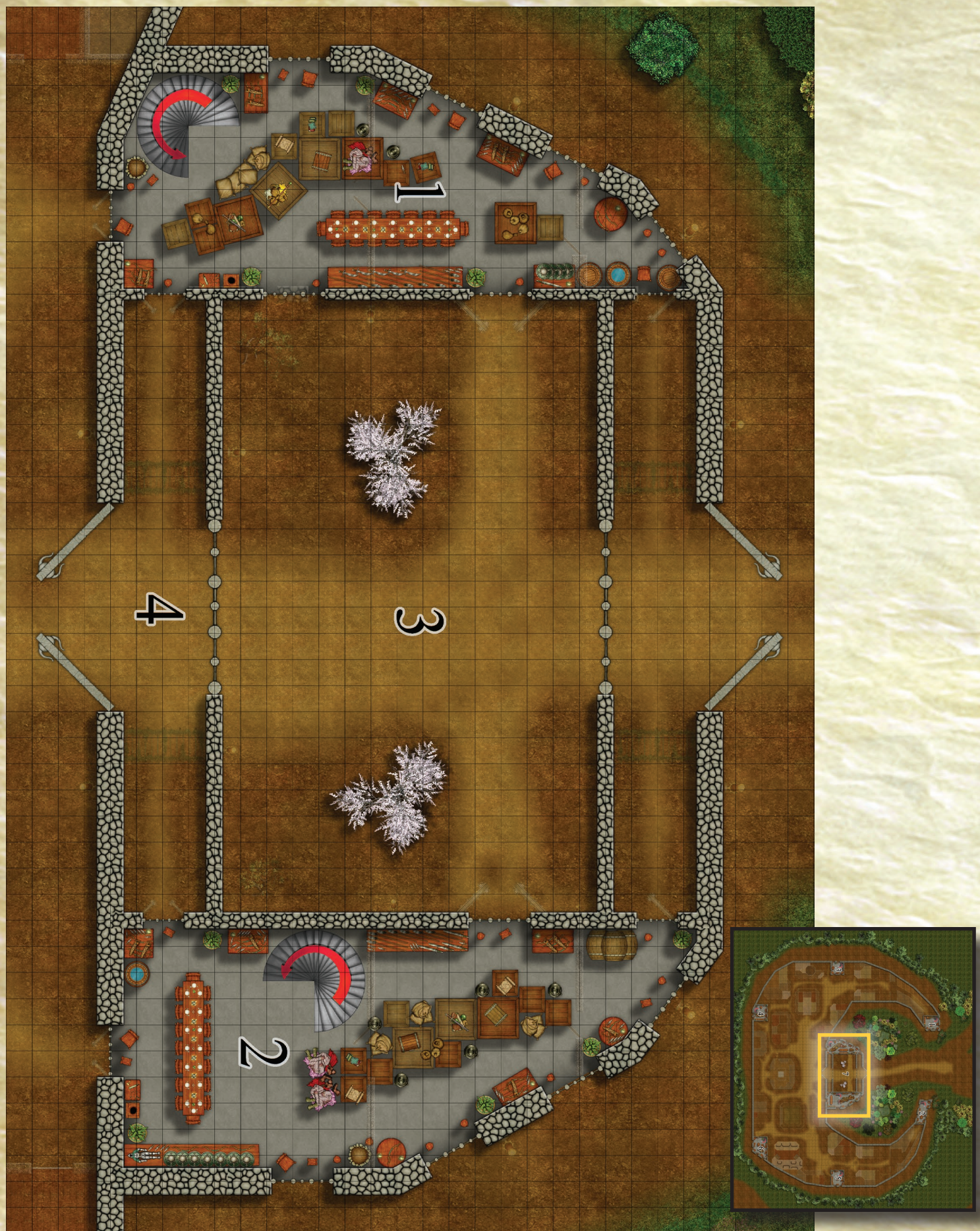
Three large windows overlook the north of the Enclave interior.

DE-SL-GSE-9: West Courtyard View

From the one narrow window, one can still glimpse the courtyard to the west and the entrance to the guardpost underneath.

Map 66: Gatehouse Complex Overview (DE-SL-GHC-O)

One square equals 5 ft.



DE-SL-GHC-O: Gatehouse Complex Overview

Overview

All visitors and guests and residents must pass through here to gain entry into the Enclave. It is a heavily guarded and nearly always occupied two-story structure.

Mechanically, all creatures suffer a **-3 circumstance penalty** to **Stealth** checks on the interior of this region (**Location 3**, as well as the courtyard to the north of **Location 3**). Outside of the exterior stone wall (for example, for those wishing to enter or egress via the secret door), this penalty does not apply.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Note that although the Enclave is no stranger to visitors, those coming into the city proper had better have some description prepared as to why they are seeking entry. "I wanted to check out the city" is rarely a usable excuse, although for a group of adventurers such as the PCs, the guards will likely make an exception.

Random Encounters

Day or night, there is a **90%** chance that **3d6 Enclave Guards** (p 659) and **2d4 Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; using **Context C**; closed & locked when encountered

Areas of Interest

DE-SL-GHC-O-1: Gatehouse Complex West

Please turn to page 266 for more information on this structure.

DE-SL-GHC-O-2: Gatehouse Complex East

Please refer to page 269 for more information on this structure.

DE-SL-GHC-O-3: Gatehouse Complex Entryway

This region bears the greatest scrutiny of any square footage in the entire Enclave. The guards well understand that this is the sole means of entry or departure for any creatures or citizens.

Even the common rank-and-file guards have been advised that yes, although the Enclave city houses its secrets and passageways, such clandestine and hidden regions in no way grant access to the city itself.

This entryway is the only way in or out, period... and it is a responsibility that the guards of the Enclave take very seriously.

There are four protective barriers between the courtyard to the north and the citycenter proper to the south: two massive sets of double doors, and two portcullises.

During daytime hours, the portcullises are typically drawn up to provide swifter travel. These are usually closed at night or during times of conflict.

Unless a traveler is following another set of travelers who have been granted passage, the doors are typically closed and locked.

Enterprising PCs may wait for another traveler to be admitted, to sneak in behind them. During daytime hours, in any given ten-minute span of time, there is a **60%** chance of a legitimate traveler approaching the gates and being granted passage. This drops to **20%** at night.

Following an admitted traveler requires three successive **Stealth** checks (one for each section of courtyard), oppposed by the highest **Perception** of the guards who have been determined to be present (see above). Failure means guards apprehend the sneaker and question them; the **Attitude Tracker** of the guards suffers an immediate **-3 penalty** for the sneaking around.

	Access
Gatehouse Double Doors	**Locks: Door, Stronghold**; using **Context C**; closed & locked when encountered
Portcullises	**Locks: Door, Stronghold**; using **Context C**; closed & locked when encountered; lock mechanism cannot be accessed from the portcullis itself so only a Strength or breaking check will apply

DE-SL-GHC-O-4: Gatehouse South Entryway

This region is largely ignored by those on the second floor of the gatehouse.

Map 67: Gatehouse Complex West (DE-SL-GHC-W)

One square equals 5 ft.



DE-SL-GHC-W: Gatehouse Complex West

Overview

This guardpost overlooks the central courtyard, and serves as a garrison for those guards who are stationed here.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-SL-GHC-W-1: Staircase Down

This leads down to "Map 14: Gatehouse Complex West (DE-GL-GHC-W)" on page 148.

DE-SL-GHC-W-2: South Window

Near a south-facing window is a firepit and a table bearing weapons.

	Access	Contents
Table	(unprotected)	Weapons: Martial Ranged

DE-SL-GHC-W-3: Crate Supplies

A large line of a dozen crates fills much of the central and southern space of this chamber.

	Access	Contents
Small Crates (8x)	Container: Crate or Barrel	General Supplies, size Medium
Large Crates (4x)	Container: Crate or Barrel	General Supplies, size Large
Sacks (9x)	(unprotected)	Simple Foodstuffs
Chest	Locks: Chest, Simple	Weapons: Light, using Context C *and* Gems: Low
Crate Tops (3x)	(unprotected)	Weapons: Martial 1H *and* Coin Treasure: Moderate

DE-SL-GHC-W-4: Dining & Weapons

Two long rectangular tables occupy the eastern center of the room: one, a dining table set for a modest meal, and the other laden with weapons.

	Access	Contents
Table	(unprotected)	Weapons: Martial 2H, 6x *and* Weapons: Martial 1H, 2x

DE-SL-GHC-W-5: Western Weapons

Two windows overlook the Druid Forest beyond the wall; to the left of each is a table bearing weapons.

	Access	Contents
Tables (2x)	(unprotected)	Weapons: Martial Ranged *and* Weapons: Light, 3x

DE-SL-GHC-W-6: North Supplies

To the north of the room is another set of crates, and a table bearing military supplies.

	Access	Contents
Small Crate	Container: Crate or Barrel	General Supplies, size Medium
Large Crate	Container: Crate or Barrel	General Supplies, size Large
Table	(unprotected)	Armor: Shields, 4x, *and* Weapons: Martial 1H

DE-SL-GHC-W-7: North Observation

The best view is the alcove in the north wedge of the room. A table of weapons and three casks keep those standing watch company.

	Access	Contents
Barrels (3x)	Container: Crate or Barrel	Fresh water
Table	(unprotected)	Weapons: Martial Ranged

DE-SL-GHC-W-8: West Lookout

From these windows, one can see the Druid Forest to the north and west of the Enclave.

DE-SL-GHC-W-9: North Courtyard Lookout

From the northeastern window, guards can see the northern courtyard.

DE-SL-GHC-W-10: Northeast Courtyard

This tends to be where all of the focus of the guards is on the

interior courtyard.

DE-SL-GHC-W-11: South-Central Courtyard

Few guards pay attention to this space in practice.

DE-SL-GHC-W-12: Southern Courtyard

Boasting the smallest and least-accessible window, this vantage point is rarely paid attention to by the guards.

Map 68: Gatehouse Complex East (DE-SL-GHC-E)

One square equals 5 ft.



DE-SL-GHC-E: Gatehouse Complex East

Overview

This guardpost overlooks the central courtyard, and serves as a garrison for those guards who are stationed here.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-SL-GHC-E-1: Staircase Down

This leads down to "Map 15: Gatehouse Complex East (DE-GL-GHC-E)" on page 151.

DE-SL-GHC-E-2: South Dining

A dining table occupies much of the space to the south, here. To the southwest is a barrel of fresh water and a weapons table; to the east is a privy, workbench, and stools facing the window to the south.

	Access	Contents
Barrel	(unprotected)	Fresh water
Table	(unprotected)	Weapons: Martial Ranged 2x *and* Weapons: Light 2x

DE-SL-GHC-E-3: Southeast Armory

Shields and armor are stacked on this long table.

	Access	Contents
Table	(unprotected)	Armor: Shields 6x *and* Armor: Medium 3x

DE-SL-GHC-E-4: Supply Crates

A line of supply crates extends from the staircase northward.

	Access	Contents
Small Crates (8x)	Container: Crate or Barrel	General Supplies, size Medium
Large Crates (3x)	Container: Crate or Barrel	General Supplies, size Large
Sacks (12x)	(unprotected)	Simple Foodstuffs
Chests (2x)	Locks: Chest, Simple	Gems: Low *and* Potions: Moderate
Crate Tops (3x)	(unprotected)	Weapons: Martial 1H *and* Coin Treasure: Moderate

DE-SL-GHC-E-5: West Weapons Cache

North of the stairwell and against the wall is a long table filled with weaponry.

	Access	Contents
Table	(unprotected)	Weapons: Martial 2H, 5x *and* Weapons: Light

DE-SL-GHC-E-6: North Windows

A trio of casks is stacked against the west wall; to their south is a table with weapons. To the east is a circular table with more weapons.

	Access	Contents
Casks (3x)	Container: Crate or Barrel	Alcohol: General, size Medium
Tables (2x)	(unprotected)	Weapons: Ranged Martial *and* Weapons: Martial 1H

DE-SL-GHC-E-7: Northwest Courtyard

Few guards look in this narrow area.

DE-SL-GHC-E-8: Main Courtyard

This is where the primary attention of most guards is.

DE-SL-GHC-E-9: Southwest Courtyard

There aren't many guards who observe here.

DE-SL-GHC-E-10: South Window

This window offers an expansive view of the courtyard.

DE-SL-GHC-E-11: Southeast Window

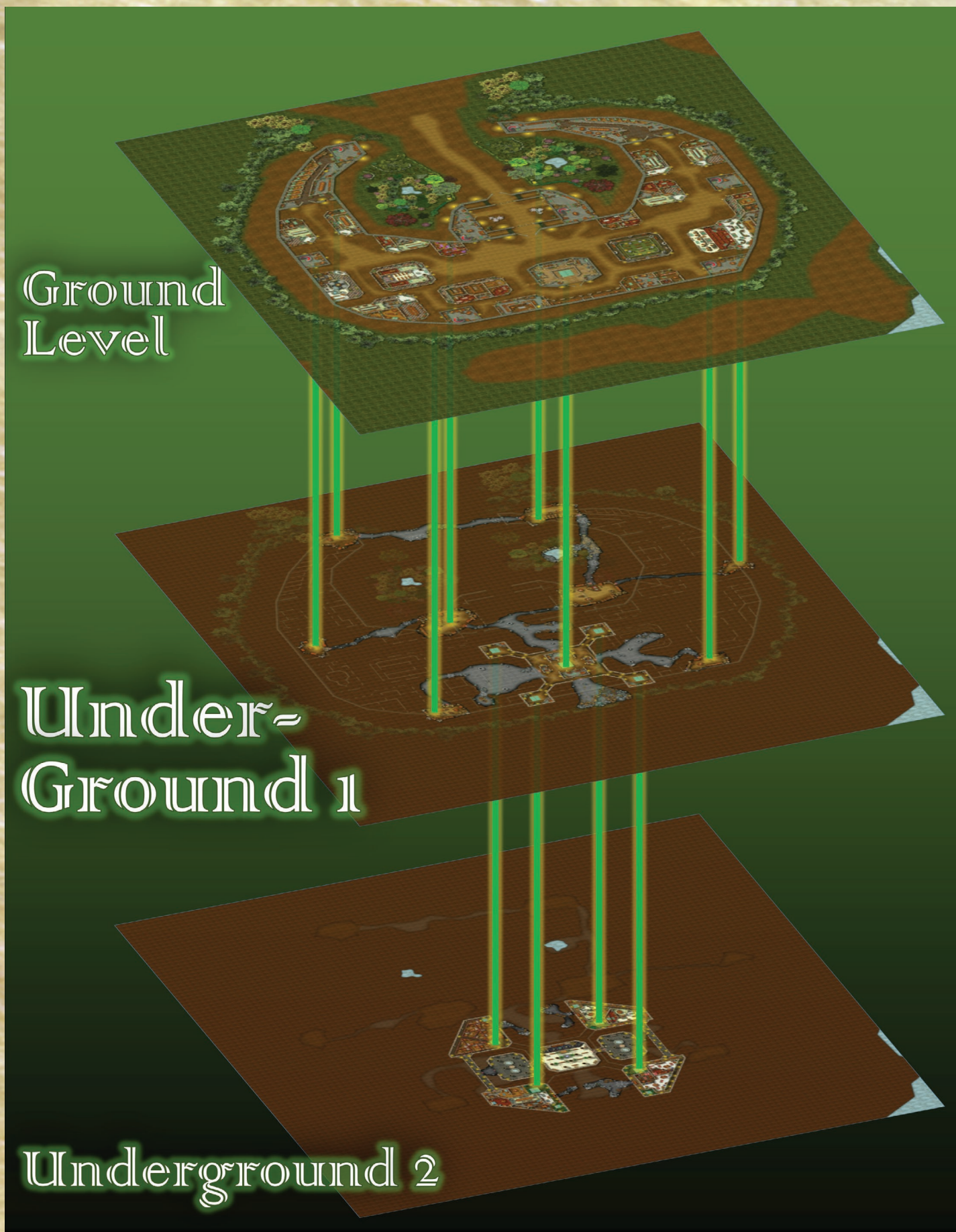
From here, guards can observe the east garden... particularly useful to catch those sneaking into the secret door below.

DE-SL-GHC-E-12: Northeast View

These windows offer a perfect view of the gardens.

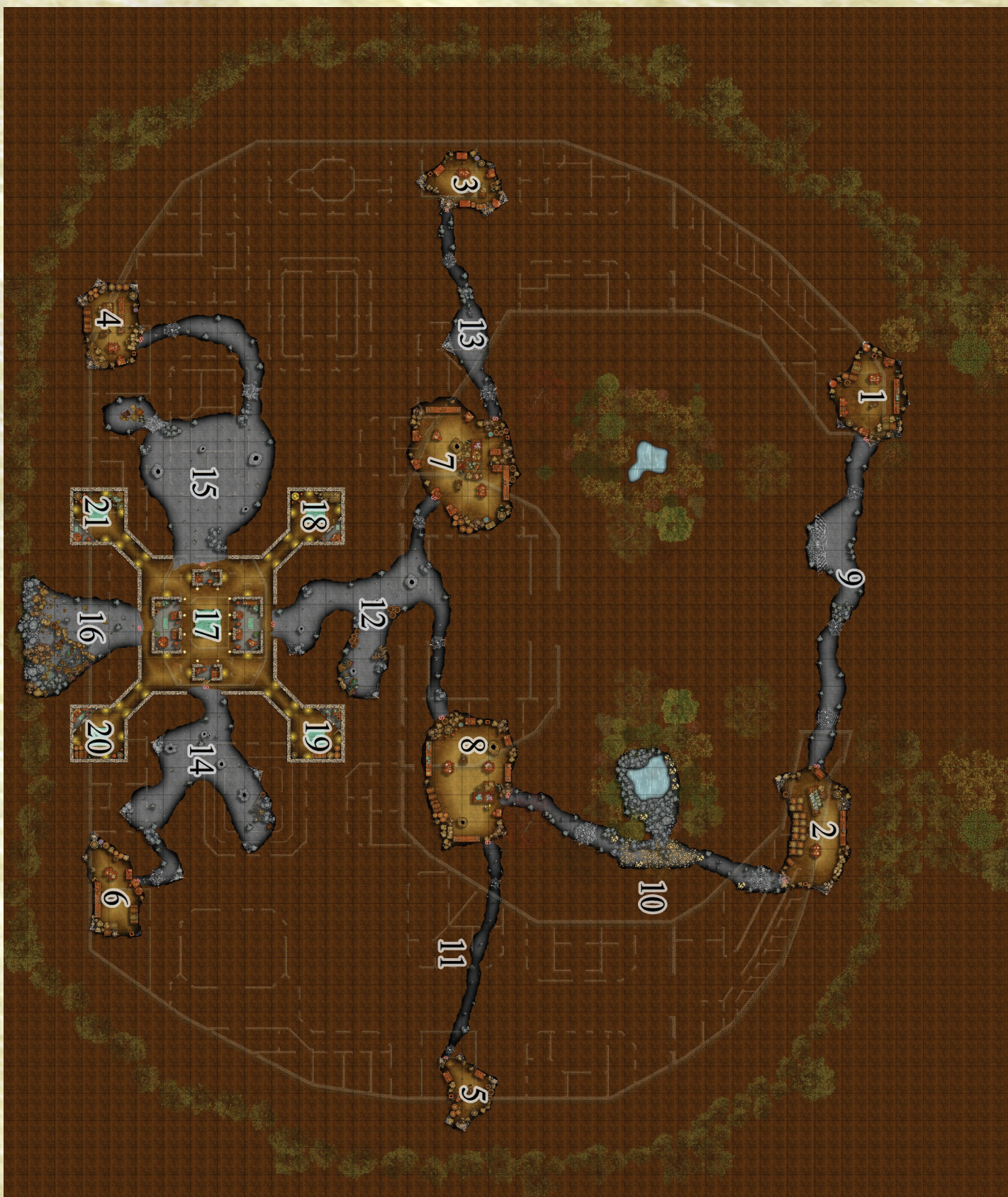
Underground: Level 1

Map 69: Druid Enclave Side Projection, Underground Level 1



Map 70: Underground Level 1, Overview (DE-B1-O)

One square equals 20 ft.



Level Introduction: Underground Level 1

Summary

Underground 1 can be conceptually divded into three regions:

First, the formal, "known" areas that are linked to the public.

Second, the "hidden" regions known only to the elite of Enclave Security forces, which underlie the Guardposts from the Ground Level.

Third, the "secret" tunnels and forgotten caves, most of which are unknown to nearly everyone, and some of which have been completely undiscovered for hundreds of years.

From a formal standpoint, this level mainly serves as an intermediary step that links the Ground Level with Underground Level 2, which contains more "known" regions for citizen residences.

Enclave Underground Structures

The presence of underground levels in the Enclave is the worst-kept secret of design in the Realms. Originally architected and built many centuries ago as a hidden understructure of defense, the original intent was to provide zones into which citizens could go if the Enclave were assaulted.

This approach held for about a hundred years, until A) the secret was out and everyone knew about the presence of underground levels, and B) the population of the Enclave grew beyond what the surface level could sustain, necessitating use of the lower levels to hold the populace.

Although the several underground levels are known to most citizens of the Enclave, there persists a sense that they are for defense, and should be protected. As a result, most people who are not well-known to the Enclave who venture down here will be questioned as to their purpose.

Underground Level 1 is the first of these underground realms.

Public Structures

Although not necessarily advertised, and seldom shared with travelers and tourists, these regions are well-known by all citizens, and it's not unusual at all to see people flowing up and down regularly.

The following Locations are **Public Structures:**

Locations 17, 18, 19, 20, and **21.**

Hidden Structures

"Hidden Structures" are those that are not publicly known, but are regularly shared and used by **Enclave Security**.

These structures count as **Hidden Structures:**

Locations 1, 2, 3, 4, 5, 6, 7, and **8**.

Secret Structures

Some caves date back centuries, and have been neither used nor known for that time. Cave-ins, intentional maskings, and natural phenomena have obfuscated these structures from all.

Nobody in the Enclave knows of these structures, though of course they may be discovered by the PCs.

The following regions are **Secret Structures:**

Locations 9, 10, 11, 12, 13, 14, 15, and **16**.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry from Ground Level

- The only formal means of entry is the main elevator at **Location 17.**
- There are ceiling trapdoors that lead up to guardposts on the **Ground Level** located in the hidden rooms in **Locations 1, 2, 3, 4, 5, 6, 7,** and **8**.

Exits to Underground Level 2

- There are four elevators that lead down to **Level 2,** publicly known and located at **Locations 18, 19, 20,** and **21.**

Overview

For most citizens, and some run-throughs by the PCs, this level is merely an intermediary means of transport between the **Ground Level** and the **Underground Level 2**.

Those who go poking around, or who have come down here via the secret Guardpost trapdoors, can find a great deal of interesting exploration.

Atmosphere & Theme

Public Regions are busy, flowing with people moving up and down, day and night.

Hidden Regions are rarely, but sometimes, used, and will occasionally hold a Guard or two (see each location's description for more information).

Secret Regions have lain dormant and undiscovered for a hundred years or more, and as a result, are largely unpopulated (though occasional monsters may be

wandering!).

Secret Region Random Encounters

As noted above, **Locations 9, 10, 11, 12, 13, 14, 15,** and **16** are Secret Structures, meaning that no citizen or sentient is aware of them.

That said, danger still lurks, as these regions are connected to each other and to the surface and other, deeper caverns via small holes and crevies.

Immediately upon discovering a Secret Region, and thereafter every 10 minutes wandering about in one, roll on the following table to determine whether a random encounter occurs:

Table 21: Underground Level 1 Secret Cavern Default Random Encounters

D%	Event	Description
01-35	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
36-40	**Trivial Encounter**	Roll once on **Monsters: Caves, Trivial**.
41-50	**Light Encounter**	Roll once on **Monsters: Caves, Light**.
51-70	**Average Encounter**	Roll once on **Monsters: Caves, Average**.
71-90	**Advanced Encounter**	Roll once on **Monsters: Caves, Advanced**.
91-00	**Elite Encounter**	Roll once on **Monsters: Caves, Elite**.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, while in **Public Structures** or **Hidden Structures,** roll on the following table of **Default Random Encounters** for every **10 minutes** the party remains in this area.

Note that although the Public and Hidden Structures are civilized and well-used, there still exists the occasional chance of threat from monsters.

Table 22: Enclave Underground Level 1 Default Random Encounters

D%	Event	Description
01-40	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
41-70	**Random City Encounter**	Roll once on **"FlexTable 36: Druid Enclave Random Encounters"** on page 118.
71-96	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.
97-00	**Random Cavern Encounter**	Roll once on **"Secret Cavern Default Random Encounters",** above.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 23: Default NPC Encounter: Underground Level 1

Suggested Population: 1d6 rolls

D%	Key NPC	Profession	Page
01	**Gallianne Estrarch**	Council Elder	478
02	**Ashrem Ilydron**	Council Elder	483
03	**Trotysse Airdarr**	Council Elder	488
04	**Halabedarr**	Council Elder	493
05	**Siriquille**	Council Elder	498
06	**Usborn Tossercobb**	Council Elder	503
07	**Barksel Ferubrankcht**	Council Elder	508
08-11	**Groob**	Blacksmith	513
12-16	**Imay Aldreban**	Healer	518
17-20	**Allaha Gorrut**	Sage	523

D%	Key NPC	Profession	Page
21-24	**Forsythar**	Tailor	528
25-28	**Sannelle Goregut**	Weapons Trainer	533
29-32	**Jaer**	Druid Trainer	538
33-36	**Terjonne**	Ranger Trainer	543
37-40	**Ulfgarre Thorngage**	Herbalist/ Apothecary	548
41-44	**Seddyn**	Provisioner	552
45-48	**Plakk**	Mercenary	556
49-52	**Gaeryn**	Mercenary	560
53-56	**Tultokka**	Mercenary	564
57-61	**Wubafix**	Black Market Leader	568
62-65	**Kerrithe**	Blackmail Leader	572
66-69	**Darrlie**	Assassin	576
70-73	**Rannos Rannthak**	Noble	580
74-77	**Anastrianna Liadon**	Noble	585
78-81	**Meliannthe**	Socialite	590
82-85	**Phaelynne Helliar**	Merchant Queen	595
86-89	**Klasandrel Sulidan**	Merchant Prince	600
90-93	**Lia Ilphur**	Lone Crusader	605
94-97	**Wyrida**	Special Operative of the Council	615
98-00	**Clarida**	Wyrida's younger sister	610

Areas of Interest

DE-B1-O-1: Guardpost NW Basement

Please turn to page 278 for more details.

DE-B1-O-2: Guardpost NE Basement

Page 281 begins a description of this room.

DE-B1-O-3: Guardpost W Basement

This chamber is found described starting with page 284.

DE-B1-O-4: Guardpost SW Basement

Please refer to page 286 for further details.

DE-B1-O-5: Guardpost E Basement

Page 288 contains further information.

DE-B1-O-6: Guardpost SE Basement

Turn to page 290 for more details.

DE-B1-O-7: Gatehouse Complex West Basement

This region can be found described in full on page 293.

DE-B1-O-8: Gatehouse Complex East Basement

Refer to page 296 for further details.

DE-B1-O-9: Secret Passage North

Turn to page 299 for more information.

DE-B1-O-10: Secret Passage Northeast

Please turn to page 301 for further details.

DE-B1-O-11: Secret Passage East

Full details can be found starting on page 303.

DE-B1-O-12: Secret Passage Gatehouse Connector

Page 305 commences further information on this region.

DE-B1-O-13: Secret Passage Northwest

Refer to page 307 for further details.

DE-B1-O-14: Secret Passages West

Kindly refer to page 309 for more information.

DE-B1-O-15: Secret Passages East

Page 311 begins more details.

DE-B1-O-16: Secret Passages South

Turn to page 313 for more information.

DE-B1-O-17: Elevator Up

This region is described in detail starting on page 315.

DE-B1-O-18: Elevator Down NW

Please refer to page 319 for a full description.

DE-B1-O-19: Elevator Down NE

Page 321 commences a full depiction of this zone.

DE-B1-O-20: Elevator Down SE

Page 323 begins more information.

DE-B1-O-21: Elevator Down SW

Turn to page 325 for further details.

Map 71: Guardpost Northwest Basement (DE-B1-GNW-B)

One square equals 5 ft.



DE-B1-GNW-B: Guardpost Northwest Basement

Overview

The basements of the many Guardposts in the Enclave were designed with three purposes in mind: first, as a long-term storage of military and civilian supplies. Second, the basements are meant to serve as emergency places of shelter and defense in the event of an assault on the Enclave.

Third—and, importantly, a long-forgotten aspect of the design of the entirety of Underground Level 1 as a whole—the tunnels that connect the Guardpost Basements to each other and to other structures can act as a means of navigating behind invading forces, and either attacking by surprise, and/or enabling escape.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **15%** chance that **1d4-1** (minimum 0) **Enclave Guard** (p 659) and **1d4-2** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Since only members of the Enclave Security forces, and perhaps some Elders, are even aware of the existence of the Guardpost Basement chambers, no other NPCs or Dramatis Personae will ever likely be found down here. Treat any results that involve one of these characters as "**No Encounter**".

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-B1-GNW-B-1: Secret Tunnel East

Read the following only if the secret is discovered. This passage becomes "Map 79: Secret Passage North (DE-B1-SP-N)" on page 299.

Behind the tumble of rocks, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock)

DE-B1-GNW-B-2: North Supplies

Along the northern edge of the chamber is a long table laden with weapons, and a cache of supplies to its east.

	Access	Contents
Small Crate (3x)	**Container: Barrel or Crate**	**General Supplies,** size **Medium**
Table	**(unprotected)**	**Weapons: Martial 1H, 6x** *and* **Armor: Shields, 3x** *and* **Weapons: Martial Ranged, 4x**

DE-B1-GNW-B-3: Supplies Northwest

In the northwest of the room is a simple table with scattered cutlery. To its northwest is a table topped with weapons; a privy sits to the south.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial 1H** *and* **Weapons: Martial Ranged** *and* **Weapons: Light 3x**

DE-B1-GNW-B-4: Barrel Stack

In the southwest of the earthen chamber is a stack of casks.

	Access	Contents
Casks (5x)	**Container: Barrel or Crate**	**Alcohol: General,** size **Medium**

DE-B1-GNW-B-5: Southeast Supplies

Two tables and a firepit keep the cobwebs company in the southeast of the chamber. Against the east edge of the room is a table laden with weaponry.

	Access	Contents
Table (2x)	(unprotected)	**Weapons: Martial 1H** *and* **Weapons: Martial Ranged** *and* **Weapons: Light**

DE-B1-GNW-B-6: Trapdoor Up

This trapdoor leads upstairs to “Map 7: Guardpost Northwest (DE-GL-GNW)” on page 134.

Map 72: Guardpost Northeast Basement (DE-B1-GNE-B)

One square equals 5 ft.



DE-B1-GNE-B: Guardpost Northeast Basement

Overview

The basements of the many Guardposts in the Enclave were designed with three purposes in mind: first, as a long-term storage of military and civilian supplies. Second, the basements are meant to serve as emergency places of shelter and defense in the event of an assault on the Enclave.

Third—and, importantly, a long-forgotten aspect of the design of the entirety of Underground Level 1 as a whole—the tunnels that connect the Guardpost Basements to each other and to other structures can act as a means of navigating behind invading forces, and either attacking by surprise, and/or enabling escape.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **15%** chance that **1d4-1** (minimum 0) **Enclave Guard** (p 659) and **1d4-2** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Since only members of the Enclave Security forces, and perhaps some Elders, are even aware of the existence of the Guardpost Basement chambers, no other NPCs or Dramatis Personae will ever likely be found down here. Treat any results that involve one of these characters as "**No Encounter**".

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-B1-GNE-B-1: Trapdoor Up

This leads up to "Map 8: Guardpost Northeast (DE-GL-GNE)" on page 136.

DE-B1-GNE-B-2: Armory

Atop an array of crates sit ranks of shields, weapons, and a chest.

	Access	Contents
Small Crate (2x)	**Container: Barrel or Crate**	**General Supplies,** size **Medium**
Large Crate (2x)	**Container: Barrel or Crate**	**General Supplies,** size **Large**
Crate Tops	**(unprotected)**	**Armor: Shields, 8x** *and* **Weapons: Light, 6x** *and* **Weapons: Martial 1H, 4x**
Chest	**Locks: Chest, Strongbox,** using **Context D**	**Coin Treasure: Moderate** *and* **Potions: Moderate**

DE-B1-GNE-B-3: North Weapons Table

The the north of the chamber is a long table laden with weapons.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial Ranged 4x** *and* **Weapons: Martial 1H 3x**

DE-B1-GNE-B-4: South Barrels

Atop a series of wooden pallets in the south of the chamber is a horde of sealed barrels.

	Access	Contents
Barrels (17x)	**Container: Barrel or Crate,** *using* **Context D**	**Fresh water**

DE-B1-GNE-B-5: West Weapons & Secret

Against the western edge of the chamber is a small table topped with weaponry.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial Ranged** *and* **Weapons: Light 4x**

Read the following only if the secret is discovered. This passage becomes "Map 79: Secret Passage North (DE-B1-SP-N)" on page 299.

Behind the table and a few rocks, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not

centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock)

DE-B1-GNE-B-6: Southeast Corner

The southeast corner of the chamber contains a privy against the east wall, and a tumble of cobwebby rocks in the corner.

DE-B1-GNE-B-7: Secret Passage Southeast

Read the following only if the secret is discovered. This passage becomes “Map 80: Secret Passage Northeast (DE-B1-SP-NE)” on page 301.

Behind the webbed tumble of rocks, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock), using **Context B**

Map 73: Guardpost West Basement (DE-B1-GW-B)

One square equals 5 ft.



DE-B1-GW-B: Guardpost West Basement

Overview

The basements of the many Guardposts in the Enclave were designed with three purposes in mind: first, as a long-term storage of military and civilian supplies. Second, the basements are meant to serve as emergency places of shelter and defense in the event of an assault on the Enclave.

Third—and, importantly, a long-forgotten aspect of the design of the entirety of Underground Level 1 as a whole—the tunnels that connect the Guardpost Basements to each other and to other structures can act as a means of navigating behind invading forces, and either attacking by surprise, and/or enabling escape.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **15%** chance that **1d4-1** (minimum 0) **Enclave Guard** (p 659) and **1d4-2** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Since only members of the Enclave Security forces, and perhaps some Elders, are even aware of the existence of the Guardpost Basement chambers, no other NPCs or Dramatis Personae will ever likely be found down here. Treat any results that involve one of these characters as "**No Encounter**".

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-B1-GW-B-1: Secret Passage East

Read the following only if the secret is discovered. This passage becomes "Map 83: Secret Passage Northwest (DE-B1-SP-NW)" on page 307.

Behind the cobwebbed tumble of rocks, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock), using **Context C**

DE-B1-GW-B-2: Southeast Corner

The southeast corner contains a tumble of boulders covered by thick cobwebs.

DE-B1-GW-B-3: Trapdoor Up

This leads up to "Map 9: Guardpost West (DE-GL-GW)" on page 138.

DE-B1-GW-B-4: Northeast Supplies

Barrels lie against the northeast wall. To their west is a duo of crates; north of these is a spill of cobwebbed boulders.

	Access	Contents
Small Crate (2x)	**Container: Barrel or Crate**	**General Supplies,** size **Medium**
Sacks (3x)	**(unprotected)**	**Simple Foodstuffs**
Barrels (4x)	**Container: Barrel or Crate**	**Alcohol: General,** size **Medium**

DE-B1-GW-B-5: West Tables

The western region of this chamber hosts a few tables, a firepit, and an open barrel of stale but fresh water.

DE-B1-GW-B-6: South Corner

A privy, a blank table, boulders, cobwebs, and an assortment of heavy canvas sacks litter this region.

	Access	Contents
Sacks (6x)	**(unprotected)**	**Simple Foodstuffs**

Map 74: Guardpost Southwest Basement (DE-B1-GSW-B)

One square equals 5 ft.



DE-B1-GSW-B: Guardpost Southwest Basement

Overview

The basements of the many Guardposts in the Enclave were designed with defense, security, and navigation in mind.

Theme & Purpose

This is a military building. Intruders will be arrested.

Random Encounters

Day or night, there is a **15%** chance that **1d4-1** (minimum 0) **Enclave Guard** (p 659) and **1d4-2** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Since only members of the Enclave Security forces, and perhaps some Elders, are even aware of the existence of the Guardpost Basement chambers, no other NPCs or Dramatis Personae will ever likely be found down here. Treat any results that involve one of these characters as "**No Encounter**".

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-B1-GSW-B-1: Trapdoor Up

This leads up to "Map 10: Guardpost Southwest (DE-GL-GSW)" on page 140.

DE-B1-GSW-B-2: East Tables

A workbench sits against the earthen wall in the east. To its west is a table littered with cutlery and stale moldy bread.

DE-B1-GSW-B-3: Southeast Corner

A huge pile of threadbare, moth-eaten, and moldy cloth in various forms and functions and states of disrepair occupies the southeast corner. Dust, mold, and cobwebs cover much of the surfaces.

DE-B1-GSW-B-4: Crate Supplies

Three crates and some scattered sacks sit in the center of the chamber.

	Access	Contents
Small Crate (2x)	**Container: Barrel or Crate**	**General Supplies,** size **Medium**
Large Crate	**Container: Barrel or Crate**	**General Supplies,** size **Large**
Sacks (5x)	**(unprotected)**	**Simple Foodstuffs**

DE-B1-GSW-B-5: Barrels West

Against the western edge of the room is an assortment of barrels, rocks, and cobwebs.

	Access	Contents
Large Barrels (3x)	**Container: Barrel or Crate**	**Fresh water**
Small Barrels (3x)	**Container: Barrel or Crate**	**Alcohol: General,** size **Medium**

DE-B1-GSW-B-6: Weapons Table

A long table laden with weapons sits to the north of the supply crates. To their north is a firepit and a barrel of fresh water.

	Access	Contents
Table	**(unprotected)**	**Weapons:Martial Ranged 4x** *and* **Weapons: Martial 2H, 4x** *and* **Weapons: Martial 1H, 3x**

DE-B1-GSW-B-7: Northeast Corner

A privy sits against the northeast wall. To its west is a huge assortment of cloth sacks which contain rotted and spoiled food.

DE-B1-GSW-B-8: Secret Passage North

Read the following only if the secret is discovered. This passage becomes "Map 85: Secret Passages East (DE-B1-SPS-E)" on page 311.

Behind the pile of sacks, you find a section of earth that falls apart at your touch. Beyond is a dusty, dead smell.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock)

Map 75: Guardpost East Basement (DE-B1-GE-B)

One square equals 5 ft.



DE-B1-GE-B: Guardpost East Basement

Overview

The basements of the many Guardposts in the Enclave were designed with defense, security, and navigation in mind.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **15%** chance that **1d4-1** (minimum 0) **Enclave Guard** (p 659) and **1d4-2** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Since only members of the Enclave Security forces, and perhaps some Elders, are even aware of the existence of the Guardpost Basement chambers, no other NPCs or Dramatis Personae will ever likely be found down here. Treat any results that involve one of these characters as "**No Encounter**".

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-B1-GE-B-1: Trapdoor Up

This leads up to "Map 11: Guardpost East (DE-GL-GE)" on page 142.

DE-B1-GE-B-2: Southwest Corner

A table with a few weapons sits in the southeast corner, to the west of a handful of canveas sacks and a privy. To their west is a small crate topped with a locked chest.

	Access	Contents
Small Crate	**Container: Barrel or Crate**	**General Supplies,** size **Medium**
Chest	**Locks: Chest, Simple**	**Coin Treasure: Moderate**
Table	**(unprotected)**	**Weapons: Martial Ranged** *and* **Weapons: Light**

DE-B1-GE-B-3: Secret Passage West

Read the following only if the secret is discovered. This passage becomes "Map 81: Secret Passage East (DE-B2-SP-E)" on page 303.

Behind the spiderwebs and the rocks, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock), using **Context B**

DE-B1-GE-B-4: North Supplies

Three empty barrels stand here; to their west is a table laden with weaponry.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial Ranged** *and* **Weapons: Light**

DE-B1-GE-B-5: East Corner

This section of the chamber contains a firepit, three barrels, and plenty of cobwebbed boulders.

	Access	Contents
Barrels (3x)	**Container: Barrel or Crate**	**Alcohol: General,** size **Medium**

Map 76: Guardpost Southeast Basement (DE-B1-GSE-B)

One square equals 5 ft.



DE-B1-GSE-B: Guardpost Southeast Basement

Overview

The basements of the many Guardposts in the Enclave were designed with defense, security, and navigation in mind.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **15%** chance that **1d4-1** (minimum 0) **Enclave Guard** (p 659) and **1d4-2** (minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Since only members of the Enclave Security forces, and perhaps some Elders, are even aware of the existence of the Guardpost Basement chambers, no other NPCs or Dramatis Personae will ever likely be found down here. Treat any results that involve one of these characters as "**No Encounter**".

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-B1-GSE-B-1: Trapdoor Up

This leads up to "Map 12: Guardpost Southeast (DE-GL-GSE)" on page 144..

DE-B1-GSE-B-2: Northeast Corner

A privy sits in the northeast corner. To its west is a stack of casks.

	Access	Contents
Casks (5x)	Container: Barrel or Crate	Fresh water

DE-B1-GSE-B-3: Southeast Corner

A trio of crates occupies the southeast corner. To its south is an assortment of canvas sacks in various stages of decay and rot, covered by cobwebs.

	Access	Contents
Small Crate (3x)	Container: Barrel or Crate	**General Supplies,** size **Medium**

DE-B1-GSE-B-4: Weapons Table South

Against the south edge of the chamber is a large table laden with weaponry bearing the Enclave sigil.

	Access	Contents
Table	(unprotected)	**Weapons: Martial 1H, 3x and** **Weapons: Martial 2H, 3x and** **Weapons: Martial Ranged, 2x**
Chest	Locks: Chest, Simple	Potions: Moderate

DE-B1-GSE-B-5: Treasure & Table

A table littered with parchment and cutlery is due west of the trapdoor. To its south is a small pile of belongings.

	Access	Contents
Treasure Pile	(unprotected)	**Weapons: Martial 1H** *and* **Armor: Light** *and* **Gems: Low**

DE-B1-GSE-B-6: Western Barrels

The western edge of the chamber holds an assortment of barrels and a firepit.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Fresh water

DE-B1-GSE-B-7: North Workshop

A workbench and two weapons tables line the north edge of the chamber.

	Access	Contents
Table (2x)	(unprotected)	Weapons: Light 4x

DE-B1-GSE-B-8: Secret Passage North

Read the following only if the secret is discovered. This passage becomes “Map 84: Secret Passages West (DE-B1-SPS-W)” on page 309..

Behind tables, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock)

Map 77: Gatehouse Complex West Basement (DE-B1-GHW-B)

One square equals 5 ft.



DE-B1-GHW-B: Gatehouse Complex West Basement

Overview

The basements of the many Guardposts in the Enclave were designed with defense, security, and navigation in mind.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **30%** chance that **1d6-1** (minimum 0) **Enclave Guard** (p 659) and **1d4-21**(minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Since only members of the Enclave Security forces, and perhaps some Elders, are even aware of the existence of the Guardpost Basement chambers, no other NPCs or Dramatis Personae will ever likely be found down here. Treat any results that involve one of these characters as "**No Encounter**".

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-B1-GHW-B-1: Trapdoor Up

This leads up to "Map 14: Gatehouse Complex West (DE-GL-GHC-W)" on page 148..

DE-B1-GHW-B-2: Southeast Edge

Against the southeast edge of the room is a duo of tables and chairs bearing weapons.

	Access	Contents
Tables (2x)	(unprotected)	**Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

DE-B1-GHW-B-3: Southeast Secret Passage

Read the following only if the secret is discovered. This passage becomes "Map 82: Secret Passage Gatehouse Connector (DE-B1-SP-GHC)" on page 305.

Behind the weapons table, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock)

DE-B1-GHW-B-4: Barrels East

Against the curve of the eastern wall is an assortment of barrels, a rockslide of boulders, and, to the north, a firepit and cauldron.

	Access	Contents
Barrels (8x)	**Container: Crate or Barrel**	**Alcohol: General,** size **Medium**

DE-B1-GHW-B-5: North Weapons Cache

Three tables have been arranged amidst a spill of rocks in the north of the room. Each bears weapons.

	Access	Contents
Tables (3x)	(unprotected)	**Weapons: Martial 2H, 3x** *and* **Weapons: Martial 1H, 2x** *and* **Weapons: Martial Ranged**

DE-B1-GHW-B-6: Gathering Table

To the north of the trapdoor is a dinner table with a scattering of cutlery and some stale bread.

DE-B1-GHW-B-7: Supply Cache

The room's main cache of supplies is an assortment of crates topped with and surrounded by various items and containers.

	Access	Contents
Small Crates (4x)	**Container: Crate or Barrel**	**Clothing: General,** size **Medium**

	Access	Contents
Large Crates (3x)	Container: Crate or Barrel	General Supplies, size Large
Sacks (15x)	(unprotected)	Simple Foodstuffs
Crate Tops West (2x)	(unprotected)	Clothing: General, size Medium, using Context C *and* Coin Treasure: Moderate
Crate Tops Center	(unprotected)	Books: General 3x *and* Armor: Shields 3x
Chest	Locks: Chest, Strongbox *and* Traps: General	Gems: Semi-Precious *and* Potions: Moderate

DE-B1-GHW-B-8: Northwest Privy

A privy sits against the northwest wall, at the end of a line of barrels. The southmost barrel is filled with water that has grown green with algae and is undrinkable.

DE-B1-GHW-B-9: Secret Pasage Northwest

Read the following only if the secret is discovered. This passage becomes "Map 83: Secret Passage Northwest (DE-B1-SP-NW)" on page 307.

Behind the weapons table, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock)

DE-B1-GHW-B-10: Weapons Workshop West

A long table piled with weapons sits in the southwest of the room. To its north is a workbench.

	Access	Contents
Table	(unprotected)	Weapons: Martial 2H, 6x *and* Weapons: Martial 1H, 4x
Table (2x)	(unprotected)	Weapons: Martial Ranged *and* Weapons: Light, 2x

DE-B1-GHW-B-11: South Weapons Benches

Two weapons benches are in the southwest of the room. To theire north is a food table littered with rotted parchment and cutlery.

Map 78: Gatehouse Complex East Basement (DE-B1-GHE-B)

One square equals 5 ft.



DE-B1-GHE-B: Gatehouse Complex East Basement

Overview

The basements of the many Guardposts in the Enclave were designed with defense, security, and navigation in mind.

Theme & Purpose

This is a military building. If anyone is present here, it is strictly business; intruders without legitimate purpose will be questioned pointedly, and likely arrested.

Random Encounters

Day or night, there is a **30%** chance that **1d6-1** (minimum 0) **Enclave Guard** (p 659) and **1d4-21**(minimum 0) **Enclave Elite Guard** (p 656) will be present here, mulling about and eating or playing cards.

Since only members of the Enclave Security forces, and perhaps some Elders, are even aware of the existence of the Guardpost Basement chambers, no other NPCs or Dramatis Personae will ever likely be found down here. Treat any results that involve one of these characters as "**No Encounter**".

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay. The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

DE-B1-GHE-B-1: Trapdoor Up

This leads up to "Map 15: Gatehouse Complex East (DE-GL-GHC-E)" on page 151.

DE-B1-GHE-B-2: South Armory

Against the southwest wall is a long table lined with weapons and armor.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial 1H, 4x** *and* **Armor: Heavy, 2x** *and* **Armor: Shields 2x**

DE-B1-GHE-B-3: Southeast Supplies

A score of barrels lines the south wall. To their east is an assortment of sacks in various stages of rot.

	Access	Contents
Barrels (4x)	**Container: Crate or Barrel**	**Fresh water**

DE-B1-GHE-B-4: Eastern Weapons

A long table laden with two-handed weapons sits against the eastern wall here.

	Access	Contents
Table	**(unprotected)**	**Weapons: Martial 2H, 8x**

DE-B1-GHE-B-5: Secret Passage East

Read the following only if the secret is discovered. This passage becomes "Map 81: Secret Passage East (DE-B2-SP-E)" on page 303.

Behind a pile of boulders, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock)

DE-B1-GHE-B-6: Supply Crates

Three large crates sit to the north-center of the room, laden with supplies.

	Access	Contents
Large Crates (3x)	**Container: Crate or Barrel**	**General Supplies,** size **Large**
Sacks (5x)	**(unprotected)**	**Simple Foodstuffs**
Crate Tops	**(unprotected)**	**Clothing: General,** size **Medium,** using **Context B**

DE-B1-GHE-B-7: North Weapons

An octagonal table littered with plates sits here to the east of a rock pillar. To its north is a long table laden with weapons.

	Access	Contents
Table	(unprotected)	**Weapons: Martial 2H 6x** *and* **Weapons: Martial 1H 3x**

DE-B1-GHE-B-8: Workbench

A workbench sits here, with a chair. To the south is a pile of belongings.

	Access	Contents
Belongings	(unprotected)	**Clothing: General** *and* **Coin Treasure: Moderate** *and* **Weapons: Light,** using **Context C**

DE-B1-GHE-B-9: Secret Passage North

Read the following only if the secret is discovered. This passage becomes "Map 80: Secret Passage Northeast (DE-B1-SP-NE)" on page 301.

Behind a pile of boulders, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock)

DE-B1-GHE-B-10: Northwest Corner

An archery bench sits in between two piles of rock. To their southwest is a privy.

	Access	Contents
Table	(unprotected)	**Weapons: Martial Ranged 5x**

DE-B1-GHE-B-11: Southwest Corner

Piles of rocks spill everywhere in the southwest corner. A firepit and two barrels sit in between them, with some stools.

DE-B1-GHE-B-12: Secret Passage Southwest

Read the following only if the secret is discovered. This passage becomes "Map 81: Secret Passage East (DE-B2-SP-E)" on page 303.

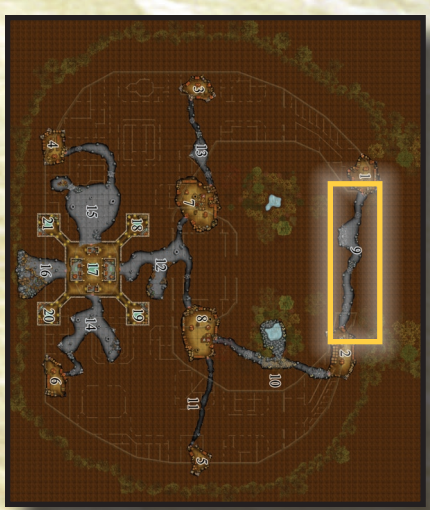
Behind a pile of boulders, you find a section of cave wall that falls apart in rough earthen chunks at your touch. Beyond is the smell of vacant decades, if not centuries, as dusty cobwebs obscure your view.

	Access
Secret Tunnel	**Locks: Door, Secret**; Perception only (no lock)

Map 79: Secret Passage North (DE-B1-SP-N)

One square equals 5 ft.





DE-B1-SP-N: Secret Passage North

Overview

One of many secret passages underneath the Enclave, this chamber has long been lost and its presence unknown to everyone in the city.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 1, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on **"Table 21: Secret Cavern Default Random Encounters"** on page 275.

Any results of **"no encounter"** or **"NPC encounter"** indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B1-SP-N-1: Entrance East

This leads to "Map 72: Guardpost Northeast Basement (DE-B1-GNE-B)" on page 281.

DE-B1-SP-N-2: East Passage

The air here is unnaturally cool, and a soft breeze blows from the west.

DE-B1-SP-N-3: Rock Pile

This pile of rocks counts as **Difficult Terrain**.

DE-B1-SP-N-4: Spiderweb

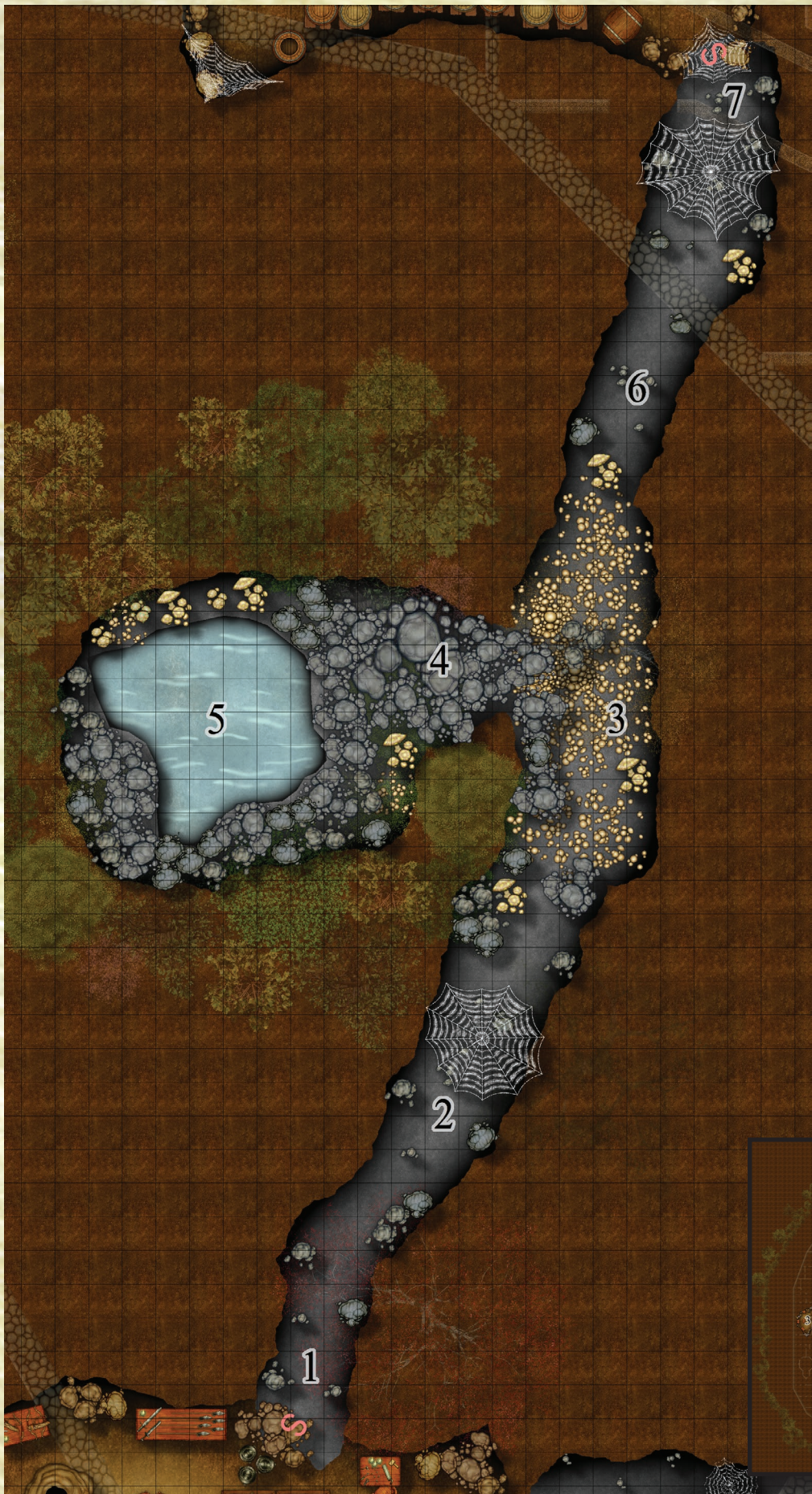
Although the creature that spun it is long gone, this enormous spiderweb is still daunting, and counts as **Difficult Terrain**.

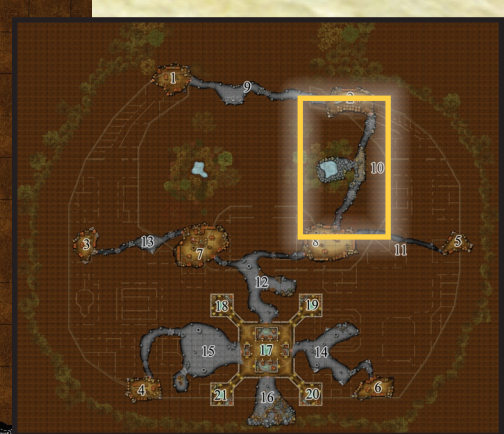
DE-B1-SP-N-5: Entrance West

This leads to "Map 71: Guardpost Northwest Basement (DE-B1-GNW-B)" on page 278.

Map 80: Secret Passage Northeast (DE-B1-SP-NE)

One square equals 5 ft.





DE-B1-SP-NE: Secret Passage Northeast

Overview

One of many secret passages underneath the Enclave, this chamber has long been lost and its presence unknown to everyone in the city.

This particular chamber also hosts a lake underneath the surface lake, and a pent-up disaster waiting to happen if the rocks in **Location 4** are disturbed.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 1, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B1-SP-NE-1: Entrance South

This leads to "Map 78: Gatehouse Complex East Basement (DE-B1-GHE-B)" on page 296.

DE-B1-SP-NE-2: South Passage

From north, you hear a gurgling sound, as though from water seeping through a crevice and falling.

DE-B1-SP-NE-3: Mushroom Patch

Mushrooms abound here, and the soil is damp and moldy in patches. Rocks pile to the west, spilling into the passageway.

The fungi are entirely normal in nature.

DE-B1-SP-NE-4: Rockpile Barrier

Rocks form a barrier here; you cannot tell for certain if there is more passage behind the floor-to-ceiling mound of boulders and silt. Water seeps through the upper areas, spilling through the lower rocks and accounting for the gradual piling of rocks to the east.

If the PCs spend more than three rounds attemping to remove the rocks to see what is behind, or if they employ more dramatic measures to remove the rocks, the lake in **Location 5** will spill forth. This causes **1d6** points of **bludgeoning damage** to each character in **Location 4** or Location 3, and fills the entire chamber with waist-high water for five minutes.

After five minutes, the water will have dissipated sufficiently tot he north and south to merely make all of the ground wet.

Unleashing this torrent also collapses the secret walls in **Location 1** and **Location 7**.

DE-B1-SP-NE-5: Underground Lake

This region is only accessible after unleashing the torrent of water in **Location 4**. Up until that point, this entire chamber will be underwater.

Once the flood subsides, a lake will remain here.

A reservoir of water, not more than a few feet deep, sits here. The ceiling of the cave directly above it drips water steadily from the lake on the surface.

Although the PCs are in no immediate danger of collapse, the combination of the deluge of water and the dripping of water from a much larger lake should give them reason to escape quickly.

DE-B1-SP-NE-6: North Passage

From the south, you hear a trickle of water.

DE-B1-SP-NE-7: Entrance North

This leads to "Map 72: Guardpost Northeast Basement (DE-B1-GNE-B)" on page 281.

Map 81: Secret Passage East (DE-B2-SP-E)

One square equals 5 ft.





DE-B1-SP-E: Secret Passage East

Overview

One of many secret passages underneath the Enclave, this chamber has long been lost and its presence unknown to everyone in the city.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 1, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on  "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	 **Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B1-SP-E-1: Entrance East

This leads to "Map 75: Guardpost East Basement (DE-B1-GE-B)" on page 288.

DE-B1-SP-E-2: Passage Center

 **The tunnel is eerily still in this region.**

DE-B1-SP-E-3: Entrance West

This leads to "Map 78: Gatehouse Complex East Basement (DE-B1-GHE-B)" on page 296.

Map 82: Secret Passage Gatehouse Connector (DE-B1-SP-GHC)

One square equals 5 ft.



DE-B1-SP-GHC: Secret Gatehouse Connector

Overview

One of many secret passages underneath the Enclave, this chamber has long been lost and its presence unknown to everyone in the city.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 1, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B1-SP-GHC-1: Entrance South

This leads to "Map 87: Elevator Up (DE-B1-EU)" on page 315.

DE-B1-SP-GHC-2: Smuggler's Fate

A long-dead half-elf lies here, amidst piles of trash and possessions. To his west is an assortment of empty casks; to the north is a pile of smashed wood.

After searching the area with the body, roll immediately on "**Table 21: Secret Cavern Default Random Encounters**" on page 275, and place any resulting monsters as originating from **Location 1** to the southwest.

	Access	Contents
Pile	(unprotected)	**Clothing: General** *and* **Coin Treasure: Moderate** *and* **Weapons: Martial 1H,** using **Context C** *and* **Armor: Light** *and* **Armor: Shields**

DE-B1-SP-GHC-3: Casks

A trio of empty cfasks sit here. Though the wood has begun to rot, you can still detect a whiff of wine from the debris.

DE-B1-SP-GHC-4: Entrance Northwest

This leads to "Map 77: Gatehouse Complex West Basement (DE-B1-GHW-B)" on page 293.

DE-B1-SP-GHC-5: Entrance Northeast

This leads to "Map 78: Gatehouse Complex East Basement (DE-B1-GHE-B)" on page 296.

Map 83: Secret Passage Northwest (DE-B1-SP-NW)

One square equals 5 ft.





DE-B1-SP-NW: Secret Passage Northwest

Overview

One of many secret passages underneath the Enclave, this chamber has long been lost and its presence unknown to everyone in the city.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 1, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B1-SP-NW-1: Entrance East

This leads to "Map 77: Gatehouse Complex West Basement (DE-B1-GHW-B)" on page 293.

DE-B1-SP-NW-2: Main Chamber

If no monsters are currently known to the PCs or otherwise "in play" upon the PCs entering this area, roll immediately on "**Table 21: Secret Cavern Default Random Encounters**" on page 275, and place any resulting monsters as originating from **Location 4** to the west.

DE-B1-SP-NW-3: Rock Pile

Debris here obscures the passageway; it requires 2 rounds of digging or other more dramatic measures to clear a way. Even after it is cleared, this region counts as **Difficult Terrain**.

DE-B1-SP-NW-4: Entrance West

This leads to "Map 73: Guardpost West Basement (DE-B1-GW-B)" on page 284.

Map 84: Secret Passages West (DE-B1-SPS-W)

One square equals 5 ft.



DE-B1-SPS-W: Secret Passages West

Overview

One of many secret passages underneath the Enclave, this chamber has long been lost and its presence unknown to everyone in the city.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 1, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B1-SPS-W-1: Entrance West

This leads to "Map 87: Elevator Up (DE-B1-EU)" on page 315.

DE-B1-SPS-W-2: Central Chamber

If no monsters are currently known to the PCs or otherwise "in play" upon the PCs first entering this area, roll immediately on "**Table 21: Secret Cavern Default Random Encounters**" on page 275, and place any resulting monsters as originating from **Location 7** to the northeast.

DE-B1-SPS-W-3: Southeast Rockwall

The rockpile to the east here requires 4 rounds of concerted effort, or more dramatic methods, to clear, after which it remains **Difficult Terrain**.

DE-B1-SPS-W-4: Southeast Chamber

If no monsters are currently known to the PCs or otherwise "in play" upon the PCs first entering this area, roll immediately on "**Table 21: Secret Cavern Default Random Encounters**" on page 275, and place any resulting monsters as originating from **Location 2** to the northwest.

Note that most monsters will not be able to remove the rocks to the east of **Location 3** so will likely lurk on the other side, waiting for the PCs to come.

DE-B1-SPS-W-5: Entrance Southeast

This leads to "Map 74: Guardpost Southwest Basement (DE-B1-GSW-B)" on page 286.

Map 85: Secret Passages East (DE-B1-SPS-E)

One square equals 5 ft.



DE-B1-SPS-E: Secret Passages East

Overview

One of many secret passages underneath the Enclave, this chamber has long been lost and its presence unknown to everyone in the city.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 1, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B1-SPS-E-1: Entrance East

This leads to "Map 87: Elevator Up (DE-B1-EU)" on page 315.

DE-B1-SPS-E-2: Rockpile Entrance

After the PCs pass to the south of this rockpile, roll immediately on "**Table 21: Secret Cavern Default Random Encounters**" on page 275, and place any resulting monsters as originating from within the rockpile.

DE-B1-SPS-E-3: Main Chamber

This chamber is never safe for long. Even if a "no encounter" is rolled here, reroll against the random encounters table every 10 minutes. This means that no rest may be taken here safely.

DE-B1-SPS-E-4: Southwest Corner

Thick spiderwebs and a pile of boulders obscure the entrance to the smaller cave to the southwest. It requires 3 rounds of concerted effort to break through, after which the region still counts as **Difficult Terrain**.

DE-B1-SPS-E-5: Supply Cache

A long-lost supply cache rests here, ignored and forgotten by a frugal or shifty hoarder long deceased.

	Access	Contents
Small Crates (2x)	**Container: Crate or Barrel**	**Glasses, Metals, and Woods,** size **Medium**
Sacks (3x)	**(unprotected)**	**Fishing Supplies**
Treasure Pile	**(unprotected)**	**Coin Treasure: Moderate,** using **Context B** *and* **Gems: Semi-Precious**

DE-B1-SPS-E-6: Northwest Main Chamber

If no monsters have yet been encountered in this map as the PCs cross through this aperture, roll immediately on "**Table 21: Secret Cavern Default Random Encounters**" on page 275, and place any resulting monsters as originating from **Location 1** to the southeast.

DE-B1-SPS-E-7: West Passage North

As you pass through this region, rocks fall from the ceiling suddenly. You can see no source for the disturbance.

These rocks inflict no damage, and are purely random.

DE-B1-SPS-E-8: West Passage South

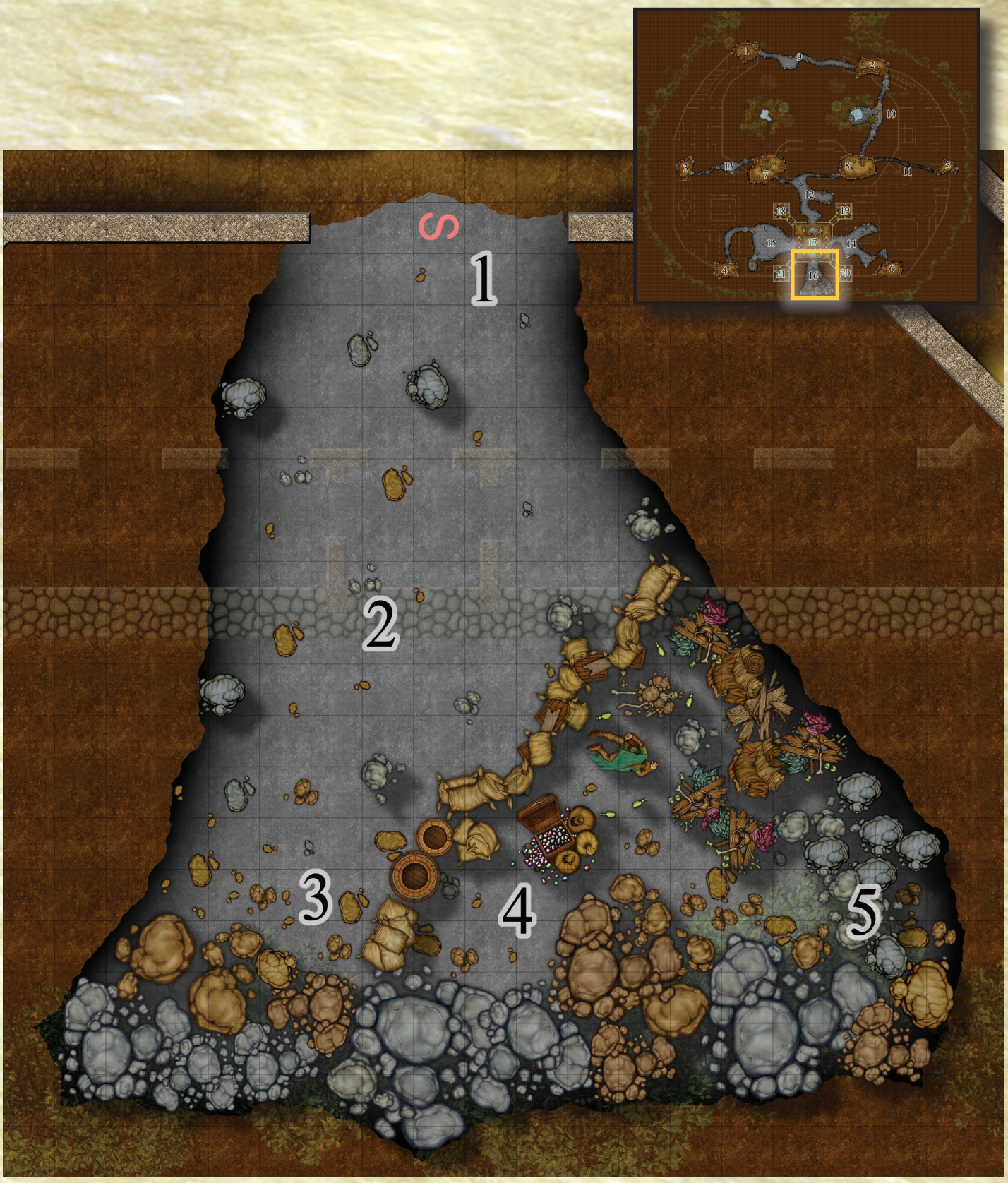
The webbing here is particularly thick, and requires 2 rounds to cut through.

DE-B1-SPS-E-9: Entrance Southwest

This leads to "Map 74: Guardpost Southwest Basement (DE-B1-GSW-B)" on page 286.

Map 86: Secret Passages South (DE-B1-SPS-S)

One square equals 5 ft.



DEOBI-SPS-S: Secret Passages South

Overview

One of many secret passages underneath the Enclave, this chamber has long been lost and its presence unknown to everyone in the city.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 1, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B1-SPS-S-1: Entrance North

This leads to "Map 87: Elevator Up (DE-B1-EU)" on page 315.

DE-B1-SPS-S-2: Main Chamber

Dust and silt floats through the air here, floating gently and slowly as though suspended in middair. You get the feeling that little has disturbed this chamber in a hundred years or more.

DE-B1-SPS-S-3: Southwest Rubble

Boulders of various sizes and shapes are piled here. You see layers of dust on some of them.

DE-B1-SPS-S-4: Last Stand

To the southeast of a makeshift barrier, you see two corpses and a pile of treasure.

	Access	Contents
Corpses (2x)	(unprotected)	**Clothing: General** *and* **Armor: Light**
Treasure Pile	(unprotected)	**Coin Treasure: Moderate,** using **Context C** *and* **Gems: Low**

DE-B1-SPS-S-5: Deep Rocks

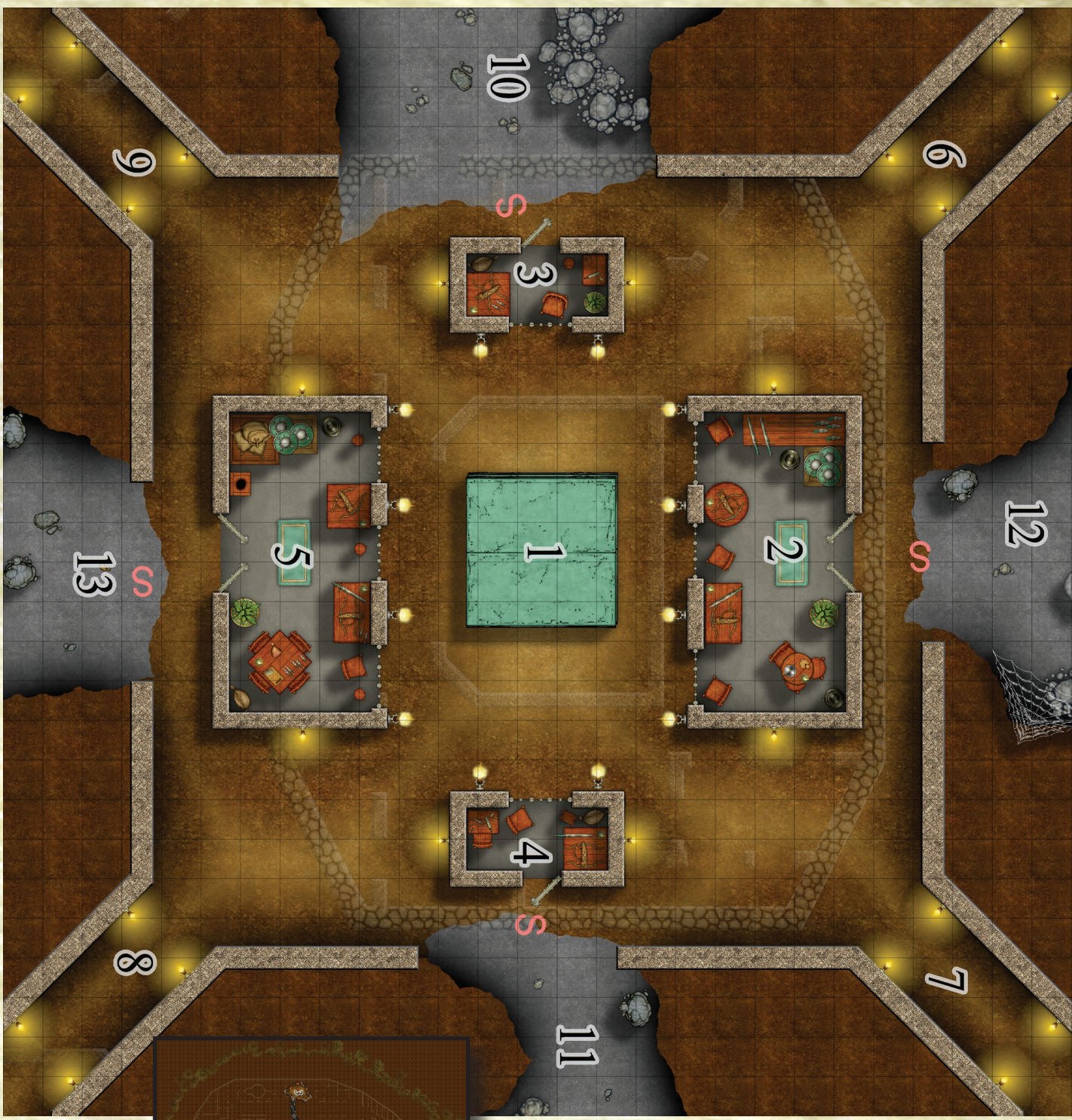
Boulders here reach to the ceiling.

Dutiful searching for at least 5 rounds will yield one further piece of treasure:

	Access	Contents
Rubble	(unprotected)	**Weapons: Martial 1H,** using **Context C**

Map 87: Elevator Up (DE-B1-EU)

One square equals 5 ft.



DE-B1-EU: Elevator Up

Overview

This large central chamber contains the main, public elevator used to transport people and goods between the **Ground Level** and the **Underground Level 1** of the Enclave.

Theme & Purpose

This chamber houses the elevator that ascends to the **Ground Level**. From here, one can traverse in any diagonal direction to additional elevators, each of which descends to a different region of **Underground Level 2**.

Hustle & Bustle

At any given moment, there's a good chance there will be a number of people moving to and fro here.

Roll **1d6-1** times on "**Table 23: Default NPC Encounter: Underground 1**" on page 275 to "populate" this area.

Each of the four **Guardposts** positioned around the central Elevator platform has a **60%** chance of housing **1d2 Enclave Guards** (p 659) whenever the PCs enter this area.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Similarly, the four Secret Doors are of the following profile. Remember that none of them has been opened in over 100 years, and none is known to any citizen of the Enclave:

	Access
Default Secret Door	**Locks: Door, Secret**; closed when encountered; **Perception** only (no locks)

Areas of Interest

DE-B1-EU-1: Elevator Up

This leads up to "Map 30: Elevator Complex (DE-GL-ELEV)" on page 182.

DE-B1-EU-2: North Guardpost

	Access	Contents
West Table	(unprotected)	**Weapons: Martial 2H** *and* **Armor: Shields**
South Tables (2x)	(unprotected)	**Weapons: Martial Ranged** *and* **Weapons: Light**

DE-B1-EU-3: Guardpost West

	Access	Contents
South Table	(unprotected)	**Weapons: Martial Ranged**

DE-B1-EU-4: Guardpost East

	Access	Contents
North Table	(unprotected)	**Weapons: Martial Ranged** *and* **Weapons: Martial 1H**
South Table	(unprotected)	**Weapons: Martial 1H** *and* **Weapons: Light**

DE-B1-EU-5: Guardpost South

	Access	Contents
Crates (2x)	Container: Crate or Barrel	**Rations & Prepared Food,** size **Medium**
Crate Tops	(unprotected)	**Armor: Shields 3x**
Sacks (3x)	(unprotected)	**Simple Foodstuffs**
North Tables (2x)	(unprotected)	**Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

DE-B1-EU-6: Northwest Passage

This leads to "Map 89: Elevator Down Northwest (DE-B1-ED-NW)" on page 319.

DE-B1-EU-7: Northeast Passage

This leads to "Map 90: Elevator Down Northeast (DE-B1-ED-NE)" on page 321.

DE-B1-EU-8: Southeast Passage

This leads to "Map 91: Elevator Down Southeast (DE-B1-ED-SE)" on page 323.

DE-B1-EU-9: Southwest Passage

This leads to "Map 92: Elevator Down Southwest (DE-B1-ED-SW)" on page 325.

DE-B1-EU-10: Secret Passages West

This leads to "Map 84: Secret Passages West (DE-B1-SPS-W)" on page 309.

DE-B1-EU-11: Secret Passages East

This leads to "Map 85: Secret Passages East (DE-B1-SPS-E)" on page 311.

DE-B1-EU-12: Secret Passages North

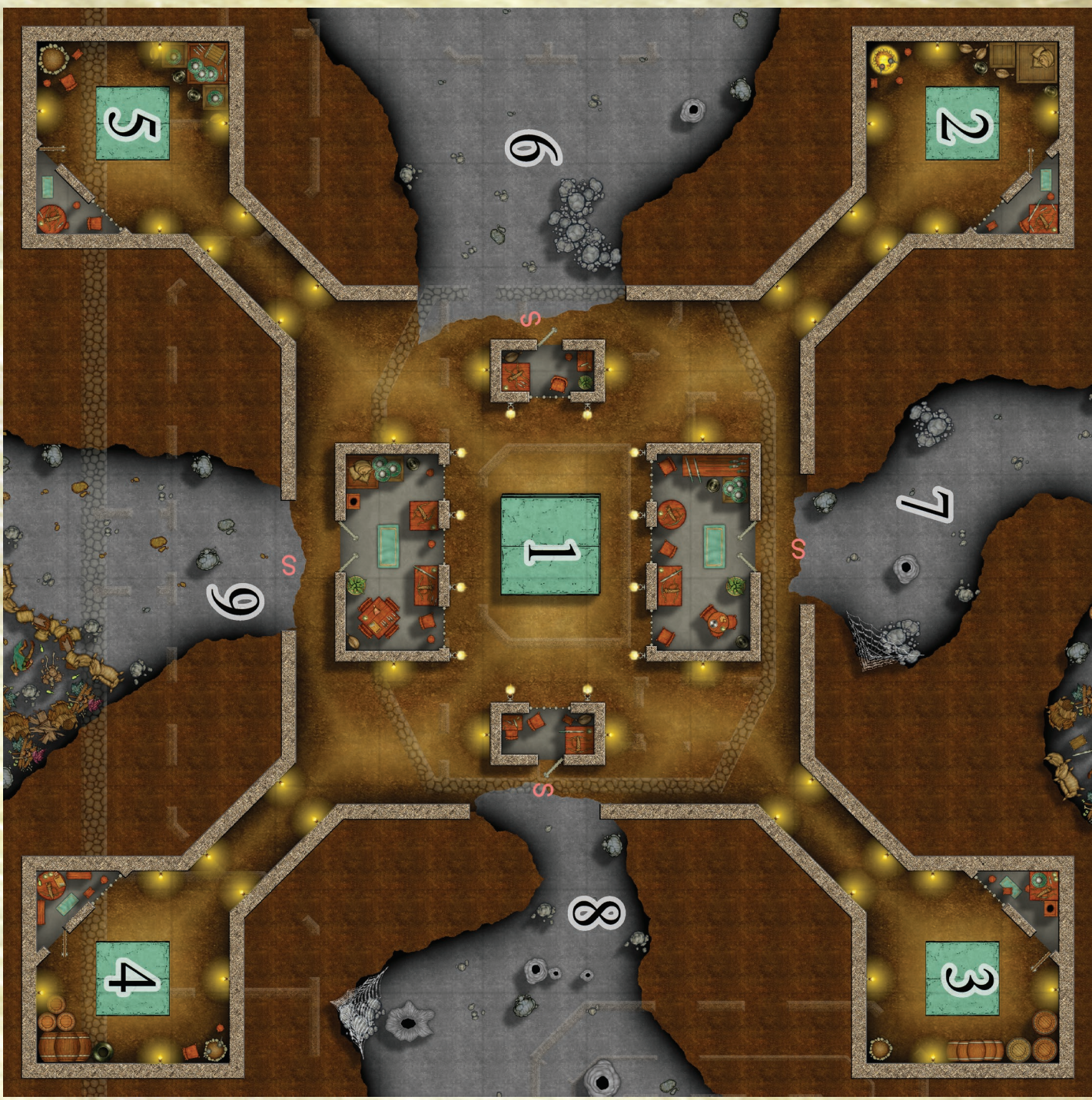
This leads to "Map 82: Secret Passage Gatehouse Connector (DE-B1-SP-GHC)" on page 305.

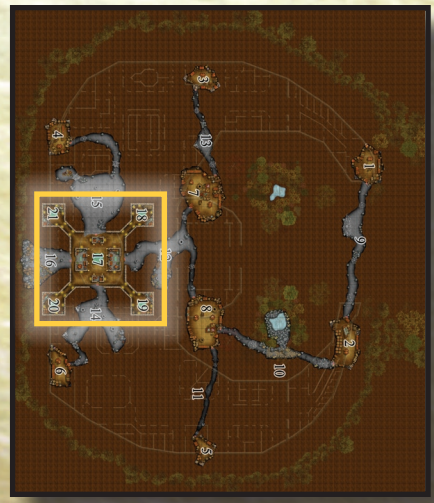
DE-B1-EU-13: Secret Passages South

This leads to "Map 86: Secret Passages South (DE-B1-SPS-S)" on page 313.

Map 88: Elevator Complex Overview (DE-B1-EC-O)

One square equals 5 ft.





DE-B1-EC-O: Elevator Complex Overview

Areas of Interest

DE-B1-EC-O-1: Elevator Up

This leads up to “Map 30: Elevator Complex (DE-GL-ELEV)” on page 182.

DE-B1-EC-O-2: Northwest Elevator

Please refer to “Map 89: Elevator Down Northwest (DE-B1-ED-NW)” on page 319.

DE-B1-EC-O-3: Northeast Elevator

Please refer to “Map 90: Elevator Down Northeast (DE-B1-ED-NE)” on page 321.

DE-B1-EC-O-4: Southeast Elevator

Please refer to “Map 91: Elevator Down Southeast (DE-B1-ED-SE)” on page 323.

DE-B1-EC-O-5: Southwest Elevator

Please refer to “Map 92: Elevator Down Southwest (DE-B1-ED-SW)” on page 325.

DE-B1-EC-O-6: Secret Passages West

Please refer to “Map 84: Secret Passages West (DE-B1-SPS-W)” on page 309.

DE-B1-EC-O-7: Secret Passages North

Please refer to “Map 82: Secret Passage Gatehouse Connector (DE-B1-SP-GHC)” on page 305.

DE-B1-EC-O-8: Secret Passages East

Please refer to “Map 85: Secret Passages East (DE-B1-SPS-E)” on page 311.

DE-B1-EC-O-9: Secret Passages South

Please refer to “Map 86: Secret Passages South (DE-B1-SPS-S)” on page 313.

Map 89: Elevator Down Northwest (DE-B1-ED-NW)

One square equals 5 ft.





DE-B1-ED-NW: Elevator Down Northwest

Overview

This is one of four elevators that descends from the **Underground Level 1** to **Underground Level 2**, and back.

Theme & Purpose

Generally speaking, all manner of people and goods are allowed through here. The PCs may obviously be outsiders, but so long as they behave normally (e.g., no *fireballs!*), they are unlikely to be stopped if they are simply passing through.

Hustle & Bustle

At any given moment, there's a good chance there will be a number of people moving to and fro here. Roll **1d4-1** times on "**Table 23: Default NPC Encounter: Underground Level 1**" on page 275 to "populate" this area.

Additionally, the **Guardpost** at **Location 5** has a **40%** chance of housing **1d2 Enclave Guards** (p 659) whenever the PCs enter this area.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-B1-ED-NW-1: Passage Southeast

This leads to "Map 87: Elevator Up (DE-B1-EU)" on page 315.

DE-B1-ED-NW-2: Elevator Down

This leads down to "Map 95: Northwest Quarter Overview (DE-B2-NWQ-O)" on page 333.

DE-B1-ED-NW-3: Firepit

Station any Dramatis Personae you wish for the PCs to interact with or observe here.

DE-B1-ED-NW-4: Supplies

	Access	Contents
Large Crate	**Container: Crate or Barrel**	**Rations & Prepared Food,** size **Large**
Small Crate	**Container: Crate or Barrel**	**General Supplies,** size **Medium**
Sacks (6x)	**(unprotected)**	**Simple Foodstuffs**

DE-B1-ED-NW-5: Guardpost

	Access	Contents
Weapons Table	**(unprotected)**	**Weapons: Martial Ranged** *and* **Weapons: Light**

Map 90: Elevator Down Northeast (DE-B1-ED-NE)

One square equals 5 ft.





DE-B1-ED-NE: Elevator Down Northeast

Overview

This is one of four elevators that descends from the **Underground Level 1** to **Underground Level 2**, and back.

Theme & Purpose

Generally speaking, all manner of people and goods are allowed through here. The PCs may obviously be outsiders, but so long as they behave normally (e.g., no *fireballs!*), they are unlikely to be stopped if they are simply passing through.

Hustle & Bustle

At any given moment, there's a good chance there will be a number of people moving to and fro here. Roll **1d4-1** times on "**Table 23: Default NPC Encounter: Underground Level 1**" on page 275 to "populate" this area.

Additionally, the **Guardpost** at **Location 5** has a **40%** chance of housing **1d2 Enclave Guards** (p 659) whenever the PCs enter this area.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-B1-ED-NE-1: Passage Southwest

This leads to "Map 87: Elevator Up (DE-B1-EU)" on page 315.

DE-B1-ED-NE-2: Elevator Down

This leads down to "Map 98: Northeast Quarter Overview (DE-B2-NEQ-O)" on page 339.

DE-B1-ED-NE-3: Entryway

Upon entering this area for the first time, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275. Place any resulting monsters as coming from the passage to the southwest.

Assuming the PCs survive the encounter, they will be swarmed with NPCs asking if the party knows how the monster came to be. It turns out, nobody knows what happened, but this may lead the PCs to investigate the main elevator chamber in more detail.

The next time the party searches for secret doors in "Map 87: Elevator Up (DE-B1-EU)" on page 315 following this encounter, they receive a **+2 circumstance bonus** to all **Perception** checks.

DE-B1-ED-NE-4: Guardpost

	Access	Contents
Weapons Table	**(unprotected)**	**Weapons: Martial Ranged** *and* **Weapons: Light** *and* **Armor: Shields**

DE-B1-ED-NE-5: Casks

	Access	Contents
Barrels (9x)	**Container: Crate or Barrel**	**Alcohol: General,** size **Medium**

Map 91: Elevator Down Southeast (DE-B1-ED-SE)

One square equals 5 ft.





DE-B1-ED-SE: Elevator Down Southeast

Overview

This is one of four elevators that descends from the **Underground Level 1** to **Underground Level 2**, and back.

Theme & Purpose

Generally speaking, all manner of people and goods are allowed through here. The PCs may obviously be outsiders, but so long as they behave normally (e.g., no *fireballs!*), they are unlikely to be stopped if they are simply passing through.

Hustle & Bustle

At any given moment, there's a good chance there will be a number of people moving to and fro here. Roll **1d4-1** times on "**Table 23: Default NPC Encounter: Underground Level 1**" on page 275 to "populate" this area.

Additionally, the **Guardpost** at **Location 5** has a **40%** chance of housing **1d2 Enclave Guards** (p 659) whenever the PCs enter this area.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-B1-ED-SE-1: Passage Northwest

This leads to "Map 87: Elevator Up (DE-B1-EU)" on page 315.

DE-B1-ED-SE-2: Elevator Down

This leads down to "Map 101: Southeast Quarter Overview (DE-B2-SEQ-O)" on page 345.

DE-B1-ED-SE-3: Entryway

Upon entering this area for the first time, roll on "Table 23: Default NPC Encounter: Underground Level 1" on page 275. Resulting NPC(s) should arise from the elevator at **Location 2**.

DE-B1-ED-SE-4: Firepit

Place any NPCs you wish the PCs to observe or interact with here.

DE-B1-ED-SE-5: Barrels

	Access	Contents
Barrels (6x)	**Container: Crate or Barrel**	**Alcohol: General,** size **Medium**

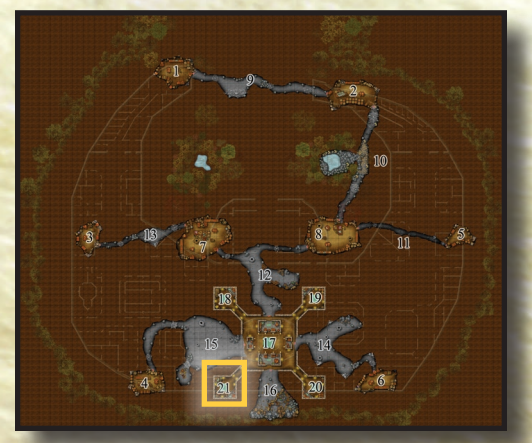
DE-B1-ED-SE-6: Guardpost

	Access	Contents
Weapons Table	**(unprotected)**	**Weapons: Martial Ranged**

Map 92: Elevator Down Southwest (DE-B1-ED-SW)

One square equals 5 ft.





DE-B1-ED-SW: Elevator Down Southwest

Overview

This is one of four elevators that descends from the **Underground Level 1** to **Underground Level 2**, and back.

Theme & Purpose

Generally speaking, all manner of people and goods are allowed through here. The PCs may obviously be outsiders, but so long as they behave normally (e.g., no *fireballs!*), they are unlikely to be stopped if they are simply passing through.

Hustle & Bustle

At any given moment, there's a good chance there will be a number of people moving to and fro here. Roll **1d4-1** times on "**Table 23: Default NPC Encounter: Underground Level 1**" on page 275 to "populate" this area.

Additionally, the **Guardpost** at **Location 5** has a **40%** chance of housing **1d2 Enclave Guards** (p 659) whenever the PCs enter this area.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-B1-ED-SW-1: Passage Northeast

This leads to "Map 87: Elevator Up (DE-B1-EU)" on page 315.

DE-B1-ED-SW-2: Elevator Down

This leads down to "Map 104: Southwest Quarter Overview (DE-B2-SWQ-O)" on page 351.

DE-B1-ED-SW-3: Entryway

Upon entering this area for the first time, roll on "Table 23: Default NPC Encounter: Underground Level 1" on page 275. Resulting NPC(s) should arise from the elevator at **Location 2**.

DE-B1-ED-SW-4: Guardpost

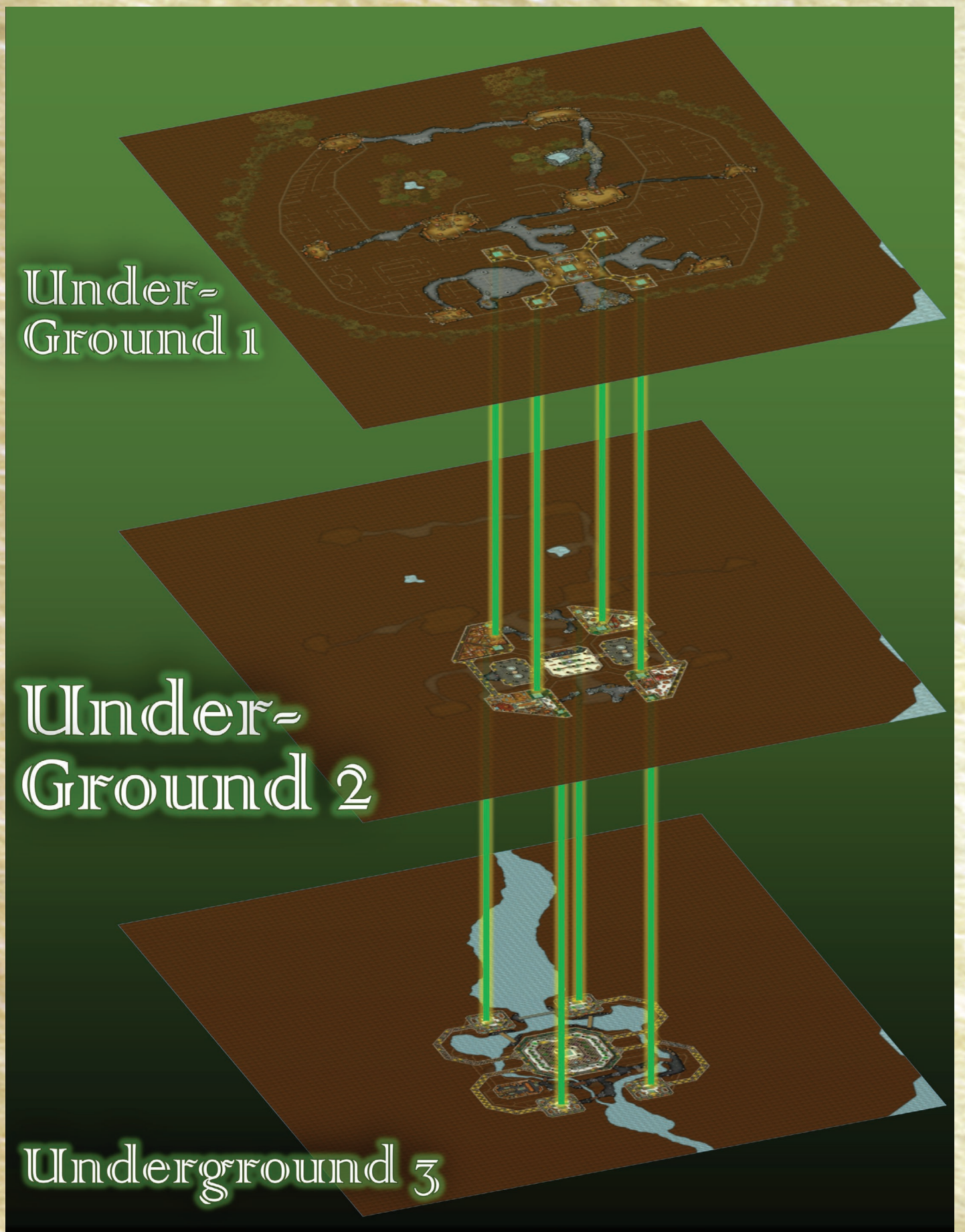
	Access	Contents
Weapons Table	**(unprotected)**	**Weapons: Martial Ranged** *and* **Weapons: Light 2x**

DE-B1-ED-SW-5: Supply Stack

	Access	Contents
Small Crates (2x)	**Container: Crate or Barrel**	**Rations & Prepared Food,** size **Medium**
Large Crate	**Container: Crate or Barrel**	**General Supplies,** size **Large**
Crate Tops	**(unprotected)**	**Armor: Shields, 6x** *and* **Weapons: Light 4x**
Sacks (2x)	**(unprotected)**	**Simple Foodstuffs**
Chest	**Locks: Chest, Strongbox**	**Coin Treasure: Moderate**

Underground: Level 2

Map 93: Druid Enclave Side Projection, Underground Level 2



Map 94: Underground, Level 2, Overview (DE-B2-O)

One square equals 20 ft.



Level Introduction: Underground Level 2

Summary

Underground 2 can be conceptually divded into three regions:

First, the formal, "known" areas that are linked to the public.

Second, the "hidden" regions known only to the elite of Enclave Security forces, which underlie the Guardposts from the Ground Level.

Third, the "secret" tunnels and forgotten caves, most of which are unknown to nearly everyone, and some of which have been completely undiscovered for hundreds of years.

Enclave Underground Structures

The presence of underground levels in the Enclave is the worst-kept secret of design in the Realms. Originally architected and built many centuries ago as a hidden understructure of defense, the original intent was to provide zones into which citizens could go if the Enclave were assaulted.

This approach held for about a hundred years, until A) the secret was out and everyone knew about the presence of underground levels, and B) the population of the Enclave grew beyond what the surface level could sustain, necessitating use of the lower levels to hold the populace.

Although the several underground levels are known to most citizens of the Enclave, there persists a sense that they are for defense, and should be protected. As a result, most people who are not well-known to the Enclave who venture down here will be questioned as to their purpose.

Public Structures

Although not necessarily advertised, and seldom shared with travelers and tourists, these regions are well-known by all citizens, and it's not unusual at all to see people flowing up and down regularly.

The following Locations are **Public Structures:**

Locations 1, 2, 3, and **4.**

Hidden Structures

"Hidden Structures" are those that are not publicly known, but are regularly shared and used by **Enclave Security** and the **Council of Elders**.

These structures count as **Hidden Structures:**

Locations 5, 6, 7, 12, and **13.**

Secret Structures

Some caves date back centuries, and have been neither used nor known for that time. Cave-ins, intentional maskings, and natural phenomena have obfuscated these structures from all.

Nobody in the Enclave knows of these structures, though of course they may be discovered by the PCs.

The following regions are **Secret Structures:**

Locations 8, 9, 10, and **11.**

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry from Underground Level 1

The only formal means of entry is one of the elevators at **Locations 1, 2, 3,** and **4.**

These elevators that traverse upwards are the "inner" four elevators—those located closest to the center of the level.

Exits to Underground Level 3

There are four elevators that lead down to **Level 3,** publicly known and located at **Locations 1, 2, 3,** and **4.**

These elevators are the "outer" elevators, or those located farther away from the center of the level.

Overview

Many citizens, and nearly all visitors, only come down to this level if they have specific business with citizens here, or if they need to delve more deeply into the Underground levels.

The four major public structures in the diagonal corners are public, and house many of the public figures and Dramatis Personae the party may wish to interact with during their stay.

Atmosphere & Theme

Public Regions are busy, flowing with people moving up and down, day and night.

Hidden Regions consist of the **Secret Chamber Center**, which is used as a second, and much more private, Council Chambers, and those antechambers leading to that room. These rooms are all used predominantly by the Council of Elders, and very few citizens outside of the Council and Enclave Security are even aware of the **Hidden Regions** at all.

Secret Regions have lain dormant and undiscovered

for a hundred years or more, and as a result, are largely unpopulated (though occasional monsters may be wandering!).

Secret Region Random Encounters

As noted above, **Locations 8, 9, 10,** and **11** are **Secret Structures**, meaning that no citizen or sentient is aware of them.

That said, danger still lurks, as these regions are connected to each other and to the surface and other, deeper caverns via small holes and crevies.

Immediately upon discovering a Secret Region, and thereafter every 10 minutes wandering about in one, roll on the following table to determine whether a random encounter occurs:

Table 24: Underground Level 2 Secret Cavern Default Random Encounters

D%	Event	Description
01-30	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
31-35	**Trivial Encounter**	Roll once on **Monsters: Caves, Trivial**.
36-40	**Light Encounter**	Roll once on **Monsters: Caves, Light**.
41-65	**Average Encounter**	Roll once on **Monsters: Caves, Average**.
66-90	**Advanced Encounter**	Roll once on **Monsters: Caves, Advanced**.
91-00	**Elite Encounter**	Roll once on **Monsters: Caves, Elite**.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, while in **Public Structures** or **Hidden Structures,** roll on the following table of **Default Random Encounters** for every **10 minutes** the party remains in this area.

Note that although the Public and Hidden Structures are civilized and well-used, there still exists the occasional chance of threat from monsters.

Table 25: Enclave Underground Level 2 Default Random Encounters

D%	Event	Description
01-30	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
31-60	**Random City Encounter**	Roll once on **"FlexTable 36: Druid Enclave Random Encounters"** on page 118.
61-85	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.
86-00	**Random Cavern Encounter**	Roll once on **"Secret Cavern Default Random Encounters",** above.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 26: Default NPC Encounter: Underground Level 2

Suggested Population: 1d4 rolls

D%	Key NPC	Profession	Page
01	**Gallianne Estrarch**	Council Elder	478
02	**Ashrem Ilydron**	Council Elder	483
03	**Trotysse Airdarr**	Council Elder	488
04	**Halabedarr**	Council Elder	493
05	**Siriquille**	Council Elder	498

D%	Key NPC	Profession	Page
06	**Usborn Tossercobb**	Council Elder	503
07	**Barksel Ferubrankcht**	Council Elder	508
08-11	**Groob**	Blacksmith	513
12-16	**Imay Aldreban**	Healer	518
17-20	**Allaha Gorrut**	Sage	523
21-24	**Forsythar**	Tailor	528
25-28	**Sannelle Goregut**	Weapons Trainer	533
29-32	**Jaer**	Druid Trainer	538
33-36	**Terjonne**	Ranger Trainer	543
37-40	**Ulfgarre Thorngage**	Herbalist/ Apothecary	548
41-44	**Seddyn**	Provisioner	552
45-48	**Plakk**	Mercenary	556
49-52	**Gaeryn**	Mercenary	560
53-56	**Tultokka**	Mercenary	564
57-61	**Wubafix**	Black Market Leader	568
62-65	**Kerrithe**	Blackmail Leader	572
66-69	**Darrlie**	Assassin	576
70-73	**Rannos Rannthak**	Noble	580
74-77	**Anastrianna Liadon**	Noble	585
78-81	**Meliannthe**	Socialite	590
82-85	**Phaelynne Helliar**	Merchant Queen	595
86-89	**Klasandrel Sulidan**	Merchant Prince	600
90-93	**Lia Ilphur**	Lone Crusader	605
94-97	**Wyrida**	Special Operative of the Council	615
98-00	**Clarida**	Wyrida's younger sister	610

Areas of Interest

DE-B2-O-1: Northwest Quarter

Please refer to page 333 for further information.

DE-B2-O-2: Northeast Quarter

Turn to page 339 for details.

DE-B2-O-3: Southeast Quarter

Page 345 has a complete description.

DE-B2-O-4: Southwest Quarter

A full depiction commences on page 351.

DE-B2-O-5: Secret Chamber Center

Please turn to page 359 for full details.

DE-B2-O-6: Secret Chamber East

Page 362 holds full information about this region.

DE-B2-O-7: Secret Chamber West

This zone is found described in full starting on page 365.

DE-B2-O-8: Impassible Caverns Northwest

Please refer to page 368 for full details.

DE-B2-O-9: Impassible Caverns Northeast

Page 370 holds a full description.

DE-B2-O-10: Impassible Caverns Southwest

Full details commence on page 372.

DE-B2-O-11: Impassible Caverns Southeast

Please turn to page 374 for full information.

DE-B2-O-12: Connecting Hall West

This hall connects the **Northwest Quarter** to the **Southwest Quarter**. Its entrances to the north and south are secrets independent from the cavern that connects this hall with the **Secret Chamber West** of **Location 7**. That is, it is possible to discover the secret of **Location 12**, but remain in ignorance of the presence of **Locations 7, 5**, and/or **6**.

DE-B2-O-13: Connecting Hall East

In the same vein as **Location 12** above, this hallway is its own secret, and can be discovered independently of the cavern which connects to **Secret Chamber East** at **Location 6**.

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Map 95: Northwest Quarter Overview (DE-B2-NWQ-O)

One square equals 5 ft.



DE-BM2-NWQ-O: Northwest Quarter Overview

Overview

This is one of four residential "neighborhoods" on **Underground Level 2**.

Theme & Purpose

Of the four major public regions in this level, the Northwest Quarter represents the "slums"; that is, the lower-class and cheapest accommodations.

Come and Go

Each residence has only a **35%** chance of housing an NPC at a given time. Accommodations are fluid, and night-to-night, a given residence may change hands, or be unoccupied.

For populated residences, roll on "**Table 26: Default NPC Encounter: Underground Level 2**" on page 331 and continue rolling until you identify an NPC who does not already have a residence (i.e., not an **Elder** or other major **Dramatis Personae**).

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

Residences determined to be unoccupied are ***unlocked***.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-NWQ-O-1: Elevator Down

This leads to "Map 118: Northwest Elevator Chamber (DE-B3-NW-EC)" on page 384.

DE-BM2-NWQ-O-2: Impassible Caverns Northwest

This leads to "Map 111: Impassible Caverns Northwest (DE-B2-ICNW)" on page 368.

DE-BM2-NWQ-O-3: Elevator Up

This leads back up to "Map 89: Elevator Down Northwest (DE-B1-ED-NW)" on page 319.

DE-BM2-NWQ-O-4: Western Secret Hallway

This leads down to "Map 110: Secret Chamber West (DE-B2-SCW)" on page 365.

DE-BM2-NWQ-O-5: Southwest Residences

Please refer to "Map 97: Northwest Quarter, Southwest Residences (DE-B2-NWQ-SWR)" on page 337.

DE-BM2-NWQ-O-6: Northeast Residences

Please turn to "Map 96: Northwest Quarter, Northeast Residences (DE-B2-NWQ-NER)" on page 335.

Map 96: Northwest Quarter, Northeast Residences (DE-B2-NWQ-NER)

One square equals 5 ft.



DE-GM2-NWQ-NER: Northeast Residences

Overview

This is one of four residential "neighborhoods" on **Underground Level 2**.

Theme & Purpose

Of the four major public regions in this level, the Northwest Quarter represents the "slums"; that is, the lower-class and cheapest accommodations.

Come and Go

Each residence has only a **35%** chance of housing an NPC at a given time. Accommodations are fluid, and night-to-night, a given residence may change hands, or be unoccupied.

For populated residences, roll on "**Table 26: Default NPC Encounter: Underground Level 2**" on page 331 and continue rolling until you identify an NPC who does not already have a residence (i.e., not an **Elder** or other major **Dramatis Personae**).

Common Residences

All of the residences in this region share many characteristics. Unless otherwise noted in a particular area's description, use the following as defaults for containers and furniture encountered in these chambers:

	Access	Contents
Sack	**(unprotected)**	**Simple Foodstuffs**
Small Crate	**Container: Crate or Barrel, using Context D**	**General Supplies,** size **Medium**
Large Crate	**Container: Crate or Barrel, using Context B**	**General Supplies,** size **Large**
Food Table	**(unprotected)**	**Simple Foodstuffs** *and* **Weapons: Light,** both using **Context D**
Barrel	**Container: Crate or Barrel, using Context D**	**Fresh water**
Cabinet	**(unprotected)**	**Clothing: General,** using **Context D**

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

Residences determined to be unoccupied are ***unlocked***.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-NWQ-NER-1: Elevator Down

This leads to "Map 118: Northwest Elevator Chamber (DE-B3-NW-EC)" on page 384.

DE-BM2-NWQ-NER-2: Impassible Caverns Northwest

This leads to "Map 111: Impassible Caverns Northwest (DE-B2-ICNW)" on page 368. The secret stone door here can be closed behind the PCs once they pass through.

	Access
Northwest Caverns Secret Door	**Locks: Door, Secret**; **Perception** only (no lock)

DE-BM2-NWQ-NER-3: Residence North

A tight chamber with a sack, unsealed barrel, and food table.

DE-BM2-NWQ-NER-4: Residence Northwest

One of the larger homes, with a table laden with rotted parchment, two food tables, and a food sack.

DE-BM2-NWQ-NER-5: Residence Northeast

In addition to the standard sack, barrel, and duo of food tables, this large room boasts a storage cabinet. It's empty when the PCs encounter it.

DE-BM2-NWQ-NER-6: Residence East

A bookshelf sporting moldy parchment complements the food table, barrel, sack, and cabinet in the south. Atop the cabinet however are some items of interest:

	Access	Contents
Cabinet Top	**(unprotected)**	**Writing Supplies** *and* **Weapons: Light,** both using **Context D**

DE-BM2-NWQ-NER-7: Residence West 1

A narrow room with a cabinet, sack, and two food tables.

DE-BM2-NWQ-NER-8: Residence West 2

Triangular room with a cabinet, sack, and an empty food table.

DE-BM2-NWQ-NER-9: Residence Southeast

A large table with two food tables, a stack of 3 sacks, an open barrel, a bookshelf, and a cabinet.

Map 97: Northwest Quarter, Southwest Residences (DE-B2-NWQ-SWR)

One square equals 5 ft.



DE-BM2-NWQ-SWR: Southwest Residences

Overview

This is one of four residential "neighborhoods" on **Underground Level 2**.

Theme & Purpose

Of the four major public regions in this level, the Northwest Quarter represents the "slums"; that is, the lower-class and cheapest accommodations.

Come and Go

Each residence has only a **40%** chance of housing an NPC at a given time. Accommodations are fluid, and night-to-night, a given residence may change hands, or be unoccupied.

For populated residences, roll on "**Table 26: Default NPC Encounter: Underground Level 2**" on page 331 and continue rolling until you identify an NPC who does not already have a residence (i.e., not an **Elder** or other major **Dramatis Personae**).

Common Residences

All of the residences in this region share many characteristics. Unless otherwise noted in a particular area's description, use the following as defaults for containers and furniture encountered in these chambers:

	Access	Contents
Sack	**(unprotected)**	**Simple Foodstuffs**
Small Crate	**Container: Crate or Barrel, using Context D**	**General Supplies,** size **Medium**
Large Crate	**Container: Crate or Barrel, using Context B**	**General Supplies,** size **Large**
Food Table	**(unprotected)**	**Simple Foodstuffs** *and* **Weapons: Light,** both using **Context D**
Barrel	**Container: Crate or Barrel, using Context D**	**Fresh water**
Cabinet	**(unprotected)**	**Clothing: General,** using **Context D**

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

Residences determined to be unoccupied are ***unlocked***.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-NWQ-SWR-1: Western Secret Hallway

This leads down to "Map 110: Secret Chamber West (DE-B2-SCW)" on page 365. The secret stone door here can be closed behind the PCs once they pass through.

	Access
Western Secret Hall Secret Door	**Locks: Door, Secret**; **Perception** only (no lock)

DE-BM2-NWQ-SWR-2: Residence Southwest

Two food tables, a cabinet, an open barrel, and a food sack complement the bed here.

DE-BM2-NWQ-SWR-3: Residence Northwest

Two sacks, a cabinet, and a food table are squeezed into this room.

DE-BM2-NWQ-SWR-4: Residence Northeast

Three food tables, a cabinet, and a food sack are arranged here.

DE-BM2-NWQ-SWR-5: Residence South

Two food tables, a cabinet, an open barrel, and a food sack here here arranged around the bed.

DE-BM2-NWQ-SWR-6: Residence Southwest

A food table, two cabinets, and a trio of sacks are arranged here.

DE-BM2-NWQ-SWR-7: Elevator Up

This leads back up to "Map 89: Elevator Down Northwest (DE-B1-ED-NW)" on page 319.

Map 98: Northeast Quarter Overview (DE-B2-NEQ-O)

One square equals 5 ft.





DE-GM2-NEQ-O: Northeast Quarter Overview

Overview

This is one of four residential "neighborhoods" on **Underground Level 2.**

Theme & Purpose

This is the least heavily populated of the four residential quarters, as it contains only two structures: one for each of the two **Nobles** of note in the Enclave.

Nobility Comes with Priviledges

Although the nobles themselves come and go, the residences are occupied by servants and guards.

65% of the time, each Noble residence will be occupied by **1d4 Noble Guards** (count as **Enclave Guards,** p 659); randomize which chambers they appear in.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-BM2-NEQ-O-1: Rannos Ranthank's Residence

Please refer to page 341 for more details.

DE-BM2-NEQ-O-2: Anastrianna Liadon's Residence

Page 343 contains a full description.

DE-BM2-NEQ-O-3: Elevator Up

This leads up to "Map 90: Elevator Down Northeast (DE-B1-ED-NE)" on page 321.

DE-BM2-NEQ-O-4: Impassible Caverns Northeast

This leads to "Map 112: Impassible Caverns Northeast (DE-B2-ICNE)" on page 370.

DE-BM2-NEQ-O-5: Secret Connector Hallway East

This leads to "Map 109: Secret Chamber East (DE-B2-SCE)" on page 362.

Map 99: Noble Residence 1 (DE-B2-NR1)

One square equals 5 ft.



DE-BM2-NR1-Rannos Ranthak's Residence

Overview

Rannos Ranthak, one of the Nobles of the Enclave, resides here, conducts business here, and entertains here.

Theme & Purpose

This estate is steeped in finery. Outside, a beautiful garden is made possible via magical light that imbues much of the undercaverns of the Enclave.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-NR1-1: Secret Connector Hall East

This leads to "Map 109: Secret Chamber East (DE-B2-SCE)" on page 362. The secret stone door here can be closed behind the PCs once they pass through.

	Access
Secret Hall East Door	**Locks: Door, Secret**; **Perception** only (no lock)

DE-BM2-NR1-2: South Hall

Benches line the south side of this hallway, which leads west to the Elevator.

DE-BM2-NR1-3: Entryway

These doors are always locked. If Rannos is expecting company, he or one of his guards will admit the visitors once they arrive.

	Access
Entryway	**Locks: Door, Reinforced**

DE-BM2-NR1-4: Foyer

The doors leading northwest and southwest bear no locks and swing freely behind their curtains.

DE-BM2-NR1-5: Sitting Room

	Access	Contents
Bookshelves (2x)	**(unprotected)**	**Writing Supplies** *and* **Books: General**

DE-BM2-NR1-6: Dining Hall

	Access	Contents
Sideboard	**(unprotected)**	**Rations & Prepared Food,** using **Context C**
Sack	**(unprotected)**	**Simple Foodstuffs,** using **Context C**

DE-BM2-NR1-7: Bedchamber

	Access	Contents
Cabinet	**Locks: Furniture, Simple**	**Clothing: General,** using **Context C,** size **Medium**
Chest	**Locks: Chest, Strongbox** *and* **Traps: General**	**Coin Treasure: Moderate** *and* **Gems: Semi-Precious** *and* **Weapons: Light** *and* **Potions: Moderate,** all using **Context C**
Writing Desk	**Locks: Furniture, Simple**	**Writing Supplies,** using **Context C**
Dressing Table	**(unprotected)**	**Weapons: Light,** using **Context C**
Bedside Table	**(unprotected)**	**Weapons: Martial Ranged,** using **Context C**

Map 100: Noble Residence 2 (DE-B2-NR2)

One square equals 5 ft.



DE-BM2-NR2: Anastrianna Liadon's Residence

Overview

Anastrianna Liadon, one of the Nobles of the Enclave, resides here, conducts business here, and entertains here.

Theme & Purpose

This estate is steeped in finery. Outside, a beautiful garden is made possible via magical light that imbues much of the undercaverns of the Enclave.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-NR2-1: Impassible Cavern Northeast

This leads to "Map 112: Impassible Caverns Northeast (DE-B2-ICNE)" on page 370.

The secret stone door here can be closed behind the PCs once they pass through.

	Access
Impassible Caverns Secret Door	**Locks: Door, Secret**; **Perception** only (no lock)

DE-BM2-NR2-2: Entryway

The entry doors are unlocked when **Anastrianna** is home, and locked when she is not. The inner doors leading to the northeast and southeast bear no lock and swing freely.

	Access
Entry Doors	**Locks: Door, Reinforced**

DE-BM2-NR2-3: North Weapons Cache

These weapons are reserved for guards.

	Access	Contents
North Cache	**(unprotected)**	**Weapons: Martial 1H** *and* **Weapons: Light** *and* **Armor: Shields**

DE-BM2-NR2-4: Elevator Down

This leads down to "Map 125: Northeast Elevator Chamber (DE-B3-NE-EC)" on page 398.

DE-BM2-NR2-5: Sitting Room

	Access	Contents
Bookshelf	**(unprotected)**	**Books: General**

DE-BM2-NR2-6: Dining Hall

	Access	Contents
Sideboard	**(unprotected)**	**Rations & Prepared Food,** using **Context C**
Sack	**(unprotected)**	**Simple Foodstuffs,** using **Context C**

DE-BM2-NR2-7: Bedchamber

	Access	Contents
Cabinet	**Locks: Furniture, Simple**	**Clothing: General,** using **Context C,** size **Medium**
Chest	**Locks: Chest, Strongbox** *and* **Traps: General**	**Coin Treasure: Moderate** *and* **Gems: Medium-Quality**
Writing Desk	**Locks: Furniture, Simple**	**Writing Supplies,** using **Context C**
Dressing Table	**(unprotected)**	**Weapons: Light,** using **Context C**

DE-BM2-NR2-8: Northeast Hall

Hardly anyone strolls along this hallway unless they are looking for a private place to conduct a conversation.

DE-BM2-NR2-9: West Hall

This hallway connects the Elevator Down to the north with the Elevator Up to the south.

Map 101: Southeast Quarter Overview (DE-B2-SEQ-O)

One square equals 5 ft.





DE-BM2-SEQ-O: Southeast Quarter Overview

Overview

This is one of four residential "neighborhoods" on **Underground Level 2**.

Theme & Purpose

This quarter, like its northern counterpart, houses only two residences: one for Phaelynne Helliar, the merchant queen; and the other for Klasandrel Sulidan, the merchant prince.

Although the two share a profession and place within their industry, they recognize their positions as rivals, and rarely deal directly with one another unless business dictates the necessity.

Under Heavy Guard

Although the merchant nobles themselves come and go, the residences are occupied by servants and guards.

85% of the time, each residence will be occupied by **1d6-1** (minimum 1) **Merchant Guards** (p 703); randomize which chambers they appear in.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Areas of Interest

DE-BM2-SEQ-O-1: Phaelynne Helliar's Residence

Please refer to page 347 for more details.

DE-BM2-SEQ-O-2: Klasandrel Sulidan's Residence

Page 349 contains full information.

DE-BM2-SEQ-O-3: Secret Connector Hallway East

This leads to "Map 109: Secret Chamber East (DE-B2-SCE)" on page 362.

DE-BM2-SEQ-O-4: Impassible Caverns Southeast

This leads to "Map 114: Impassible Caverns Southeast (DE-B2-ICSE)" on page 374.

DE-BM2-SEQ-O-5: Elevator Up

This leads to "Map 91: Elevator Down Southeast (DE-B1-ED-SE)" on page 323.

DE-BM2-SEQ-O-6: Elevator Down

This leads to "Map 133: Southeast Elevator Chamber (DE-B3-SE-EC)" on page 414.

Map 102: Merchant Queen Residence & Office (DE-B2-SEQ-MQR)

One square equals 5 ft.





DE-BM2-SEQ-MQR: Phaelynne Helliar's Residence

Overview

Phaelynne Helliar, one of the merchant nobles of the Enclave, resides here, conducts business here, and entertains here.

Theme & Purpose

This estate is steeped in finery. Outside, a beautiful garden is made possible via magical light that imbues much of the undercaverns of the Enclave.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-SEQ-MQR-1: Elevator Down

This leads to "Map 133: Southeast Elevator Chamber (DE-B3-SE-EC)" on page 414.

DE-BM2-SEQ-MQR-2: Entryway

This door is always locked. If Phaelynne is expecting visitors, either one of her Merchant Guards, or she herself, will open the doors.

	Access
Entry Door	**Locks: Door, Reinforced**

DE-BM2-SEQ-MQR-3: Business Chamber

	Access	Contents
Sideboard	(unprotected)	Rations & Prepared Food
Bookshelves (3x)	(unprotected)	Books: General

DE-BM2-SEQ-MQR-4: Bedchamber

	Access	Contents
Cabinet	Locks: Furniture, Simple	Clothing: General, size Medium
Chest	Locks: Chest, Strongbox *and* Traps: General	Coin Treasure: Moderate, using Context C *and* Gems: Semi-Precious *and* Potions: Moderate
Bedside Table	(unprotected)	Coin Treasure: Moderate, using Context D *and* Writing Supplies
Writing Desk	Locks: Furniture, Simple	Weapons: Light
Bookshelf	(unprotected)	Books: General

DE-BM2-SEQ-MQR-5: Impassible Caverns Southeast

This leads to "Map 114: Impassible Caverns Southeast (DE-B2-ICSE)" on page 374. The secret stone door here can be closed behind the PCs once they pass through.

	Access
Impassible Caverns Secret Door	**Locks: Door, Secret**; **Perception** only (no lock)

DE-BM2-SEQ-MQR-6: Southeast Hallway

Beautiful flowers are maintained in the garden strip along this hallway. Visitors often toss coins into their midst as a good-luck or wishing token.

	Access	Contents
Hallway Garden	(unprotected)	Coin Treasure: Moderate, using Context B

Map 103: Merchant Prince Residence & Office (DE-B2-SEQ-MPR)

One square equals 5 ft.



DE-BM2-SEQ-MPR: Klasandrel Sullidan's Residence

Overview

Klasandrel Sullidan, one of the merchant nobles of the Enclave, resides here, conducts business here, and entertains here.

Theme & Purpose

This estate is steeped in finery. Outside, a beautiful garden is made possible via magical light that imbues much of the undercaverns of the Enclave.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-SEQ-MPR-1: Elevator Up

This leads to "Map 91: Elevator Down Southeast (DE-B1-ED-SE)" on page 323.

DE-BM2-SEQ-MPR-2: North Hallway

Stealth checks suffer a **-2 circumstance penalty** along this well-traveled and well-lit hallway.

DE-BM2-SEQ-MPR-3: Secret Hallway Connector East

This leads to "Map 109: Secret Chamber East (DE-B2-SCE)" on page 362. The secret stone door here can be closed behind the PCs once they pass through.

Perception checks to discover the door suffer a **-2 circumstance penalty** due to the presence of the obfuscating bench.

	Access
Secret Hallway Door	**Locks: Door, Secret**; **Perception** only (no lock)

DE-BM2-SEQ-MPR-4: Business Chamber

	Access	Contents
Sideboards (2x)	**(unprotected)**	**Rations & Prepared Food,** using **Context C**
Bookshelves (5x)	**(unprotected)**	**Books: General**
Sack	**(unprotected)**	**Simple Foodstuffs**

DE-BM2-SEQ-MPR-5: Bedchamber

	Access	Contents
Cabinet	**Locks: Furniture, Simple**	**Clothing: General,** size **Medium**
Chest	**Locks: Chest, Strongbox,** using **Context C**	**Coin Treasure: Moderate,** using **Context B** *and* **Weapons: Light,** using **Context C**
Bedside Table	**(unprotected)**	**Gems: Semi-Precious** *and* **Weapons: Light 3x,** using **Context C**
Writing Desk	**Locks: Furniture, Simple**	**Writing Supplies**
Dressing Desk	**(unprotected)**	**Textiles: General**

DE-BM2-SEQ-MPR-6: Northeast Hall

This corner grants a **+3 circumstance bonus** to all **Stealth** checks due to the lighting and potted plant.

Map 104: Southwest Quarter Overview (DE-B2-SWQ-O)

One square equals 5 ft.





DE-BM2-SWQ-O: Southwest Quarter Overview

Overview

This is one of four residential "neighborhoods" on **Underground Level 2**.

Theme & Purpose

Three residences can be found here: two sisters, separated by a socialite. An interesting arrangement to be sure!

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-SWQ-O-1: Meliannthe's Residence

Please refer to page 353 for more details.

DE-BM2-SWQ-O-2: Wyrida's Residence

Page 355 holds more information.

DE-BM2-SWQ-O-3: Clarida's Residence

Turn to page 357 for a complete description.

DE-BM2-SWQ-O-4: Elevator Up

This leads to "Map 140: Southwest Elevator Chamber (DE-B3-SW-EC)" on page 428 .

DE-BM2-SWQ-O-5: Elevator Down

This leads to "Map 92: Elevator Down Southwest (DE-B1-ED-SW)" on page 325.

DE-BM2-SWQ-O-6: Impassible Caverns Southwest

This leads to "Map 113: Impassible Caverns Southwest (DE-B2-ICSW)" on page 372.

DE-BM2-SWQ-O-7: Secret Connector Hallway West

This leads to "Map 110: Secret Chamber West (DE-B2-SCW)" on page 365.

Map 105: Socialite Residence (DE-B2-SR)

One square equals 5 ft.





DE-BM2-SR: Meliannthe's Residence

Overview

Meliannthe, one of the merchant nobles of the Enclave, resides here, conducts business here, and entertains here.

Theme & Purpose

This estate is steeped in finery. Outside, a beautiful garden is made possible via magical light that imbues much of the undercaverns of the Enclave.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-SR-1: Entrance

These doors are rarely locked, as even if Meliannthe is not expecting visitors, she will still welcome the surprise drop-by from interested parties. If she is absent from the house (which is admittedly rare), then she will likely lock the doors.

DE-BM2-SR-2: Southwest Impassible Caverns

This leads to "Map 113: Impassible Caverns Southwest (DE-B2-ICSW)" on page 372. The secret stone door here can be closed behind the PCs once they pass through.

Perception checks to discover the door suffer a **-2 circumstance penalty** due to the presence of the obfuscating bench.

	Access
Secret Hallway Door	**Locks: Door, Secret**; **Perception** only (no lock)

DE-BM2-SR-3: East Hallway

This hallway is exceptionally well-lit; **Stealth** checks in this zone suffer a **-3 circumstance penalty** as a result.

DE-BM2-SR-4: Foyer

The double doors to the northwest are never locked, though they can be from either side.

	Access	Contents
Sideboards (2x)	**(unprotected)**	**Writing Supplies**
Bookshelves (2x)	**(unprotected)**	**Books: General**

DE-BM2-SR-5: Dining Hall

The bedchamber doors to the west are locked only if Meliannthe is inside the bedchamber asleep.

	Access	Contents
Sideboards (2x)	**(unprotected)**	**Simple Foodstuffs,** using **Context C**

DE-BM2-SR-6: Bedchamber

	Access	Contents
Cabinets (2x)	**Locks: Furniture, Simple**	**Clothing: General,** size **Medium,** using **Context B**
Sack	**(unprotected)**	**Coin Treasure: Moderate,** using **Context D**
Dressing Desk	**(unprotected)**	**Weapons: Light**
Sideboard	**(unprotected)**	**Writing Supplies**

DE-BM2-SR-7: Elevator Up

This leads to "Map 92: Elevator Down Southwest (DE-B1-ED-SW)" on page 325.

Map 106: Wyrida's Residence (DE-B2-WR)

One square equals 5 ft.



DE-BM2-WR: Wyrida's Residence

Overview

Wyrida lives here. She entertains few visitors unless she has need of a private meeting.

Theme & Purpose

These chambers seem to have been designed first around function, then around form; there is little wasted space, though it's easy still to move about the area.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-WR-1: Elevator Down

This leads to "Map 92: Elevator Down Southwest (DE-B1-ED-SW)" on page 325.

DE-BM2-WR-2: South Garden

The alcove formed by the elevator and hallway have been fashioned into a nice, but very simple, garden, featuring litle in the way of flowering plants, but still, it exudes a sense of tranquility.

DE-BM2-WR-3: Eating & Armory

	Access	Contents
Bookshelf	(unprotected)	**Books: General**
Long Table	(unprotected)	**Weapons: Martial 2H, 3x** *and* **Armor: Medium** *and* **Armor: Shields**
Dining Table	(unprotected)	**Weapons: Light** *and* **Rations & Prepared Food**

DE-BM2-WR-4: Bedchamber

	Access	Contents
Cabinet	**Locks: Furniture, Simple**	**Clothing: General,** size **Medium**
Octagonal Table	(unprotected)	**Writing Supplies**
Barrel	(unprotected)	**Alcohol: General,** size **Medium**

DE-BM2-WR-5: Supply Cache

	Access	Contents
Large Crate	**Container: Crate or Barrel**	**General Supplies,** size **Large**
Chest	**Locks: Chest, Strongbox**	**Weapons: Light** *and* **Coin Treasure: Moderate** *and* **Potions: Moderate,** all using **Context C**
Sacks (3x)	(unprotected)	**Simple Foodstuffs,** using **Context C**

Map 107: Clarida's Residence (DE-B2-CR)

One square equals 5 ft.





DE-GM2-CR: Clarida's Residence

Overview

Clarida lives here. She entertains few visitors unless she has need of a private meeting.

Theme & Purpose

These chambers seem to have been designed first around function, then around form; there is little wasted space, though it's easy still to move about the area.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Simple**; closed and locked when encountered

Areas of Interest

DE-BM2-CR-1: Elevator Up

This leads to This leads to "Map 140: Southwest Elevator Chamber (DE-B3-SW-EC)" on page 428.

DE-BM2-CR-2: Northeast Gardens

The alcove formed by the elevator and hallway have been fashioned into a nice, but very simple, garden, featuring litle in the way of flowering plants, but still, it exudes a sense of tranquility.

DE-BM2-CR-3: Entrance

Clarida keeps these doors locked at all times.

DE-BM2-CR-4: Entertaining Room

	Access	Contents
Bookshelves (2x)	(unprotected)	**Books: General,** using **Context D**
Cabinet	(unprotected)	**Armor: Light**
Barrel	(unprotected)	**Alcohol: General**
Long Table	(unprotected)	**Armor: Medium** *and* **Armor: Shields** *and* **Weapons: Martial 2H, 4x** *and* **Weapons: Light 3x**
Circular Table	(unprotected)	**Writing Supplies**

DE-BM2-CR-5: Bedchamber

	Access	Contents
Cabinet	**Locks: Furniture, Simple**	**Clothing: General,** size **Medium**
Bookshelves (2x)	(unprotected)	**Books: General,** using **Context B**

DE-BM2-CR-6: Storage

	Access	Contents
Large Crate	**Container: Crate or Barrel**	**General Supplies,** size **Large**
Chest	**Locks: Chest, Strongbox**	**Weapons: Light** *and* **Coin Treasure: Moderate** *and* **Potions: Moderate,** all using **Context C**
Sacks (9x)	(unprotected)	**Simple Foodstuffs**
Small Crates (3x)	**Container: Crate or Barrel**	**Rations & Prepared Food,** size **Medium**

The secret stone door here can be closed behind the PCs once they pass through.

Perception checks to discover the door suffer a **-3 circumstance penalty** due to the presence of the obfuscating equipment.

	Access
Secret Hallway Door	**Locks: Door, Secret**

DE-BM2-CR-7: Secret Hallway Connector West

This leads to "Map 110: Secret Chamber West (DE-B2-SCW)" on page 365.

Map 108: Secret Chamber Center (DE-B2-SCC)

One square equals 5 ft.



DE-BM2-SCC: Secret Chamber Center

Overview

This huge chamber is essentially a second, secret, meeting room for the Council of Elders.

Hundreds of years ago, this chamber and its lead-in components to the east and west were created as a failsafe, a fallback in the event that an assault on the surface led to the destruction or unusability of the Enclave's ground floor. It was used in that context only on a handful of occasions, in situations of dire emergency.

Theme & Purpose

These days, the expansive secret room is used less for emergencies, and more for its simple secrecy.

When the Council of Elders requires privacy, either for sensitive Council discussions or decisions, or for their own more private purposes, this chamber is ideal.

Secret Sanctum

This chamber's existence is known only to the Council of Elders and all **Elite Council Guard** (p 653). No other citizens, or ranks of Enclave Security, are aware of its presence, though some suspect that there are secret chambers into which Elders retire on occasion.

Because of its secret nature, and the nature of layered secrets to the east and west that additionally protect it, it is counter-intuitively rarely guarded.

When one or more Elders are here, unless those Elders have explicitly made other arrangements (for example, for a secret tryst!), **1d6 Elite Council Guard** will be present as well.

When no Elders are here, there is only a 25% chance that **1d4-1** (minimum 1) **Elite Council Guard** will be stationed here to keep watch, or as advance escorts for an impending Council congregation.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Stronghold**; using **Context B**; closed and locked when encountered

Default Secrets

Unless otherwise indicated, all secret doors are encountered closed and locked, and are of the following profile.

	Access
Default Secret Door	**Locks: Door, Secret**; using **Context C**; closed and locked when encountered. If the PCs unlock them using **Disable Device**, they may re-lock them at any time and may unlock them as a standard action without making a skill check.

Areas of Interest

DE-BM2-SCC-1: West Hallway

The secret doors on either end of this passage are secret only from the outside of this passage.

That is, once you are inside this passage having entered from one direction, it is obvious that the other end of the hallway contains a door; no skill check to notice is required (however, the doors at both ends are locked by default when the PCs encounter them).

DE-BM2-SCC-2: East Hallway

Please see the statement in **West Hallway** at **Location 1** above, as it applies equally to this zone.

DE-BM2-SCC-3: Fountain

In the center of the chamber is a large ornamental font.

This supplies an endless quantity of fresh water from a well underneath that reaches deep into the earth.

DE-BM2-SCC-4: South Pedestal

An ancient-looking and well-worn pedestal sits here against the stone wall to the south. Although nothing sits atop it, scratches and dents suggest that over the eons, something (or various things) have had places of honor here.

DE-BM2-SCC-5: Southwest Sarcophagus

An elaborately-carved stone box sits against the wall here. The relief carved into the top has faded some; it appears to be a druid bearing a sword.

This sarcophagus requires a **Strength** check at **DC 20** to remove. The remains inside are those of one of the Enclave's founders. Otherwise there is no treasure to speak of.

DE-BM2-SCC-6: Southeast Sacrophagus

An simply-carved stone box sits against the wall here. The relief carved into the top has faded some; it appears to be a ranger holding a branch with leaves.

This sarcophagus requires a **Strength** check at **DC 19** to remove. The remains inside are those of one of the Enclave's founders. The only treasure to speak of is a rusted shortsword that is mechanically useless.

DE-BM2-SCC-7: Benches

Seven benches are arranged about the chamber. These are separated by potted trees and ornamental pillars.

Once, long ago, these seven benches were meant to hold representatives, allies, or advocates for each of the seven Elders in the Council.

Given that fewer people even know of this chamber's existence than could be housed within it, it is exceedingly rare for any to make use of these benches these days.

DE-BM2-SCC-8: Northwest Statue

Here is carved a druid wielding a staff in victory, a grimace of resigned achievement on his visage.

DE-BM2-SCC-9: Northeast Statue

The depiction of this carving is of a ranger, holding forth a sword in leadership, a concerned look on her face.

DE-BM2-SCC-10: Altar

Nothing adorns this simple stone plinth between two thinly-leaved trees.

This was installed many hundreds of years ago, back when the Enclave's leadership had a formal religious component to it. Although deities and worship has always been a component of life in the Enclave, it has been hundreds of years since the city had religious formality as part of its operating structure. As a result, this altar has gone unused for a long time.

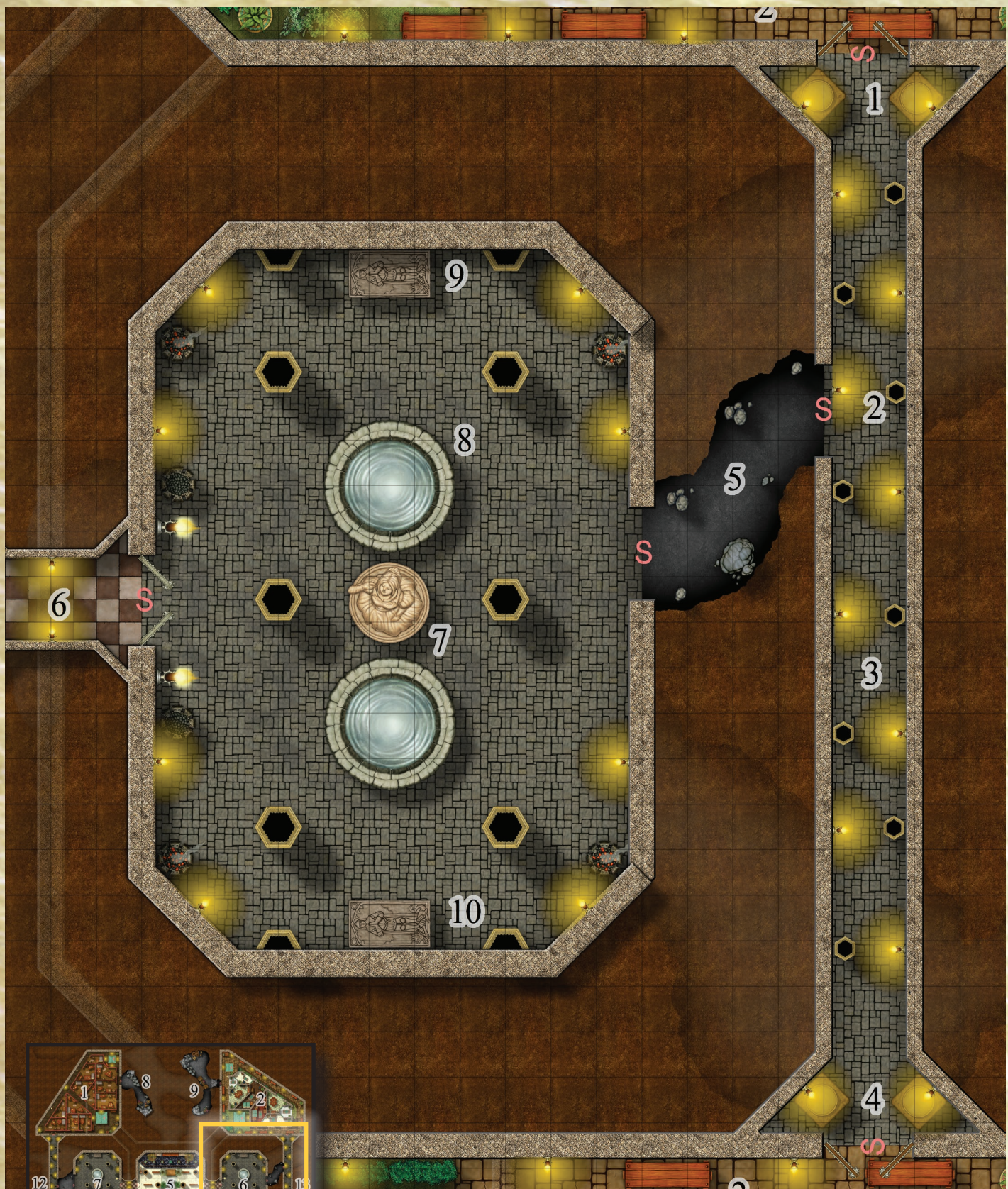
DE-BM2-SCC-11: Council Seats

Atop a raised marble dais, seven comfortable chairs are arrayed behind a waist-high polished wooden railing. Behind the chairs is an empty table, flanked by two scultures. Outside of those sculptures is a pair of trees and unlit braziers.

Common practice is for Council members to place their weapons atop this table before sitting down to conduct business. The braizers are left over from the religious practices that also involved the altar to the south.

Map 109: Secret Chamber East (DE-B2-SCE)

One square equals 5 ft.



DE-BM2-SCE-Secret Chamber East

Overview

This chamber, and its twin on the opposite side of the map, were once antechambers and protected zones to serve as safe harbor for citizens in the event of a crisis. Leading into the secondary Council chambers as they do, their positioning was meant as a reassurance if such a catastrophe were to come to pass.

The cavelike passage connecting the main chamber to the long connecting hallway to the east was originally a formal, stone-walled and slate-floored hallway like the rest of this zone. However, it was destroyed in a cave-in hundreds of years ago, and although the debris was cleared out a few dozen years ago so that the area could once again serve a purpose, it has not been re-built in the manner of its neighbors. This is primarily due to its secrecy: if nobody safe the Council and its guard know of this location, then the raw talent to rebuild it is missing, and keeping the secret is judged to outweigh the desire for finery in this one small zone.

Theme & Purpose

At various points in its history, the large chamber and its hallway have served as a meditative area, a place of rest, a hospital, and a shelter from natural disasters.

These days, this region is almost entirely unoccupied, and is used almost exclusively to simply gain access to the secret, secondary Council chamber.

On the rare occasion that a new Elder joins the Council, the ceremony might well take place here, though of course not to public eye.

Secret Sanctum

This chamber's existence is known only to the Council of Elders and all **Elite Council Guard** (p 653). No other citizens, or ranks of Enclave Security, are aware of its presence, though some suspect that there are secret chambers into which Elders retire on occasion.

Typically (**55%** chance), **1d6 Elite Council Guard** will be present here.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Stronghold**; using **Context B**; closed and locked when encountered

Default Secrets

Unless otherwise indicated, all secret doors are encountered closed and locked, and are of the following profile.

	Access
Default Secret Door	**Locks: Door, Secret**; Perception only (no locks)

Areas of Interest

DE-BM2-SCE-1: Secret Hallway North

This leads to "Map 95: Northwest Quarter Overview (DE-B2-NWQ-O)" on page 333.

DE-BM2-SCE-2: Secret Hallway Door

Note that the secret wall to the west is located underneath the torch sconce pictured; accessing or re-closing the secret door does not disturb the sconce.

DE-BM2-SCE-3: Secret Hallway

Along the narrow length of this slate-floored hall are opposing torch sconces and pillars of ornate, but aged, design.

DE-BM2-SCE-4: Secret Hallway South

This leads to "Map 101: Southeast Quarter Overview (DE-B2-SEQ-O)" on page 345.

DE-BM2-SCE-5: Secret Cave Connector

Unlike the other passageways in this area, this small S-shaped cave appears to have occurred naturally. Rocks and cobwebs line the walls, and the air here is noticeably cooler.

DE-BM2-SCE-6: Council Chambers Hallway

This leads to "Map 108: Secret Chamber Center (DE-B2-SCC)" on page 359.

DE-BM2-SCE-7: Statue

In the center of the room stands an enormous, 12'-tall statue of a robed woman offering a vial of ointment in one hand and a sprig of leaves in the other.

This depicts one of the first official healers of the Enclave.

DE-BM2-SCE-8: Fountains

These provide an endless supply of clean, fresh water.

DE-BM2-SCE-9: North Sacrophagus

An simply-carved stone box sits against the wall here. The relief carved into the top has faded some; it appears to be a sage or seer.

This sarcophagus requires a **Strength** check at **DC 21** to remove. The remains inside are those of one of the Enclave's

founders.

	Access	Contents
Sacrophagus	(see above)	Gems: Semi-Precious

DE-BM2-SCE-10: South Sacrophagus

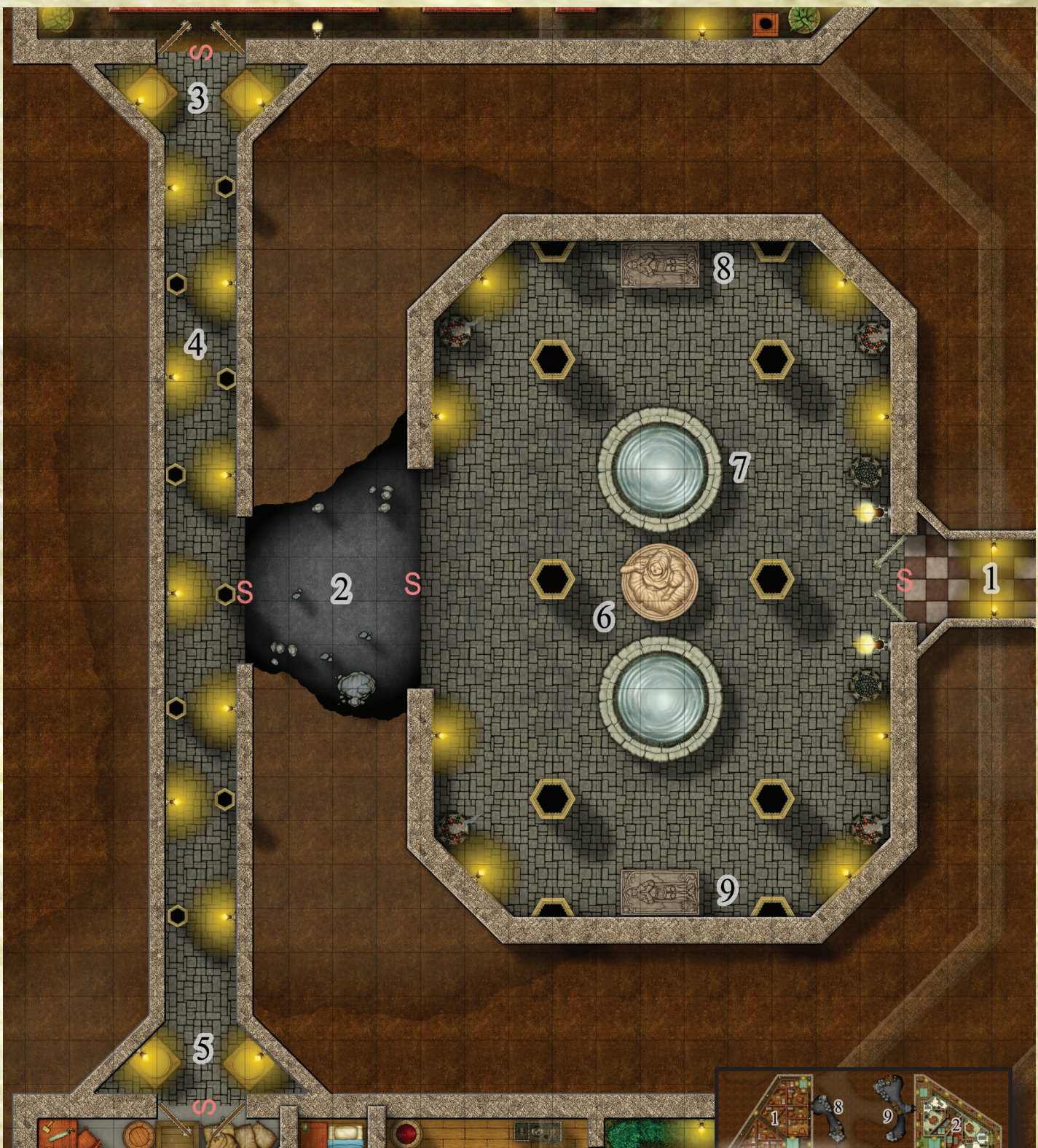
An simply-carved stone box sits against the wall here. The relief carved into the top has faded some; it appears to be an archer.

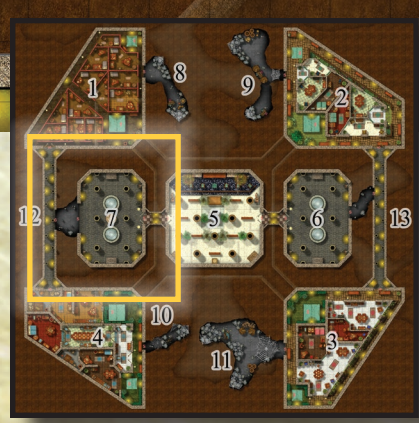
This sarcophagus requires a **Strength** check at **DC 19** to remove. The remains inside are those of one of the Enclave's founders.

	Access	Contents
Sacrophagus	(see above)	**Weapons: Martial Ranged,** using **Context C**

Map 110: Secret Chamber West (DE-B2-SCW)

One square equals 5 ft.





DE-BM2-SCW: Secret Chamber West

Overview

This chamber, and its twin on the opposite side of the map, were once antechambers and protected zones to serve as safe harbor for citizens in the event of a crisis. Leading into the secondary Council chambers as they do, their positioning was meant as a reassurance if such a catastrophe were to come to pass.

The cavelike passage connecting the main chamber to the long connecting hallway to the east was originally a formal, stone-walled and slate-floored hallway like the rest of this zone. However, it was destroyed in a cave-in hundreds of years ago, and although the debris was cleared out a few dozen years ago so that the area could once again serve a purpose, it has not been re-built in the manner of its neighbors. This is primarily due to its secrecy: if nobody safe the Council and its guard know of this location, then the raw talent to rebuild it is missing, and keeping the secret is judged to outweigh the desire for finery in this one small zone.

Theme & Purpose

At various points in its history, the large chamber and its hallway have served as a meditative area, a place of rest, a hospital, and a shelter from natural disasters.

These days, this region is almost entirely unoccupied, and is used almost exclusively to simply gain access to the secret, secondary Council chamber.

On the rare occasion that a new Elder joins the Council, the ceremony might well take place here, though of course not to public eye.

Secret Sanctum

This chamber's existence is known only to the Council of Elders and all **Elite Council Guard** (p 653). No other citizens, or ranks of Enclave Security, are aware of its presence, though some suspect that there are secret chambers into which Elders retire on occasion.

About half the time (**50%** chance), **1d4 Elite Council Guard** will be present here.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile.

	Access
Default Door	**Locks: Door, Stronghold**; using **Context B**; closed and locked when encountered

Default Secrets

Unless otherwise indicated, all secret doors are encountered closed and locked, and are of the following profile.

	Access
Default Secret Door	**Locks: Door, Secret**; Perception only (no locks)

Areas of Interest

DE-BM2-SCW-1: Eastern Secret Hallway

This leads to "Map 108: Secret Chamber Center (DE-B2-SCC)" on page 359.

DE-BM2-SCW-2: Secret Cave Connector

Unlike the other passageways in this area, this wedge-shaped cave appears to have occurred naturally. Rocks and cobwebs line the walls, and the air here is noticeably cooler.

DE-BM2-SCW-3: Secret Hallway North

This leads to "Map 95: Northwest Quarter Overview (DE-B2-NWQ-O)" on page 333.

DE-BM2-SCW-4: Secret Hallway

Along the narrow length of this slate-floored hall are opposing torch sconces and pillars of ornate, but aged, design.

DE-BM2-SCW-5: Secret Hallway South

This leads to "Map 104: Southwest Quarter Overview (DE-B2-SWQ-O)" on page 351.

DE-BM2-SCW-6: Statue

In the center of the room stands an enormous, 12'-tall statue of a portly half-orc bearing a cask, with a greataxe strapped across his back.

This depicts one of the first official healers of the Enclave.

DE-BM2-SCW-7: Fountains

These provide an endless supply of clean, fresh water.

DE-BM2-SCW-8: North Sacrophagus

An simply-carved stone box sits against the wall here. The relief carved into the top has faded some; it appears to be a paladin.

This sarcophagus requires a **Strength** check at **DC 22** to remove. The remains inside are those of one of the Enclave's founders.

	Access	Contents
Sacrophagus	(see above)	**Armor: Heavy** *and* **Weapons: Martial 1H** *and* **Armor: Shields,** all using **Context C**

DE-BM2-SCW-9: South Sacrophagus

An simply-carved stone box sits against the wall here. The relief carved into the top has faded some; it appears to be a cleric.

This sarcophagus requires a **Strength** check at **DC 17** to remove. The remains inside are those of one of the Enclave's founders.

	Access	Contents
Sacrophagus	(see above)	**Armor: Medium** *and* **Weapons: Simple,** both **using Context C**

Map 111: Impassible Caverns Northwest (DE-B2-ICNW)

One square equals 5 ft.



DE-BM2-ICNW: Impassible Caverns Northwest

Overview

This is one of four forgotten caverns on **Underground Level 2** unknown to anyone in the Enclave. They are all four naturally-occuring, and have been used as hideouts, storage caches, ambush posts, and monster lairs at various points over the years.

They once led deeper into the underground, via naturally-occurring caves that led further beyond the civilized carvings of the Enclave. Cave-ins, erosion, and intentional closings-off have resulted in dead-ends in all of these cases.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 2, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on  "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-BM2-ICNW-1: Secret Cave Wall

This leads to "Map 95: Northwest Quarter Overview (DE-B2-NWQ-O)" on page 333.

DE-BM2-ICNW-2: Tumble of Rocks

Against the north edge of the chamber is a tumble of cobweb-encrusted rocks.

DE-BM2-ICNW-3: Hideout Camp

A long-forgotten campsite sits here to the north of an apparent cave-in dead-end.

	Access	Contents
Campsite Sacks (3x)	**(unprotected)**	**Coin Treasure: Moderate,** using **Context D**

Map 112: Impassible Caverns Northeast (DE-BM2-ICNE)

One square equals 5 ft.



DE-BM2-ICNE: Impassible Caverns Northeast

Overview

This is one of four forgotten caverns on **Underground Level 2** unknown to anyone in the Enclave. They are all four naturally-occuring, and have been used as hideouts, storage caches, ambush posts, and monster lairs at various points over the years.

They once led deeper into the underground, via naturally-occurring caves that led further beyond the civilized carvings of the Enclave. Cave-ins, erosion, and intentional closings-off have resulted in dead-ends in all of these cases.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 2, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-BM2-ICNE-1: Secret Cave Wall

This leads to "Map 98: Northeast Quarter Overview (DE-B2-NEQ-O)" on page 339.

DE-BM2-ICNE-2: Debris Pile

Right inside the secret door to the cave, beyond a spiderweb, is a pile of debris.

Searching the pile for 2 minutes or more yields the following:

	Access	Contents
Debris Pile	(unprotected)	**Gems: Low,** using **Context D**

DE-BM2-ICNE-3: Rockpile Casks

A dead-end here, as a rockslide of boulders has closed up whatever passage might have lain beyond. To the north is a trio of empty, evaporated casks and a series of rotted canvas sacks.

	Access	Contents
Sacks (5x)	(unprotected)	**Coin Treasure: Moderate,** using **Context D**

DE-BM2-ICNE-4: Debris Dead-End

Rocks, spiderwebs, and rotted debris greet you at the terminus of this cave node.

Map 113: Impassible Caverns Southwest (DE-BM2-ICSW)

One square equals 5 ft.





DE-BM2-ICSW: Impassible Caverns Southwest

Overview

This is one of four forgotten caverns on **Underground Level 2** unknown to anyone in the Enclave. They are all four naturally-occuring, and have been used as hideouts, storage caches, ambush posts, and monster lairs at various points over the years.

They once led deeper into the underground, via naturally-occurring caves that led further beyond the civilized carvings of the Enclave. Cave-ins, erosion, and intentional closings-off have resulted in dead-ends in all of these cases.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 2, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-BM2-ICSW-1: Secret Cave Wall

This leads to "Map 104: Southwest Quarter Overview (DE-B2-SWQ-O)" on page 351.

DE-BM2-ICSW-2: Entrance

Upon entering this area for the first time, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275. Place any resulting monsters as already present in **Location 4** to the east.

DE-BM2-ICSW-3: Skeleton

A long-dead corpse lies here. You cannot tell if it died from falling rocks or from wounds, but its bones have been picked clean.

Its possessions have also been scavenged.

DE-BM2-ICSW-4: Cave-In

A bounty of boulders and spiderwebs greets your gaze at the abrupt terminus of this cave.

Map 114: Impassible Caverns Southeast (DE-BM2-ICSE)

One square equals 5 ft.



DE-BM2-ICSE: Impassible Caverns Southeast

Overview

This is one of four forgotten caverns on **Underground Level 2** unknown to anyone in the Enclave. They are all four naturally-occuring, and have been used as hideouts, storage caches, ambush posts, and monster lairs at various points over the years.

They once led deeper into the underground, via naturally-occurring caves that led further beyond the civilized carvings of the Enclave. Cave-ins, erosion, and intentional closings-off have resulted in dead-ends in all of these cases.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 2, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Doors

Unless otherwise indicated, all doors are encountered closed and secret, and are of the following profile:

	Access
Default Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-BM2-ICSE-1: Secret Cave Wall

This leads to "Map 101: Southeast Quarter Overview (DE-B2-SEQ-O)" on page 345.

DE-BM2-ICSE-2: Massive Web

Across this entire zone is a massive spiderweb with thick strands.

It requires 3 rounds of hacking and slashing, or more dramatic measures, to cleave through this web, which counts as **Difficult Terrain** afterwards.

DE-BM2-ICSE-3: Dead Thief

A halfling lies here, long dead and rotted away. To the east is a pile of debris.

	Access	Contents
Dead Thief	**(unprotected)**	**Armor: Light** *and* **Armor: Shields** *and* **Weapons: Light**
Debris Pile	**(unprotected;** requires **Perception** at **DC 18** to discover treasure)	**Gems: Semi-Precious**

DE-BM2-ICSE-4: Barrels Cave-In

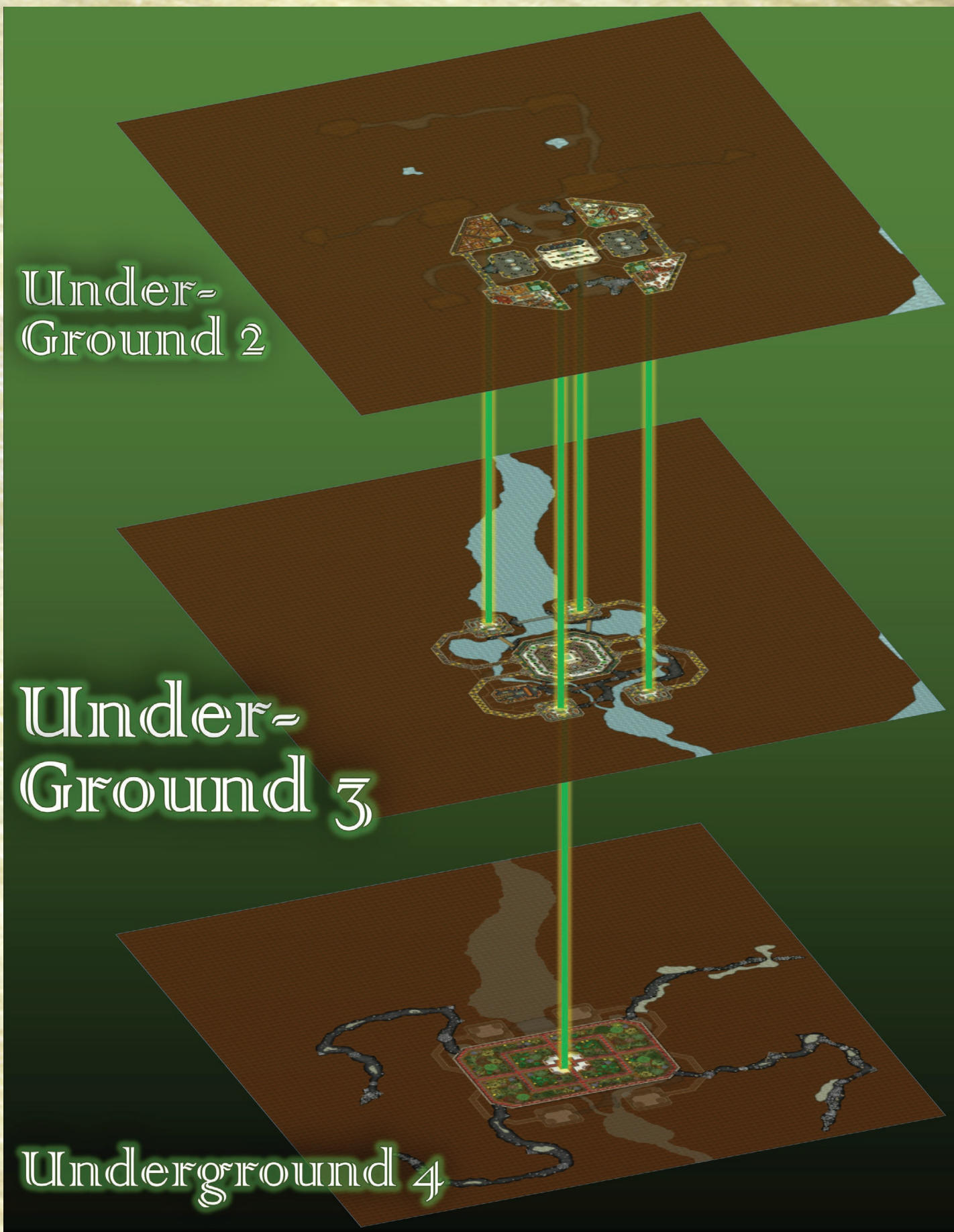
Whatever liquor occupied these casks has long since been drunk or evaporated.

DE-BM2-ICSE-5: Cave-In

This is a natural cave-in and bars further exploration.

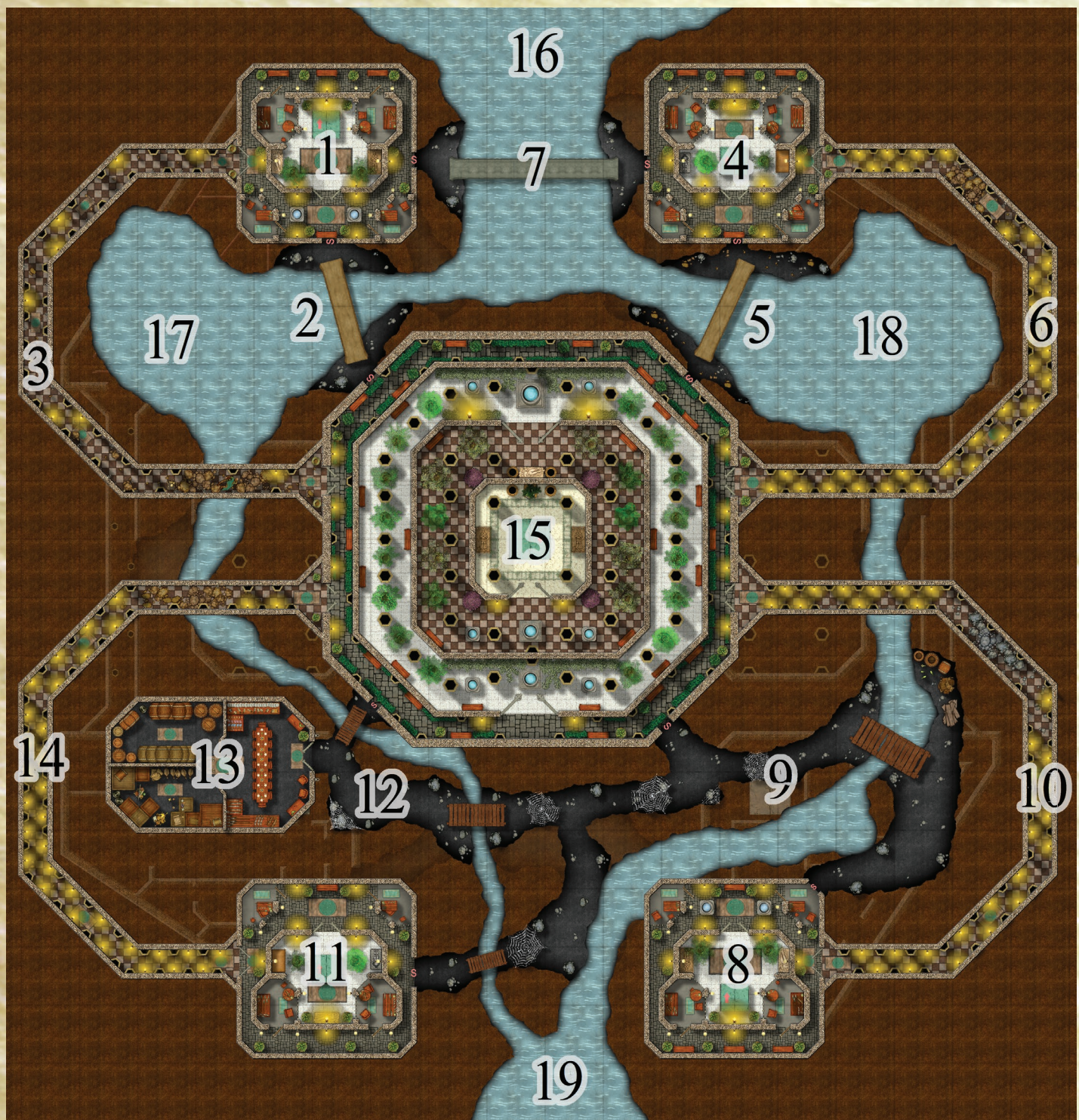
Underground: Level 3

Map 115: Druid Enclave Side Projection, Underground Level 3



Map 116: Underground, Level 3, Overview (DE-B3-O)

One square equals 20 ft.



Level Introduction: Underground Level 3

Summary

Underground 3 can be conceptually divded into three regions:

First, the formal, "known" areas that are linked to the public. **Second**, the "hidden" regions known only to the elite of Enclave Security forces, which underlie the Guardposts from the Ground Level. **Third**, the "secret" tunnels and forgotten caves, most of which are unknown to nearly everyone, and some of which have been completely undiscovered for hundreds of years.

Enclave Underground Structures

The presence of underground levels in the Enclave is the worst-kept secret of design in the Realms. Originally architected and built many centuries ago as a hidden understructure of defense, the original intent was to provide zones into which citizens could go if the Enclave were assaulted.

This approach held for about a hundred years, until A) the secret was out and everyone knew about the presence of underground levels, and B) the population of the Enclave grew beyond what the surface level could sustain, necessitating use of the lower levels to hold the populace.

Although the several underground levels are known to most citizens of the Enclave, there persists a sense that they are for defense, and should be protected. As a result, most people who are not well-known to the Enclave who venture down here will be questioned as to their purpose.

Public Structures

Although not necessarily advertised, and seldom shared with travelers and tourists, these regions are well-known by all citizens, and it's not unusual at all to see people flowing up and down regularly.

The following Locations are **Public Structures:**

Locations 1, 3, 4, 6, 8, 10, 11, 14, and **15.**

Hidden Structures

"Hidden Structures" are those that are not publicly known, but are regularly shared and used by **Enclave Security** and the **Council of Elders**.

The **Hidden Structures** on this level are the caverns at **Locations 9, 12,** and **13,** and they are known only to the criminal underground of the **Moss** (p 54).

Secret Structures

Some caves date back centuries, and have been neither used nor known for that time. Cave-ins, intentional maskings, and natural phenomena have obfuscated these structures from all.

Nobody in the Enclave knows of these structures, though of course they may be discovered by the PCs.

The following regions are **Secret Structures:**

Locations 2, 5, 7, 9, 12, 13, 16, 17, 18, and **19.**

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry from Underground Level 2

The only formal means of entry is one of the elevators at **Locations 1, 4, 8,** and **11.**

Exits to Underground Level 4

There is only one means down to **Underground Level 4**: the elevator at the middle of the **Central Chamber** at **Location 15**.

Overview

Many citizens, and nearly all visitors, only come down to this level if they have specific business with citizens here, or if they need to delve more deeply into the Underground levels.

Much of the known terrain here is transitory: there are no shops or residences to speak of in this region. There is, however, ample purpose to be here, as many take walks or simply enjoy the sights of the gardens and the elaborate hallways leading thereto.

Atmosphere & Theme

Public Regions can be busy with visitors, sightseers, or simply those who wish seclusion or a nice walk.

Hidden Regions consist solely of the cavern complex to the south of the **Central Chamber**. These caves are known only to the criminal underworld of **The Moss**; unlike most **Hidden Regions** in the Enclave, much of the **Council of Elders** and **Enclave Security** have no knowledge or use of these regions.

Secret Regions are fairly minimal on this level, and have lain dormant and undiscovered for a hundred years or more, and as a result, are largely unpopulated (though occasional monsters may be wandering!).

Secret Region Random Encounters

As noted above, many regions are **Secret Structures**, meaning that no citizen or sentient is aware of them.

That said, danger still lurks, as these regions are connected to each other and to the surface and other, deeper caverns via small holes and crevies.

Immediately upon discovering a Secret Region, and thereafter every 10 minutes wandering about in one, roll on the following table to determine whether a random encounter occurs:

Table 27: Underground Level 3 Secret Cavern Default Random Encounters

D%	Event	Description
01-20	No Encounter	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
21-25	Trivial Encounter	Roll once on **Monsters: Caves, Trivial**.
26-35	Light Encounter	Roll once on **Monsters: Caves, Light**.
36-55	Average Encounter	Roll once on **Monsters: Caves, Average**.
56-90	Advanced Encounter	Roll once on **Monsters: Caves, Advanced**.
91-00	Elite Encounter	Roll once on **Monsters: Caves, Elite**.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, while in **Public Structures** or **Hidden Structures,** roll on the following table of **Default Random Encounters** for every **10 minutes** the party remains in this area.

Note that although the Public and Hidden Structures are civilized and well-used, there still exists the occasional chance of threat from monsters.

Table 28: Enclave Underground Level 3 Default Random Encounters

D%	Event	Description
01-40	No Encounter	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
40-50	Random City Encounter	Roll once on **"FlexTable 36: Druid Enclave Random Encounters"** on page 118.
51-70	NPC Encounter	Roll once on the **Default NPC Encounter Table** below.
71-00	Random Cavern Encounter	Roll once on **"Secret Cavern Default Random Encounters"**, above.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 29: Default NPC Encounter: Underground Level 3

Suggested Population: 1d2 rolls

D%	Key NPC	Profession	Page
01	Gallianne Estrarch	Council Elder	478
02	Ashrem Ilydron	Council Elder	483
03	Trotysse Airdarr	Council Elder	488
04	Halabedarr	Council Elder	493
05	Siriquille	Council Elder	498
06	Usborn Tossercobb	Council Elder	503
07	Barksel Ferubrankcht	Council Elder	508
08-11	Groob	Blacksmith	513
12-16	Imay Aldreban	Healer	518
17-20	Allaha Gorrut	Sage	523
21-24	Forsythar	Tailor	528
25-28	Sannelle Goregut	Weapons Trainer	533
29-32	Jaer	Druid Trainer	538
33-36	Terjonne	Ranger Trainer	543
37-40	Ulfgarre Thorngage	Herbalist/ Apothecary	548

D%	Key NPC	Profession	Page
41-44	**Seddyn**	Provisioner	552
45-48	**Plakk**	Mercenary	556
49-52	**Gaeryn**	Mercenary	560
53-56	**Tultokka**	Mercenary	564
57-61	**Wubafix**	Black Market Leader	568
62-65	**Kerrithe**	Blackmail Leader	572
66-69	**Darrlie**	Assassin	576
70-73	**Rannos Rannthak**	Noble	580
74-77	**Anastrianna Liadon**	Noble	585
78-81	**Meliannthe**	Socialite	590
82-85	**Phaelynne Helliar**	Merchant Queen	595
86-89	**Klasandrel Sulidan**	Merchant Prince	600
90-93	**Lia Ilphur**	Lone Crusader	605
94-97	**Wyrida**	Special Operative of the Council	615
98-00	**Clarida**	Wyrida's younger sister	610

Areas of Interest

DE-B3-O-1: Northwest Elevator Chamber

Please refer to page 384 for additional details.

DE-B3-O-2: Northwest Secret Bridge

Page 386 commences additional information about this region.

DE-B3-O-3: Northwest Corridor Overview

This section is described starting on page 388.

DE-B3-O-4: Northeast Elevator Chamber

Turn to page 398 for further details.

DE-B3-O-5: Northeast Secret Bridge

Please refer to page 400 for more information.

DE-B3-O-6: Northeast Corridor Overview

Page 402 commences further information.

DE-B3-O-7: Northern Secret Bridge

Please turn to page 410 for details.

DE-B3-O-8: Southeast Elevator Chamber

This region is described starting on page 414.

DE-B3-O-9: Southeast Secret Caves

Please refer to page 416 for full details.

DE-B3-O-10: Southeast Corridor Overview

A full description begins on page 418.

DE-B3-O-11: Southwest Elevator Chamber

Please turn to page 428 for a full description.

DE-B3-O-12: Southwest Secret Caves

Full details commence on page 430.

DE-B3-O-13: Southwest Secret Chamber

Refer to page 430 for full details.

DE-B3-O-14: Southwest Corridor Overview

Please turn to page 434 for a full description.

DE-B3-O-15: Central Chamber

More details can be found starting on page 442.

DE-B3-O-16: North Underground River

The massive underground river flows from regions north. From a point just north of Location 7, the water fills the entire chamber.

For adventuring purposes of this book, this area should be considered impassible.

DE-B3-O-17: Northwest Underground River

The water here is 8' deep, horribly cold, and still. Nothing lives here, and although the water is drinkable, it tastes stale and ashen.

DE-B3-O-18: Northeast Underground River

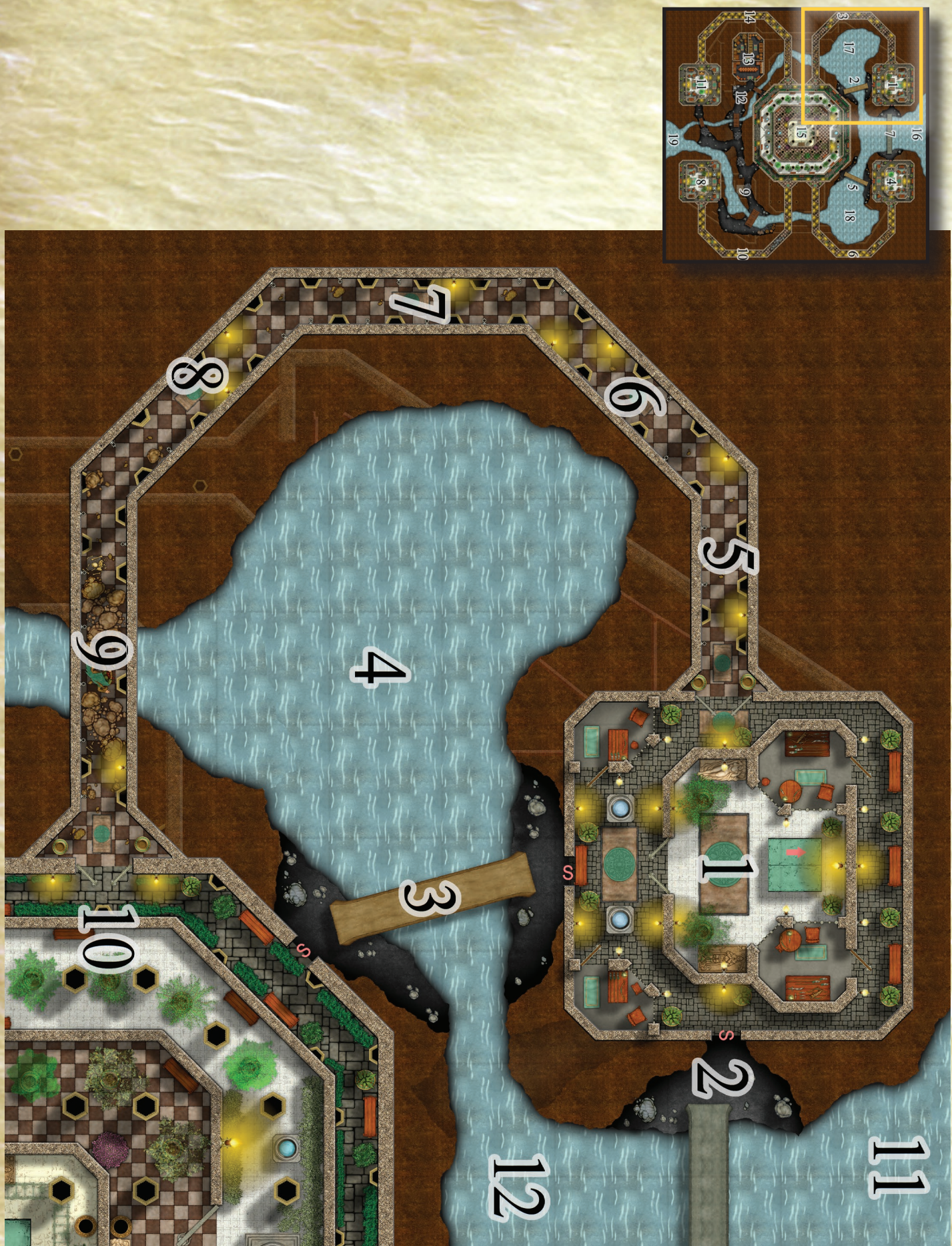
The cool water here moves swiftly here to the south. It averages 7' deep, and tastes stale but refreshing.

DE-B3-O-19: South Underground River

The underground river flows south from here. For the purposes of exploring the Druid Enclave, south of here should be considered an impassible zone for the PCs.

Map 117: Northwest Overview (DE-B3-NW-O)

One square equals 5 ft.



DE-B3-NW-O: Northwest Overview

Areas of Interest

DE-B3-NW-O-1: Northwest Elevator Chamber

Please refer to page 384 for more details.

DE-B3-NW-O-2: Northern Secret Bridge

Please turn to page 410 for details.

DE-B3-NW-O-3: Northwest Secret Bridge

Page 386 commences additional information about this region.

DE-B3-NW-O-4: Northwest Underground River

The water here is very cold and 8' deep on average. There is nearly zero current leading to the south.

DE-B3-NW-O-5: Northwest Corridor North

Please refer to page 390 for more details.

DE-B3-NW-O-6: Northwest Corridor Northwest

Turn to page 390 for more information.

DE-B3-NW-O-7: Northwest Corridor West

Refer to page 392 for more details.

DE-B3-NW-O-8: Northwest Corridor Southwest

Please turn to page 394 for details.

DE-B3-NW-O-9: Northwest Corridor South

Page 394 contains more information.

DE-B3-NW-O-10: Central Chamber

Please refer to page 442 for additional description.

DE-B3-NW-O-11: Underground River North

From the location of the number 11 northward, the water fills the entire chamber floor-to-ceiling and is impassible.

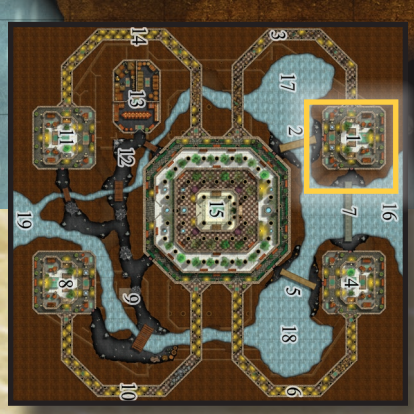
DE-B3-NW-O-12: Underground River Split

The underground river splits here, to the east and west. The current carries to the east, and the water level is higher than Medium-sized creatures are tall; anyone floating here who wishes to travel westward instead of eastward with the flow must employ some special means to effect this locomotion (e.g., a grappling hook or arrow).

Map 118: Northwest Elevator Chamber (DE-B3-NW-EC)

One square equals 5 ft.





DE-B3-NW-EC: Northwest Elevator Chamber

Overview

This is one of four large chambers in the diagonal corners of **Underground Level 3**.

Theme & Purpose

This chamber serves three purposes: First, it contains the elevators that lead up to **Underground Level 2**. Second, it acts as a checkpoint and opportunity for guards to intercept those who have no true business in the lower levels of the Enclave. Thirdly, its structure is not merely for function, but for form; it was made to be a lovely place to take a walk, to have a romantic stroll, or to conduct a busienss conversation. Indeed, this and the even-lower level of the Enclave have become tourist destinations of sorts.

It's somewhat bizarre that nobody has yet noticed the secret passageways through the stonework that dwell to the east and south (**Locations 10** and **6**, respectively), but this may simply suggest the level of peaceful distraction that this zone generates.

Guarded Chamber

Much of the time (**45%** chance), **1d4+1 Enclave Guard** (p 659) and **1d4-1** (minimum 0) **Enclave Elite Guard** (p 656) will be present here. For each, randomize their location amongst **Locations 4, 5, 7**, and **8**.

Guardposts

There are four guardposts in this chamber. Unless otherwise noted, each contains similar equipment, as follows:

	Access	Contents
Weapons Table	**(unprotected)**	**Weapons: Martial 2H** *and* **Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

Default Doors

Unless otherwise indicated, all doors are of the following profile.

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Default Secrets

Unless otherwise indicated, all secret doors may be closed behind the PCs after they pass through them, and are of the following profile.

	Access
Default Secret Door	**Locks: Door, Secret**; Perception only (no locks)

Areas of Interest

DE-B3-NW-EC-1: Elevator Up

This leads back up to "Map 95: Northwest Quarter Overview (DE-B2-NWQ-O)" on page 333.

DE-B3-NW-EC-2: Elevator Antechamber

Potted plants and beautiful trees raise loftily above the smooth white marble floor. To the east and west are stone sacrophogi elaborately engraved as statuaries.

The powdered remains inside are those of two of the Enclave's founders.

	Access	Contents
Sacrophagus (2x)	**Strength DC 21**	**Armor: Heavy,** using **Context C**

DE-B3-NW-EC-3: Foyer

Perception checks to discover the door suffer a **-2 circumstance penalty.**

DE-B3-NW-EC-4: Guardpost Southwest

See "**Guardposts**", above, for contents.

DE-B3-NW-EC-5: Guardpost Southeast

See "**Guardposts**", above, for contents.

DE-B3-NW-EC-6: NW Secret Bridge

Page 386 commences additional information about this region.

DE-B3-NW-EC-7: Guardpost Northwest

See "**Guardposts**", above, for contents.

DE-B3-NW-EC-8: Guardpost Northeast

See "**Guardposts**", above, for contents.

DE-B3-NW-EC-9: North Hallway

Stealth checks here receive a **-2 circumstance penalty**.

DE-B3-NW-EC-10: East Hallway

Stealth checks here receive a **+2 circumstance bonus**.

DE-B3-NW-EC-11: Hallway West

	Access
Hallway West	**Locks: Door, Stronghold**

Map 119: Northwest Secret Bridge (DE-B3-NW-SB)

One square equals 5 ft.



DE-B3-NW-SB: Northwest Secret Bridge

Overview

This is one of several bridges built eons ago to traverse the underground rivers found on this level.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 3, this chamber nevertheless connects with other areas via earthen holes and burrows, and of course via the river itself.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B3-NW-SB-1: Northwest Elevator Chamber

This leads to "Map 118: Northwest Elevator Chamber (DE-B3-NW-EC)" on page 384.

DE-B3-NW-SB-2: North Bank

All squares with a boulder inside them count as **Difficult Terrain**.

If approaching from this direction, any monsters summoned via the Random Encounter tables will appear as coming from the **South Bank (Location 5)**.

DE-B3-NW-SB-3: Bridge

This bridge is sturdy, but not unbreakable: if 2 or more PCs and one or more monsters are atop it at any point, it crumbles, dumping any creatures on the bridge into the river.

DE-B3-NW-SB-4: Underground River

From here, the river has no current, so it's actually quite easy to swim to one of the banks and regain one's footing. The depth averages 8', however, so those lacking swimming ability may drown quickly.

DE-B3-NW-SB-5: South Bank

All squares with a boulder inside them count as **Difficult Terrain**.

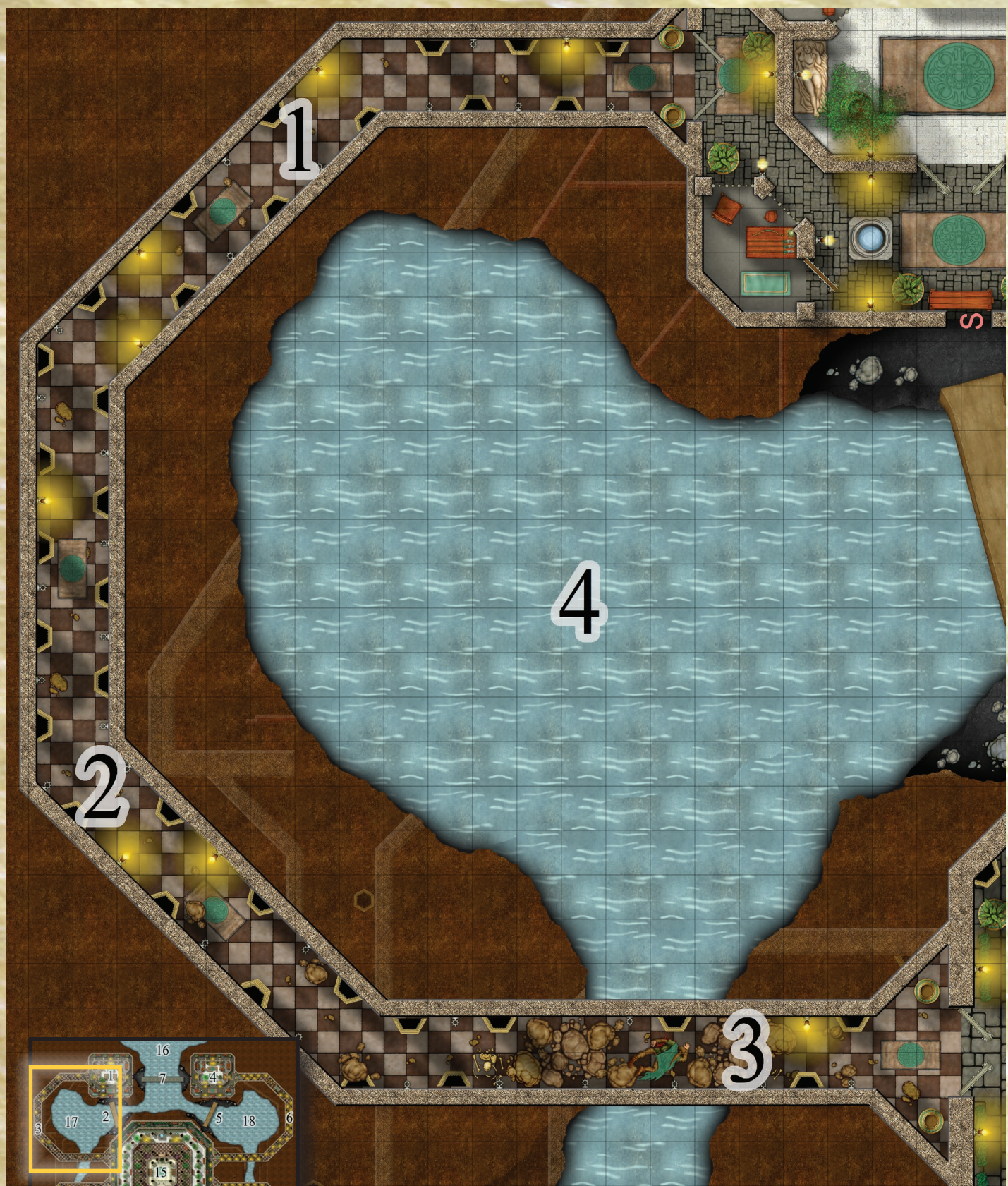
If approaching from this direction, any monsters summoned via the Random Encounter tables will appear as coming from the **North Bank (Location 2)**.

DE-B3-NW-SB-6: Central Chamber

This leads to "Map 147: Central Chamber (DE-B3-CC)" on page 442.

Map 120: Northwest Corridor Overview (DE-B3-NWC-O)

One square equals 5 ft.



DE-B3-NWC-O: Northwest Corridor Overview

Areas of Interest

DE-B3-NWC-O-1: NW Corridor North

Please turn to page 390 for more details.

DE-B3-NWC-O-2: NW Corridor Center

Page 392 contains more details.

DE-B3-NWC-O-3: NW Corridor South

Please refer to page 394 for complete information.

DE-B3-NWC-O-4: Underground River Northwest

This lakelike region averages 8' deep and is relatively still.

Map 121: Northwest Corridor, North (DE-B3-NWC-N)

One square equals 5 ft.





DE-B3-NWC-N: Northwest Corridor North

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-NWC-N-1: Northwest Entrance

This leads to "Map 118: Northwest Elevator Chamber (DE-B3-NW-EC)" on page 384.

DE-B3-NWC-N-2: North Hall

Most of the sconces in this region bear no torch, having lost fuel long ago and not having been replaced.

DE-B3-NWC-N-3: Northwest Hall

Small rocks litter the floor here in places.

There is a **15%** chance of a **Rockslide** here.

DE-B3-NWC-N-4: Southwest Hall

This leads to the hallway described on page 392.

Map 122: Northwest Corridor, Center (DE-B3-NWC-C)

One square equals 5 ft.





DE-B3-NWC-C: Northwest Corridor Center

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-NWC-C-1: West Hall

There is a **15%** chance of a **false-alarm** **Rockslide** here.

DE-B3-NWC-C-2: Southwest Hall

There is a **10%** chance of a **Rockslide** here.

DE-B3-NWC-C-3: South Hall

There is a **20%** chance of a **Rockslide** here.

Map 123: Northwest Corridor, South (DE-B3-NWC-S)

One square equals 5 ft.





DE-B3-NWC-S: Northwest Corridor South

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-NWC-S-1: West Hall

There is a **25%** chance of a **Rockslide** here.

DE-B3-NWC-S-2: Center Hall

A dead merchant lies here. His skull is smashed in from boulders nearby, but blood litters the floor, and it seems as though he has suffered stab wounds as well.

There is a **20%** chance of a **Rockslide** here; this elevates to **40%** if the PCs loot the corpse.

	Access	Contents
Dead Merchant	**(unprotected)**	**Armor: Light** *and* **Gems: Low**

DE-B3-NWC-S-3: East Hall

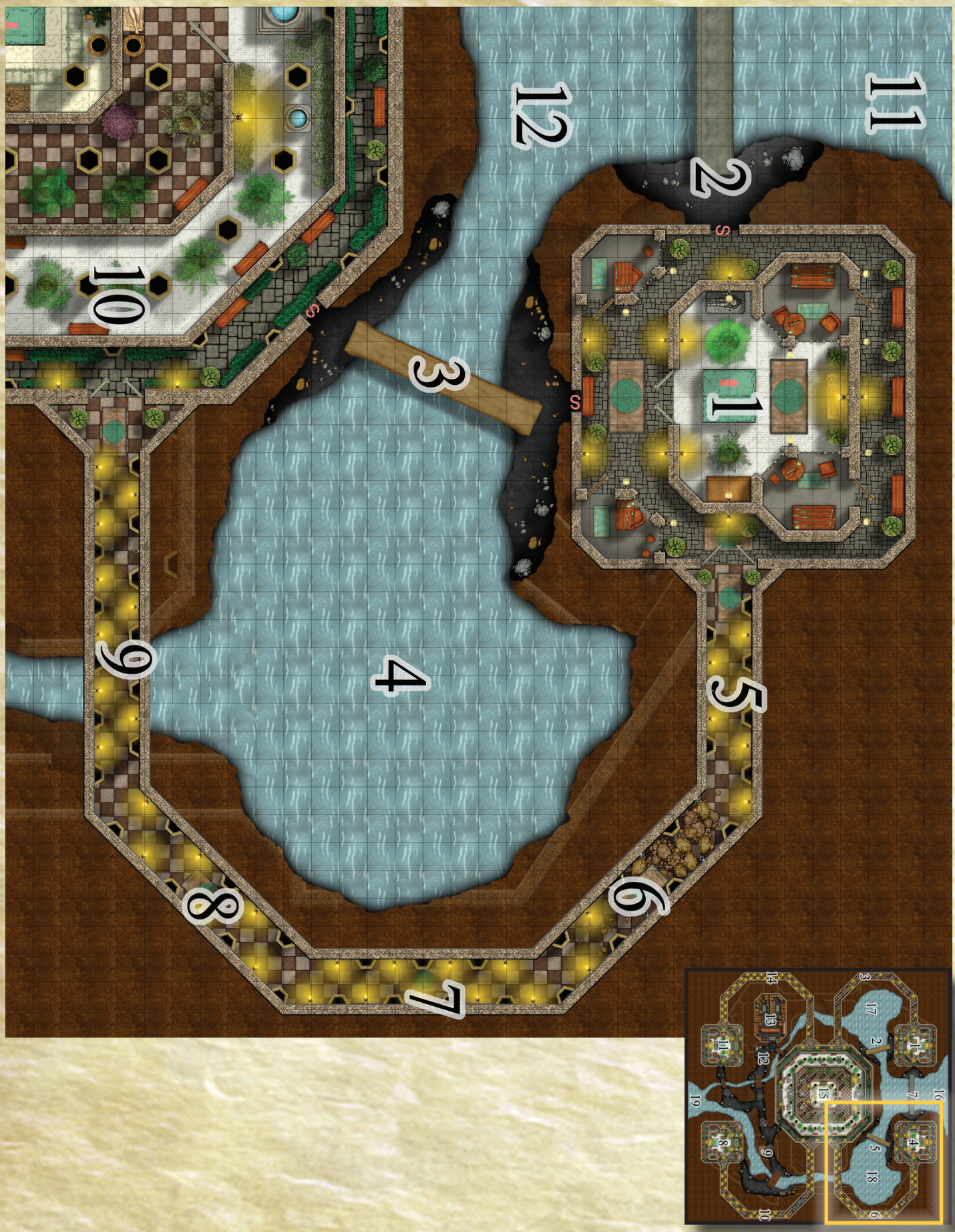
There is a **10%** chance of a false-alarm **Rockslide** here.

DE-B3-NWC-S-4: Underground River

This river flows deeply underneath the corridor. The walls of the hallway prevent any seepage, so it is quite possible for the PCs to never know there is an underground river here unless they are already aware of it from discovering one of the other secret caverns to the north or south.

Map 124: Northeast Overview (DE-B3-NE-O)

One square equals 5 ft.



DE-B3-NE-O: Northeast Overview

Areas of Interest

DE-B3-BE-O-1: Northeast Elevator Chamber

Turn to page 398 for further details.

DE-B3-BE-O-2: Northern Secret Bridge

Please turn to page 410 for details.

DE-B3-BE-O-3: Northeast Secret Bridge

Please refer to page 400 for more information.

DE-B3-BE-O-4: Northeast Underground River

The cool water here moves swiftly here to the south. It averages 7' deep, and tastes stale but refreshing.

DE-B3-BE-O-5: Northeast Corridor North

Please refer to page 404 for further details.

DE-B3-BE-O-6: Northeast Corridor Northeast

Page 404 contains additional information.

DE-B3-BE-O-7: Northeast Corridor East

Please turn to page 406 for a complete description.

DE-B3-BE-O-8: Northeast Corridor Southeast

This area is described starting on page 406.

DE-B3-BE-O-9: Northeast Corridor Southwest

Please refer to page 408 for a full description.

DE-B3-BE-O-10: Central Chamber

More details can be found starting on page 442.

DE-B3-BE-O-11: North Underground River

The massive underground river flows from regions north. From a point just north of Location 7, the water fills the entire chamber.

For adventuring purposes of this book, this area should be considered impassible.

DE-B3-BE-O-12: Underground River Split

The current here flows to the east, and will take anything floating in it to **Location 4** at the rate of 10' per round unless the object or creature in question is otherwise restrained.

Map 125: Northeast Elevator Chamber (DE-B3-NE-EC)

One square equals 5 ft.



DE-B3-NE-EC: Northeast Elevator Chamber

Overview

This is one of four large chambers in the diagonal corners of **Underground Level 3**.

Theme & Purpose

This chamber serves three purposes: First, it contains the elevator that leads up to **Underground Level 2**. Second, it acts as a checkpoint and an opportunity for guards to intercept those who have no true business in the lower levels of the Enclave. Thirdly, its structure is not merely for function, but for form; it was made to be a lovely place to take a walk, to have a romantic stroll, or to conduct a busienss conversation. Indeed, the lower levels of the Enclave have become tourist destinations of sorts.

Guarded Chamber

Much of the time (**35%** chance), **1d4 Enclave Guard** (p 659) and **1d4-2** (minimum 0) **Enclave Elite Guard** (p 656) will be present here. For each, randomize their location amongst **Locations 4, 5, 7,** and **8**.

Guardposts

There are four guardposts in this chamber. Unless otherwise noted, each contains similar equipment, as follows:

	Access	Contents
Weapons Table	**(unprotected)**	**Weapons: Martial 2H** *and* **Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

Default Doors

Unless noted otherwise, all doors are of the following profile.

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Default Secrets

Unless otherwise indicated, all secret doors may be closed behind the PCs after they pass through them, and are of the following profile.

	Access
Default Secret Door	**Locks: Door, Secret**; Perception only (no locks)

Areas of Interest

DE-B3-NE-EC-1: Elevator Up

This leads back up to "Map 98: Northeast Quarter Overview (DE-B2-NEQ-O)" on page 339.

DE-B3-NE-EC-2: Elevator Antechamber

Potted plants and beautiful trees raise loftily above the smooth white marble floor. To the east and west are stone sacrophogi elaborately engraved as statuaries.

The powdered remains inside are those of two of the Enclave's founders.

	Access	Contents
Sacrophagus (2x)	**Strength DC 20**	**Potions: Moderate,** using **Context C**

DE-B3-NE-EC-3: Foyer

Perception checks to discover the secret door suffer a **-2 circumstance penalty.**

DE-B3-NW-EC-4: Guardpost Southwest

See "**Guardposts**", above, for contents.

DE-B3-NW-EC-5: Guardpost Southeast

See "**Guardposts**", above, for contents.

DE-B3-NW-EC-6: NE Secret Bridge

Page 400 commences additional information about this region.

DE-B3-NW-EC-7: Guardpost Northwest

See "**Guardposts**", above, for contents.

DE-B3-NW-EC-8: Guardpost Northeast

See "**Guardposts**", above, for contents.

DE-B3-NW-EC-9: North Hallway

Stealth checks here receive a **-2 circumstance penalty**.

DE-B3-NW-EC-10: East Hallway

Stealth checks here receive a **+2 circumstance bonus**.

DE-B3-NW-EC-11: Hallway West

	Access
Hallway West	**Locks: Door, Stronghold**

Map 126: Northeast Secret Bridge (DE-B3-NE-SB)

One square equals 5 ft.



DE-B3-NE-SB: Northeast Secret Bridge

Overview

This is one of several bridges built eons ago to traverse the underground rivers found on this level.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 3, this chamber nevertheless connects with other areas via earthen holes and burrows, and of course via the river itself.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B3-NE-SB-1: Northeast Elevator Chamber

This leads to "Map 125: Northeast Elevator Chamber (DE-B3-NE-EC)" on page 398.

DE-B3-NE-SB-2: North Bank

All squares with a boulder inside them count as **Difficult Terrain**.

If approaching from this direction, any monsters summoned via the Random Encounter tables will appear as coming from the **South Bank (Location 4)**.

DE-B3-NE-SB-3: Bridge

This bridge is sturdy, but not unbreakable: if 3 or more PCs, or 1 or more PCs and one or more monsters, are atop it at any point, it crumbles, dumping any creatures on the bridge into the river.

DE-B3-NE-SB-4: South Bank

All squares with a boulder inside them count as **Difficult Terrain**.

If approaching from this direction, any monsters summoned via the Random Encounter tables will appear as coming from the **North Bank (Location 2)**.

DE-B3-NE-SB-5: Central Chamber

This leads to "Map 147: Central Chamber (DE-B3-CC)" on page 442.

DE-B3-NE-SB-6: Underground River

From here, the river has a rapid current that takes people southeast at a rate of 10' per round if they are not restrained or cannot grab hold of something. This movement begins the round after someone gets dunked in the water, or immediately if they enter the water voluntarily.

Map 127: Northeast Corridor Overivew (DE-B3-NEC-O)

One square equals 5 ft.



DE-B3-NEC-O: Northeast Corridor Overview

Areas of Interest

DE-B3-NEC-O-1: NE Corridor North

Please turn to page 404 for more details.

DE-B3-NEC-O-2: NE Corridor Center

Page 406 contains more details.

DE-B3-NEC-O-3: NE Corridor South

Please refer to page 408 for complete information.

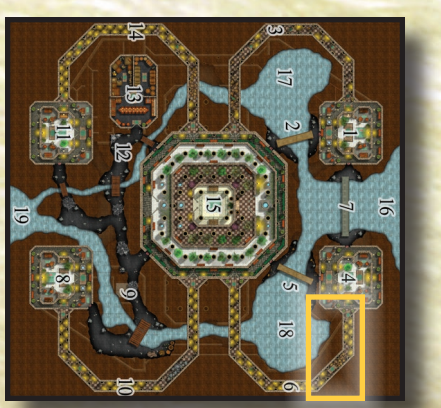
DE-B3-NEC-O-4: Underground River Northeast

This small lake averages 7' in depth, and flows swiftly to the south at the rate of 10' per round for those creatures not restrained in some manner.

Map 128: Northeast Corridor, North (DE-B3-NEC-N)

One square equals 5 ft.





DE-B3-NEC-N: Northeast Corridor North

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-NEC-N-1: Northeast Elevator Chamber

This leads to "Map 125: Northeast Elevator Chamber (DE-B3-NE-EC)" on page 398.

DE-B3-NEC-N-2: Northwest Hall

There is a **10%** chance of a **Rockslide** here.

DE-B3-NEC-N-4: East Hall

There is a **10%** chance of a **Rockslide** here.

Map 129: Northeast Corridor, Center (DE-B3-NEC-C)

One square equals 5 ft.





DE-B3-NEC-C: Northeast Corridor Center

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-NEC-C-1: Northeast Hall

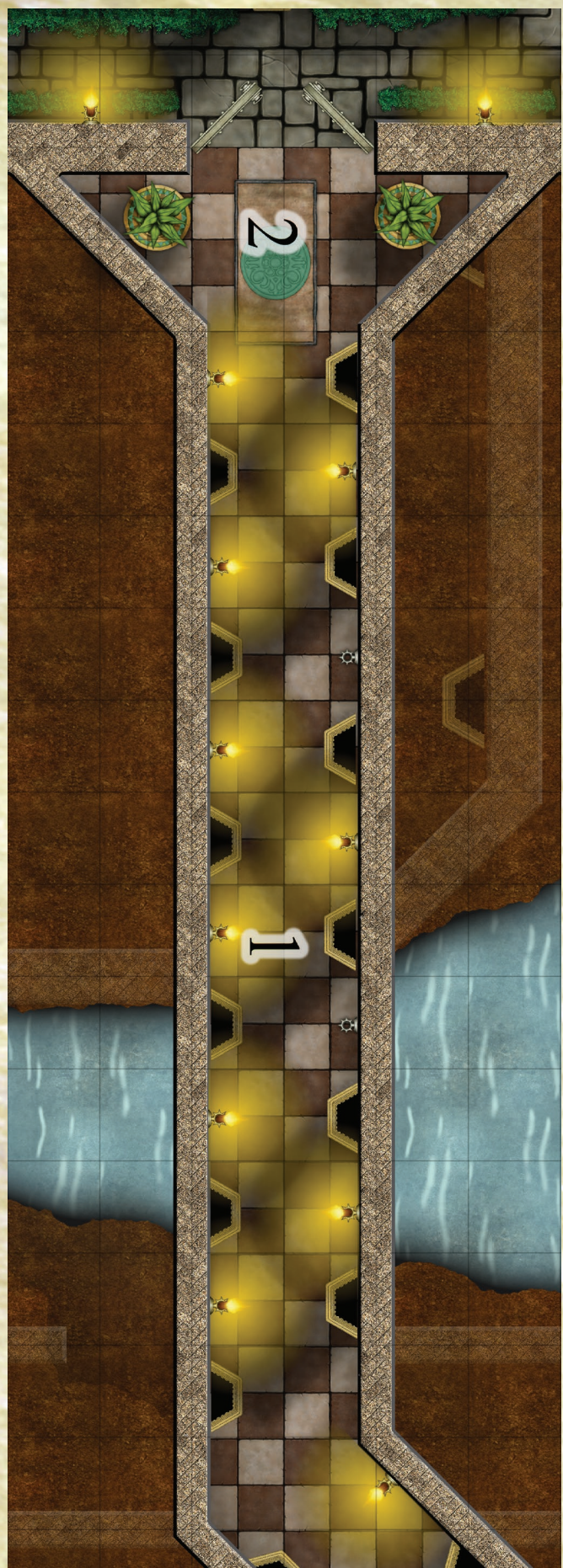
There is only a **15%** chance of a **false-alarm Rockslide** here.

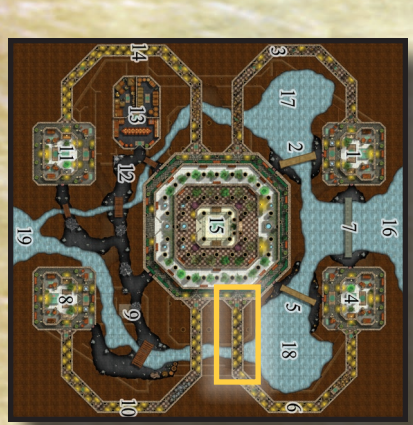
DE-B3-NEC-C-2: South Hall

There is zero change of anything untoward occuring in this brightly-lit hallway, which seems one of the freshest and most well-maintained in this level.

Map 130: Northeast Corridor, South (DE-B3-NEC-S)

One square equals 5 ft.





DE-B3-NEC-S: Northeast Corridor South

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-NEC-S-1: South Hall

There is a **15%** chance of a false-alarm **Rockslide** here.

DE-B3-NEC-S-2: Northeast Elevator Chamber

This leads to "Map 125: Northeast Elevator Chamber (DE-B3-NE-EC)" on page 398.

Map 131: Northern Secret Bridge (DE-B3-N-SB)

One square equals 5 ft.

DE-B3-N-SB: Northern Secret Bridge

Overview

This is one of several bridges built eons ago to traverse the underground rivers found on this level.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 3, this chamber nevertheless connects with other areas via earthen holes and burrows, and of course via the river itself.

As a result, there is some lingering danger of monsters here.

Random Encounters

Every 5 minutes of exploration here, roll on **"Table 21: Secret Cavern Default Random Encounters"** on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this region is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the random encounters table until a full night's rest, in this scenario.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; closed and unlocked when encountered

Areas of Interest

DE-B3-N-SB-1: Northwest Elevator Chamber

This leads to "Map 118: Northwest Elevator Chamber (DE-B3-NW-EC)" on page 384.

DE-B3-N-SB-2: West Bank

All squares with a boulder inside them count as **Difficult Terrain**.

If approaching from this direction, any monsters summoned via the Random Encounter tables will appear as coming from the **East Bank (Location 5)**.

DE-B3-N-SB-3: Bridge

This bridge is sturdy, but not unbreakable: if 4 or more PCs, or 2 or more PCs and one or more monsters, are atop it at any point, it crumbles, dumping any creatures on the bridge into the river.

From here, the river has a rapid current that takes people southeast at a rate of 10' per round if they are not restrained or cannot grab hold of something. This movement begins the round after someone gets dunked in the water, or immediately if they enter the water voluntarily.

DE-B3-N-SB-4: East Bank

All squares with a boulder inside them count as **Difficult Terrain**.

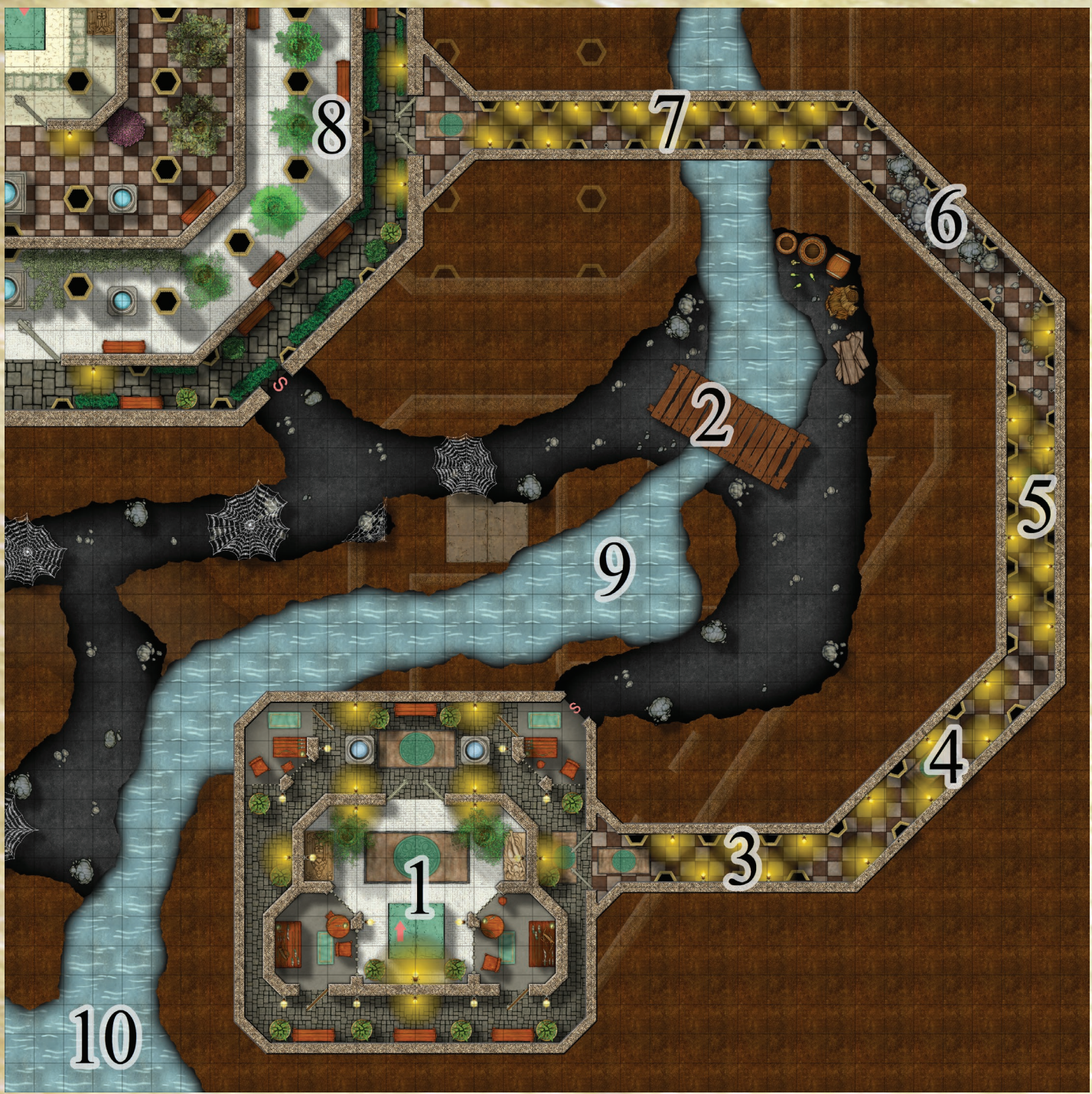
If approaching from this direction, any monsters summoned via the Random Encounter tables will appear as coming from the **West Bank (Location 2)**.

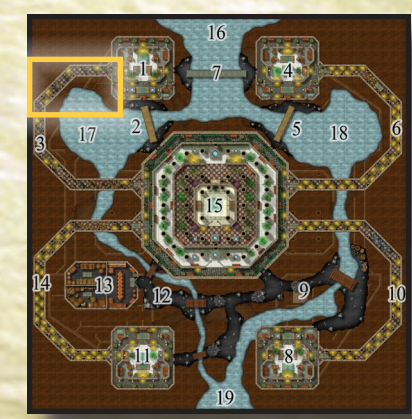
DE-B3-N-SB-5: Northeast Elevator Chamber

This leads to "Map 125: Northeast Elevator Chamber (DE-B3-NE-EC)" on page 398.

Map 132: Southeast Overview (DE-B3-SE-O)

One square equals 5 ft.





DE-B3-SE-O: Southeast Overview

Areas of Interest

DE-B3-SE-O-1: Southeast Elevator Chamber

This region is described starting on page 414.

DE-B3-SE-O-2: Southeast Secret Caves

Please refer to page 416 for full details.

DE-B3-SE-O-3: Southeast Corridor South

Please turn to page 424 for further details.

DE-B3-SE-O-4: Southeast Corridor Southeast

Page 424 commences a more detailed description.

DE-B3-SE-O-5: Southeast Corridor East

Refer to page 422 for further information.

DE-B3-SE-O-6: Southeast Corridor Northeast

Page 422 contains additional information.

DE-B3-SE-O-7: Southeast Corridor North

Please turn to page 420 for a complete description.

DE-B3-SE-O-8: Central Chamber

More details can be found starting on page 442.

DE-B3-SE-O-9: Southeast Underground River

This narrow channel of water races past at a rate of 20' per round unless the object or creature in question stops themselves. In this region, the river has an average depth of 6', so it might be possible to brace against the ground underneath.

DE-B3-SE-O-10: South Underground River

The underground river flows south from here. For the purposes of exploring the Druid Enclave, south of here should be considered an impassible zone for the PCs.

Map 133: Southeast Elevator Chamber (DE-B3-SE-EC)

One square equals 5 ft.





DE-B3-SE-EC: Southeast Elevator Chamber

Overview

This is one of four large chambers in the diagonal corners of **Underground Level 3**.

Theme & Purpose

This chamber serves three purposes: First, it contains the elevator that leads up to **Underground Level 2**. Second, it acts as a checkpoint and an opportunity for guards to intercept those who have no true business in the lower levels of the Enclave. Thirdly, its structure is not merely for function, but for form; it was made to be a lovely place to take a walk, to have a romantic stroll, or to conduct a busienss conversation. Indeed, the lower levels of the Enclave have become tourist destinations of sorts.

Guarded Chamber

Much of the time (**60%** chance), **1d4+2 Enclave Guard** (p 659) and **1d4 Enclave Elite Guard** (p 656) will be present here. For each, randomize their location amongst **Locations 4, 5, 7,** and **8**.

Guardposts

There are four guardposts in this chamber. Unless otherwise noted, each contains similar equipment, as follows:

	Access	Contents
Weapons Table	**(unprotected)**	**Weapons: Martial 2H** *and* **Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

Default Doors

Unless noted otherwise, all doors are of the following profile.

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Default Secrets

Unless otherwise indicated, all secret doors may be closed behind the PCs after they pass through them, and are of the following profile.

	Access
Default Secret Door	**Locks: Door, Secret**; Perception only (no locks)

Areas of Interest

DE-B3-SE-EC-1: Elevator Up

This leads back up to "Map 101: Southeast Quarter Overview (DE-B2-SEQ-O)" on page 345.

DE-B3-SE-EC-2: Elevator Antechamber

Potted plants and beautiful trees raise loftily above the smooth white marble floor. To the east and west are stone sacrophogi elaborately engraved as statuaries.

The powdered remains inside are those of two of the Enclave's founders.

	Access	Contents
Sacrophagus (2x)	**Strength DC 22**	**Weapons: Martial 1H,** using **Context C**

DE-B3-SE-EC-3: Foyer

Any NPCs indicated as being present will be located here.

DE-B3-SE-EC-4: Guardpost Northwest

See "**Guardposts**", above, for contents.

DE-B3-SE-EC-5: Guardpost Northeast

See "**Guardposts**", above, for contents.

DE-B3-SE-EC-6: SE Secret Caves

Page 416 commences additional information about this region.

DE-B3-SE-EC-7: Guardpost Southwest

See "**Guardposts**", above, for contents.

DE-B3-SE-EC-8: Guardpost Southeast

See "**Guardposts**", above, for contents.

DE-B3-NW-EC-9: South Hallway

Stealth checks here receive a **-2 circumstance penalty**.

DE-B3-NW-EC-10: East Hallway

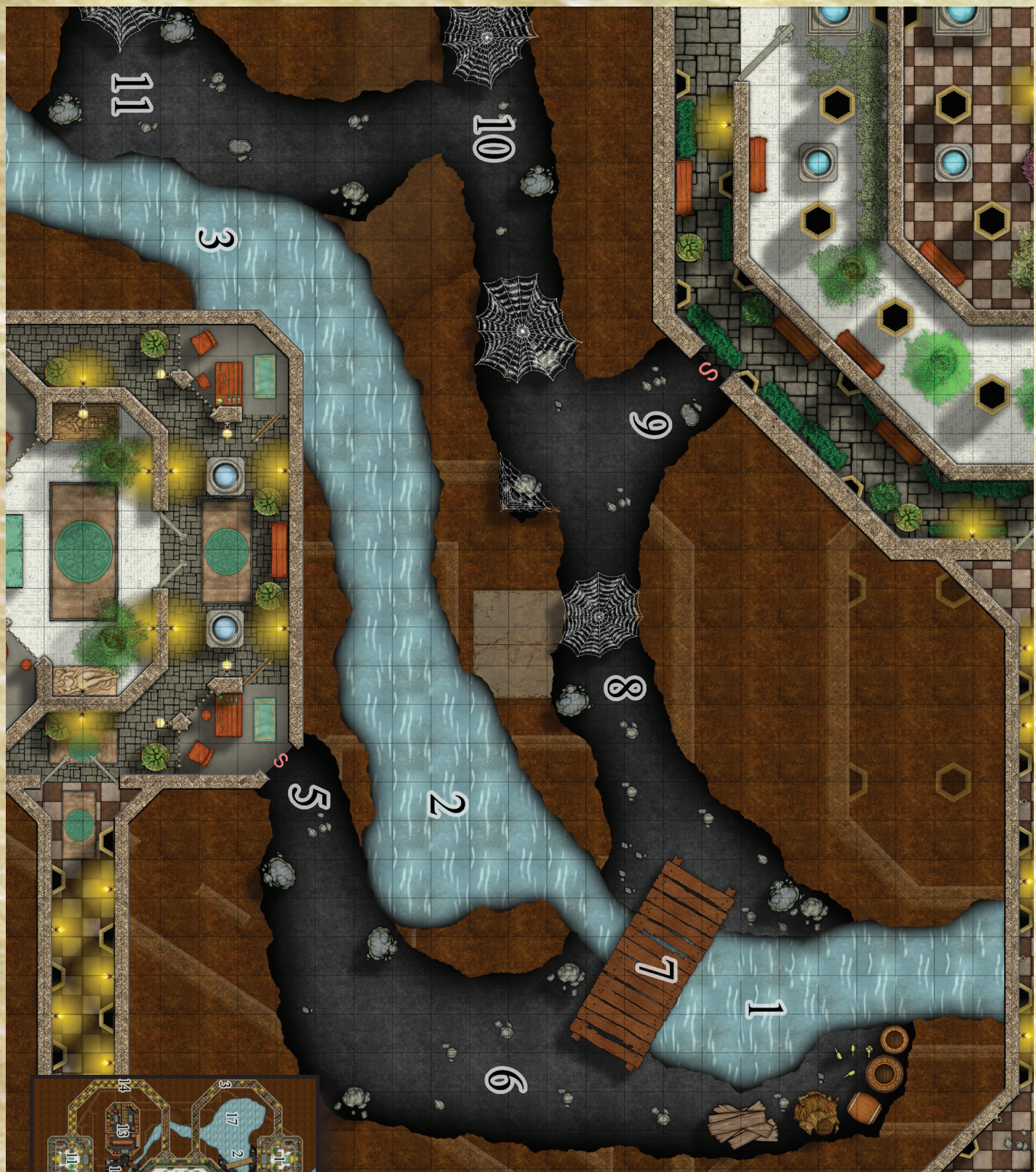
	Access
Hallway West	**Locks: Door, Stronghold**

DE-B3-NW-EC-11: Hallway West

Stealth checks here receive a **+2 circumstance bonus**.

Map 134: Southeast Secret Caves (DE-B3-SE-SC)

One square equals 5 ft.



DE-B3-SE-SC: Southeast Secret Caves

Overview

This complex of caverns was discovered by members of the criminal underworld The Moss, who guard the secret very closely.

To date, only a very select few outside that organization are familiar witht he complex of tunnels in this level.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 3, this chamber nevertheless connects with other areas via earthen holes and burrows, and of course via the river itself.

As a result, there is some lingering danger of monsters here.

The Moss use these caverns as a means of escape, quick navigation, clandestine meeting, and, more morbidly, to dispose of bodies at **Location 3**.

Random Encounters

Every 5 minutes of exploration here, roll on **"Table 21: Secret Cavern Default Random Encounters"** on page 275.

Any results of **"no encounter"** or **"NPC encounter"** indicate that the region is temporarily safe. Reroll after the next time increment.

At no time is this zone safe for a sustained rest.

Default Secret Doors

Unless noted otherwise, all secret doors may be closed behind the PCs after they pass through them, and are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; **Perception** only (no lock)

Areas of Interest

DE-B3-SE-SC-1: Underground River North

The river averages 7' deep at this point, and flows 15' per round to the southwest.

DE-B3-SE-SC-2: Underground River Center

The river slows down and is deeper here: 10' per round and 8' deep.

DE-B3-SE-SC-3: Underground River Southwest

The Moss uses this location to dispose of bodies in a hidden manner. The river here is perfect for the purpose, as its depth (10', on average) and its speed (5' per round, to the south) take anything dropped into it away forever.

DE-B3-SE-SC-5: Southwest Elevator Chamber Secret

The air here is cool and damp, and a breeze floats through from the northwest.

DE-B3-SE-SC-6: Cavern Southeast

In the northeast corner of the cave, a few supplies and debris are nestled.

	Access	Contents
Debris	**(unprotected)**	**Weapons: Light**
Cask	**Container: Crate or Barrel, using Context D**	**Alcohol: General,** using **Context D,** size **Medium**

If the PCs enter this area having not fought any monsters in these caverns as of yet, roll on **"Table 21: Secret Cavern Default Random Encounters"** on page 275 when they traverse the number 6. Place any monsters that result as approaching from **Location 11** to the southwest.

DE-B3-SE-SC-7: Bridge

Rickety and creaky, it seems that this bridge may not support a great deal of weight.

Up to 1 Medium-sized creature, or two Small-sized creatures, may safely traverse this bridge at a time. Any more than that, and the bridge collapses; any creatures on the bridge when this occurs are dumped into the river.

DE-B3-SE-SC-8: Cavern North

The spiderweb just to the west of the number 8 requires 2 rounds of attacking to remove, after which it is still considered **Difficult Terrain**.

DE-B3-SE-SC-9: Central Chamber Secret

This door swings closed on its own hinges after it is opened.

DE-B3-SE-SC-10: Caverns Northwest

Cobwebs here require 11 points of damage to destroy before the passage may be traversed (assume automatic hits). Consider the webs immune to piercing damage.

DE-B3-SE-SC-11: Caverns Southwest

This is a common spot for the Moss to dump bodies.

Map 135: Southeast Corridor Overview (DE-B3-SEC-O)

One square equals 5 ft.



DE-B3-SEC-O: Southeast Corridor Overview

Areas of Interest

DE-B3-SEC-O-1: SE Corridor North

Please turn to page 420 for more details.

DE-B3-SEC-O-2: SE Corridor Center

Page 422 contains more details.

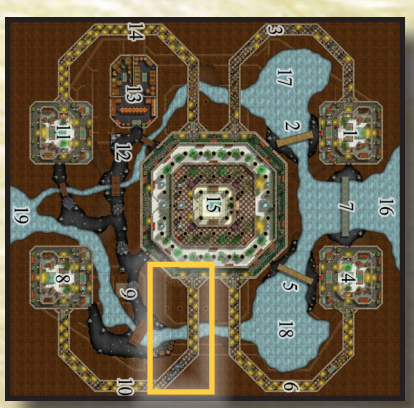
DE-B3-SEC-O-3: SE Corridor South

Please refer to page 424 for complete information.

Map 136: Southeast Corridor North (DE-B3-SEC-N)

One square equals 5 ft.





DE-B3-SEC-N: Southeast Corridor North

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-SEC-N-1: Northwest Hall

There is a **10%** chance of a **Rockslide** here.

DE-B3-SEC-N-2: Northeast Hall

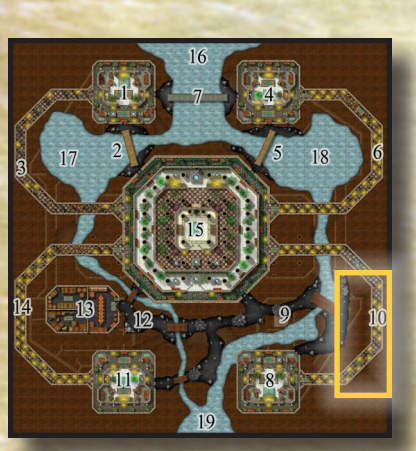
Boulders aplenty are piled here. Some shift as you approach, as though having recently fallen.

There is a **60%** chance of a **Rockslide** here; if no such event occurs, there is additionally an **80%** chance of a false-alarm **Rockslide.**

Map 137: Southeast Corridor Center (DE-B3-SEC-C)

One square equals 5 ft.





DE-B3-SEC-C: Southeast Corridor Center

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-SEC-C-1: East Hall

There is a **10%** chance of a false-alarm **Rockslide** here.

DE-B3-SEC-C-2: Southeast Hall

There is a **5%** chance of a **Rockslide** here; if this event does not occur, there is additionally a **40%** chance of false-alarm **Rockslide** here.

Map 138: Southeast Corridor South (DE-B3-SEC-S)

One square equals 5 ft.

DE-B3-SEC-S: Southeast Corridor South

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-SEC-S-1: South Hall

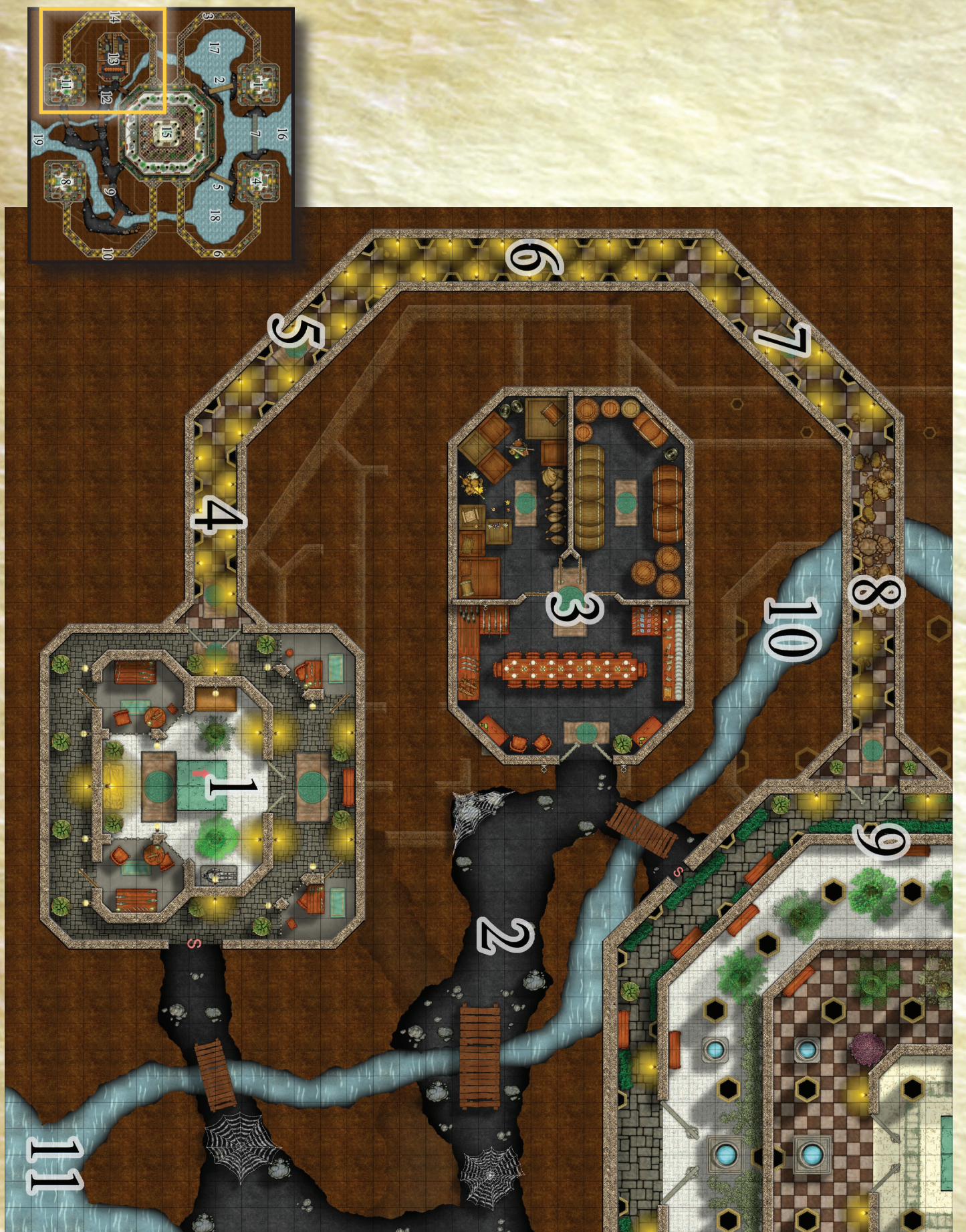
There is a **5%** chance of a **Rockslide** here.

DE-B3-SEC-S-2: Southeast Elevator Chamber

This leads to "Map 133: Southeast Elevator Chamber (DE-B3-SE-EC)" on page 414.

Map 139: Southwest Overview (DE-B3-SW-O)

One square equals 5 ft.



DE-B3-SW-O: Southwest Overview

Areas of Interest

DE-B3-SW-O-1: Southwest Elevator Chamber

Please turn to page 428 for a full description.

DE-B3-SW-O-2: Southwest Secret Caves

Full details commence on page 430.

DE-B3-SW-O-3: Southwest Secret Chamber

Refer to page 430 for full details.

DE-B3-SW-O-4: Southwest Corridor South

Please refer to page 440 for more information.

DE-B3-SW-O-5: Southwest Corridor Southwest

Turn to page 440 for full details.

DE-B3-SW-O-6: Southwest Corridor West

Page 438 contains a full description.

DE-B3-SW-O-7: Southwest Corridor Northwest

Please turn to page 436 for more details.

DE-B3-SW-O-8: Southwest Corridor North

Page 436 begins full details.

DE-B3-SW-O-9: Central Chamber

More details can be found starting on page 442.

DE-B3-SW-O-10: Southwest Underground River

This river, though narrow, flows very slowly and the current is easily fought. The depth averages 5'.

DE-B3-SW-O-11: South Underground River

The underground river flows south from here. For the purposes of exploring the Druid Enclave, south of here should be considered an impassible zone for the PCs.

Map 140: Southwest Elevator Chamber (DE-B3-SW-EC)

One square equals 5 ft.



DE-B3-SW-EC: Southwest Elevator Chamber

Overview

This is one of four large chambers in the diagonal corners of **Underground Level 3**.

Theme & Purpose

This chamber serves three purposes: First, it contains the elevator that leads up to **Underground Level 2**. Second, it acts as a checkpoint and an opportunity for guards to intercept those who have no true business in the lower levels of the Enclave. Thirdly, its structure is not merely for function, but for form; it was made to be a lovely place to take a walk, to have a romantic stroll, or to conduct a busienss conversation. Indeed, the lower levels of the Enclave have become tourist destinations of sorts.

Guarded Chamber

Much of the time (55% chance), **1d4 Enclave Guard** (p 659) and **1d4 Enclave Elite Guard** (p 656) will be present here. For each, randomize their location amongst **Locations 4, 5, 7,** and **8**.

Guardposts

There are four guardposts in this chamber. Unless otherwise noted, each contains similar equipment, as follows:

	Access	Contents
Weapons Table	(unprotected)	**Weapons: Martial 2H** *and* **Weapons: Martial Ranged** *and* **Weapons: Martial 1H**

Default Doors

Unless noted otherwise, all doors are of the following profile.

	Access
Default Door	**Locks: Door, Reinforced**; closed and locked when encountered

Default Secrets

Unless otherwise indicated, all secret doors may be closed behind the PCs after they pass through them, and are of the following profile.

	Access
Default Secret Door	**Locks: Door, Secret**; Perception only (no locks)

Areas of Interest

DE-B3-SW-EC-1: Elevator Up

This leads back up to "Map 104: Southwest Quarter Overview (DE-B2-SWQ-O)" on page 351.

DE-B3-SW-EC-2: Elevator Antechamber

Potted plants and beautiful trees raise loftily above the smooth white marble floor. To the east and west are stone sacrophogi elaborately engraved as statuaries.

The powdered remains inside are those of two of the Enclave's founders.

	Access	Contents
Sacrophagus (2x)	**Strength DC 16**	**Weapons: Light,** using **Context C**

DE-B3-SE-EC-3: Foyer

Any NPCs indicated as being present will be located here.

DE-B3-SE-EC-4: Guardpost Northwest

See "**Guardposts**", above, for contents.

DE-B3-SE-EC-5: Guardpost Northeast

See "**Guardposts**", above, for contents.

DE-B3-SE-EC-6: SW Secret Caves

Page 430. commences additional information about this region.

DE-B3-SE-EC-7: Guardpost Southwest

See "**Guardposts**", above, for contents.

DE-B3-SE-EC-8: Guardpost Southeast

See "**Guardposts**", above, for contents.

DE-B3-SE-EC-9: South Hallway

Stealth checks here receive a **-2 circumstance penalty**.

DE-B3-SE-EC-10: East Hallway

Stealth checks here receive a **+2 circumstance bonus**.

DE-B3-SE-EC-11: Hallway West

	Access
Hallway West	**Locks: Door, Stronghold**

Map 141: Southwest Secret Caves (DE-B3-SW-SC)

One square equals 5 ft.



DE-B2-SW-SC: Southwest Secret Caves

Overview

This complex of caverns was discovered by members of the criminal underworld The Moss, who guard the secret very closely.

To date, only a very select few outside that organization are familiar witht he complex of tunnels in this level.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 3, this chamber nevertheless connects with other areas via earthen holes and burrows, and of course via the river itself.

As a result, there is some lingering danger of monsters here.

The Moss use these caverns as a means of escape, quick navigation, clandestine meeting, and, more morbidly, to dispose of bodies at **Location 3**.

Random Encounters

Every 5 minutes of exploration here, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Any results of "**no encounter**" or "**NPC encounter**" indicate that the region is temporarily safe. Reroll after the next time increment.

At no time is this zone safe for a sustained rest.

Default Secret Doors

Unless noted otherwise, all secret doors may be closed behind the PCs after they pass through them, and are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; **Perception** only (no lock)

Areas of Interest

DE-B3-SW-SC-1: Southwest Elevator Chamber Secret

This door creaks horribly when it closes, alerting monsters: make a **Random Encounter** check (see above) whenever this door closes.

DE-B3-SW-SC-2: South Bridge

This bridge appears fairly sturdy.

It is indeed sturdy: any quantity of PCs or other creatures can tromp across it without breaking.

DE-B3-SW-SC-3: Body-Dumping Cave

This is where The Moss dumps bodies in the river.

DE-B3-SW-SC-4: North Bridge

While large, this bridge is encrusted with mold and small holes that look like rot.

Each time a creature passes over this bridge, check to see if it collpases: **10%** per Small creature on the bridge, plus **15%** per Medium creature on the bridge.

A collapsing bridge dunks any creature(s) on it into the river immediately (water height 7', flow rate 10'/round to the south).

DE-B3-SW-SC-5: Cavern Northwest

This large area is likely to have member of The Moss present; there is a **15%** chance that **1d4 Thieves** (p 727) will be lurking, hiding in ambush.

DE-B3-SW-SC-6: Southwest Secret Chamber

This leads to "Map 142: Southwest Secret Chamber (DE-B3-SW-SC)" on page 432.

Map 142: Southwest Secret Chamber (DE-B3-SW-SC)

One square equals 5 ft.



DE-B3-SW-SC: Southwest Secret Chamber

Overview

This secret chamber was originally created eons ago as a long-term supply cache, to be used in the event of a siege, famine, or protracted conflict.

Theme & Purpose

Since the secret of its location was lost a few hundred years ago, criminals of The Moss discovered it accidentally while on the run from Enclave Security.

Since that point a few dozen years ago, this chamber has served as a somewhat informal headquarters for organized crime.

Random Encounters

When exiting this chamber, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275. Any results of "**no encounter**" or "**NPC encounter**" indicate that the region is temporarily safe. Reroll after the next time increment.

Although the interior of this structure is safe from monsters, The Moss use it from time to time for meetings, torture, exchange of weapons and wealth, and so on.

At no time is this zone safe for a sustained rest.

Default Doors

Unless noted otherwise, all doors are of the following profile:

	Access
Default Door	Locks: Door, Reinforced

Areas of Interest

DE-B3-SW-SC-1: Entrance

Though they bear no torch, the stone around these sconces is blackened with soot.

This door is always locked.

DE-B3-SW-SC-2: Dining Foyer

	Access	Contents
Sideboards (2x)	Locks: Furniture, Simple	Weapons: Light *and* Simple Foodstuffs
Food Service Table	(unprotected)	Weapons: Light 6x, using Context D

DE-B3-SW-SC-3: Weapons Cache

	Access	Contents
Long Table	(unprotected)	Weapons: Martial 2H, 6x *and* Weapons: Martial 1H, 3x *and* Weapons: Martial Ranged, all using Context D
Small Table	(unprotected)	Weapons: Martial 1H, 4x

DE-B3-SW-SC-4: Hub

The doors here are arranged so that only one set may easily be opened at a time; opening both of the other set is challenging.

DE-B3-SW-SC-5: Cask Storage

	Access	Contents
Small Casks (6x)	Container: Crate or Barrel	Fresh water
Large Barrels (18x)	Container: Crate or Barrel	Alcohol: General, size Large, using Context D

DE-B3-SW-SC-6: Treasure Cache

	Access	Contents
Small Crates (7x)	Container: Crate or Barrel	General Supplies, size Medium, using Context D
Large Crates (2x)	Container: Crate or Barrel, using Context C	Rations and Prepared Food, size Large
Sacks (8x)	(unprotected)	Simple Foodstuffs
Chests (4x)	Locks: Chest, Simple *and* Traps: General, using Context D	Coin Treasure Moderate *and* Potions: Moderate
Treasure Piles (2x)	(unprotected)	Clothing: General, using Context C *and* Weapons: Martial 1H *and* Coin Treasure: Moderate, using Context B *and* Armor: Light

Map 143: Southwest Corridor Overview (DE-B3-SWC-O)

One square equals 5 ft.



DE-B3-SWC-O: Southwest Corridor Overview

Areas of Interest

DE-B3-SWC-O-1: SW Corridor North

Please turn to page 436 for more details.

DE-B3-SWC-O-2: SW Corridor Center

Page 438 contains more details.

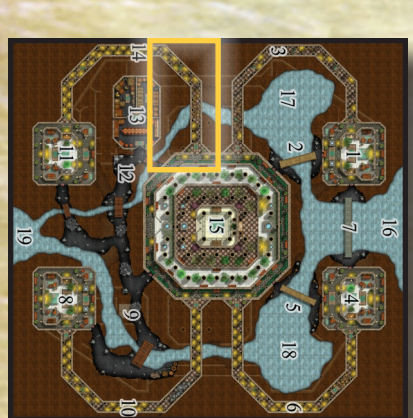
DE-B3-SWC-O-3: SW Corridor South

Please refer to page 440 for complete information.

Map 144: Southwest Corridor North (DE-B3-SWC-N)

One square equals 5 ft.





DE-B3-SWC-N: Southwest Corridor North

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-SWC-N-1: North Hall

There is a **55%** chance of a **Rockslide** here.

DE-B3-SWC-N-2: Northwest Hall

There is a **15%** chance of a false-alarm **Rockslide** here.

Map 145: Southwest Corridor Center (DE-B3-SWC-C)

One square equals 5 ft.





DE-B3-SWC-C: Southwest Corridor Center

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-SWC-C-1: West Hall

There is a **35%** chance of a false-alarm **Rockslide** here.

However, any such occurrence, however immediately nonlethal, attracts attention: if a false-alarm rockslide happens, immediately roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275, and place any monsters that result as approaching from the direction opposite that which the PCs entered this zone from.

DE-B3-SWC-C-2: Southeast Hall

This brightly-lit hallway contains no risk whatsoever.

Map 146: Southwest Corridor South (DE-B3-SWC-S)

One square equals 5 ft.

DE-B3-SWC-S: Southwest Corridor South

Overview

These halls were crafted eons ago with great care and skill. The years have bee unkind to some portions, however, and it's unclear as to whether the skill and will yet exist to effect proper repairs.

Theme & Purpose

These corridors serve to connect the four **Elevator Chambers** in the diagonal corners of this level to the **Central Chamber** and thence to the **Underground Level 4** beneath.

Although those five chambers to which these corridors connect are viewed to be relaxing destinations, these corridors are not quite as safe as the remainder of the public areas of the level, and so are typically hurried through.

Any NPCs encountered here will be unwilling to stop and chat for very long,; if they are of favorable mind toward the PCs, they will offer that the party may accompany them to one of the main chambers where they might continue their conversation in safety.

Ill Repair

Unless otherwise noted, any square touched by one or more rocks counts as **Difficult Terrain**.

Rockslides

Some sections may refer to the chance of a **Rockslide**. Roll for this chance each time one or more of the PCs traverses the area; add **5%** to the chance of an occurrence for each PC beyond 2 that walks along the region at the same time.

If a rockslide is triggered, each PC in the area must make a **Reflex / Dexterity** check at **DC 18**. Success means they safely escape the rockfall; failure means they suffer **2d4-1** points of **bludgeoning damage** from the rocks.

Only roll for a rockslide once each time the PCs navigate the area; once they have either triggered, or not triggered, a rockslide, do not roll again for the chance unless they come back into this map region again after having visited other regions.

A "**False-Alarm Rockslide**" may also occur. Roll under the same guidelines as a genuine **Rockslide** above, but if an event is triggered, it merely makes noise and shifts a few small stones. No damage occurs and no true risk happens, but it can still be quite unsettling!

Random Encounters

Every 5 minutes of exploration in one of these Corridors, roll on "**Table 21: Secret Cavern Default Random Encounters**" on page 275.

Unlike with several other regions in the Enclave, treat any results of "**no encounter**" or "**NPC encounter**" as temporary only: that is, roll again after another 5 minutes.

At no time are these Corridors safe for a full or sustained rest.

Default Doors

Unless otherwise indicated, all doors are of the following profile:

	Access
Default Door	**Locks: Door, Stronghold**; closed and unlocked when encountered

Areas of Interest

DE-B3-SWC-S-1: South Hall

There is a **10%** chance of a false-alarm **Rockslide** here.

DE-B3-SWC-S-2: Southwest Elevator Chamber

This leads to "Map 140: Southwest Elevator Chamber (DE-B3-SW-EC)" on page 428.

Map 147: Central Chamber (DE-B3-CC)

One square equals 5 ft.

DE-B3-CC: Central Chamber

Overview

The crown jewel of Underground Level 3, and the centerpiece where all hallways lead, the Central Chamber has had various, more flowery names over the centuries.

Theme & Purpose

This, perhaps more than any other part of the Enclave, is a tourist destination. It serves no greater function to the city than to act as a nexus, a focal point, and as the explicit embodiment of the ideal of the Enclave.

As a result, it is calm, peaceful, tranquil. Ideal for strolls, walks, or other endeavors. While physical romantic encounters are illegal, in practice, it is not unheard of, and most Enclave Security will simply walk the other way if they happen upon such an incident.

Random Encounters

At all times, this zone is safe from threat, though no part of it is quiet enough to ensure a full sustained rest.

This is something of a park, but overnight or prolonged stay is discouraged. Despite all the greenery, this is an indoor, underground structure: campfires, tents, bedrolls, and other extended-stay trappings are immediately called to account.

Enclave Security will stop any who appear to be making more than just a few minutes' rest stop on their way to another destination.

Peacefully Guarded

At any time, day or night, each "ring" in the chamber has a chance of some guards being present. Randomize the location of each guard; guards will typically patrol in either a counter-clockwise (odd-numbered rings) or clockwise (even-numbered rings) manner.

Note that the presence or absence of guards in a given Ring will also dictate whether certain doors are locked or opened; see each Ring's description for more details.

Table 30: Underground Level 3 Central Chamber Guards

Ring #	Locations	Guard Possibility
1	Outermost; 10	15% chance of 1d4-1 (minimum 0) **Enclave Guard** (p 659).
2	11, 12, 13, 14	25% chance of 1d4-1 (minimum 0) **Enclave Guard** *and* 10% chance of 1d4-1 (p 656, minimum 0) **Enclave Elite Guard**.
3	15, 16, 17, 18	30% chance of 1d4 (minimum 0) **Enclave Guard** *and* 20% chance of 1d4-1 (minimum 0) **Enclave Elite Guard**.
4	Innermost; 19	60% chance of 1d4 **Enclave Elite Guard**.

Guards of all types will pretty much ignore anyone who is not obviously up to something illegal. Adventurers from out of town who are unknown to the citizenry may get an arched eyebrow.

Adventurers bloody from a fight will almost certainly get stopped, though a simple explanation of "I just fought monsters in the hallways" is not completely out of the ordinary.

Default Doors

Unless noted otherwise, all doors are of the following profile:

	Access
Default Door	Locks: Door, Stronghold

Areas of Interest

DE-B3-CC-1: Northwest Corridor

This leads to "Map 120: Northwest Corridor Overview (DE-B3-NWC-O)" on page 388.

DE-B3-CC-2: Southwest Corridor

This leads to "Map 143: Southwest Corridor Overview (DE-B3-SWC-O)" on page 434.

DE-B3-CC-3: Northeast Corridor

This leads to "Map 127: Northeast Corridor Overivew (DE-B3-NEC-O)" on page 402.

DE-B3-CC-4: Southeast Corridor

This leads to "Map 135: Southeast Corridor Overview (DE-B3-SEC-O)" on page 418.

DE-B3-CC-6: Northeast Secret Bridge

This leads to "Map 126: Northeast Secret Bridge (DE-B3-NE-SB)" on page 400.

DE-B3-CC-7: Southesat Secret Caverns

This leads to "Map 134: Southeast Secret Caves (DE-B3-SE-SC)" on page 416.

DE-B3-CC-8: Southwest Secret Caverns

This leads to "Map 141: Southwest Secret Caves (DE-B3-SW-SC)" on page 430.

DE-B3-CC-9: Northwest Secret Bridge

This leads to "Map 119: Northwest Secret Bridge (DE-B3-NW-SB)" on page 386.

DE-B3-CC-10: Outer Ring 1

Comfortable benches are interspersed with bushes and potted plants around the circumference of the central chamber.

The outermost ring offers the narrowest walking space. As a result, most of those who plan to loiter will prefer an inner ring; this region is mainly for locomotion.

The doors leading to the second ring are never locked unless for some reason there are zero guards in Ring 1 and in Ring 2.

DE-B3-CC-11: Ring 2

Marble floors surround you as you step into this ringed walking path. Potted trees bloom above the benches and columns that dot the floor.

Each trio of fonts (to the north and south) are commonly used to toss coins into to make wishes. If there are no guards within view, theiving PCs might profit; any guards who do notice such an endeavor will **arrest** the PCs on sight and fine them **10x** the amount pilfered.

	Access	Contents
Font (6x)	**(unprotected**, but see above**)**	**Coin Treasure: Moderate,** halved

DE-B3-CC-12: Ring 2 West

Trees and ornamental columns alternate along this stretch of walkway.

DE-B3-CC-13: Ring 2 East

1d4-1 (minimum 0) **Enclavefolk** will commonly be here, day or night, walking or sitting and talking.

DE-B3-CC-14: Ring 2 North

These doors are never closed except in a situation in which there are zero guards in both Ring 2 and in Ring 3.

DE-B3-CC-15: Ring 3 North

Chequered floors here have been waxed and cleaned to a high shine. Lovely trees bloom above, and the columns here are finely chiseled, showing reliefs of druidic and natural splendor and achievement. Against the stone wall of the innermost ring of the chamber is a stone figure shown relaxing.

The statue here is of one of the first Elders of the Council after it was established shortly after the construction of the Enclave commenced. Behind the statue is a long-forgotten stash of possessions:

	Access	Contents
Statue Stash	**(unprotected)**	**Gems: Semi-Precious, using Context D** *and* **Weapons: Light**

DE-B3-CC-16: Ring 3 West

1d2-1 (minimum 0) **Enclavefolk** will commonly be here, day or night, walking or sitting and talking.

DE-B3-CC-17: Ring 3 East

For some reason, there are never any NPCs here. One of the southern trees has begun to rot, and emits a faint stench if approached closely; this may account for the phenomenon.

DE-B3-CC-18: Ring 3 South

A trio of fonts can be found here, filled with crystal-clear water.

The water here is fresh beyond mere natural properties. Drinking any quantity from any of the three will immediately heal **1d6 hit points**; this is a magical healing / positive energy effect. Creatures healed in this manner must wait 10 hours before the water generates a similar effect; within that duration, treat it merely as fresh water.

DE-B3-CC-19: Elevator Down

The innermost chamber contains flowered trellises strung between four pillars. To the north, an 8' tall, nondescript tree stands between two ornamental pillars with elaborately-carved relief. To the east and west are sacrophogi. The center of the chamber is dominated by an elevator platform.

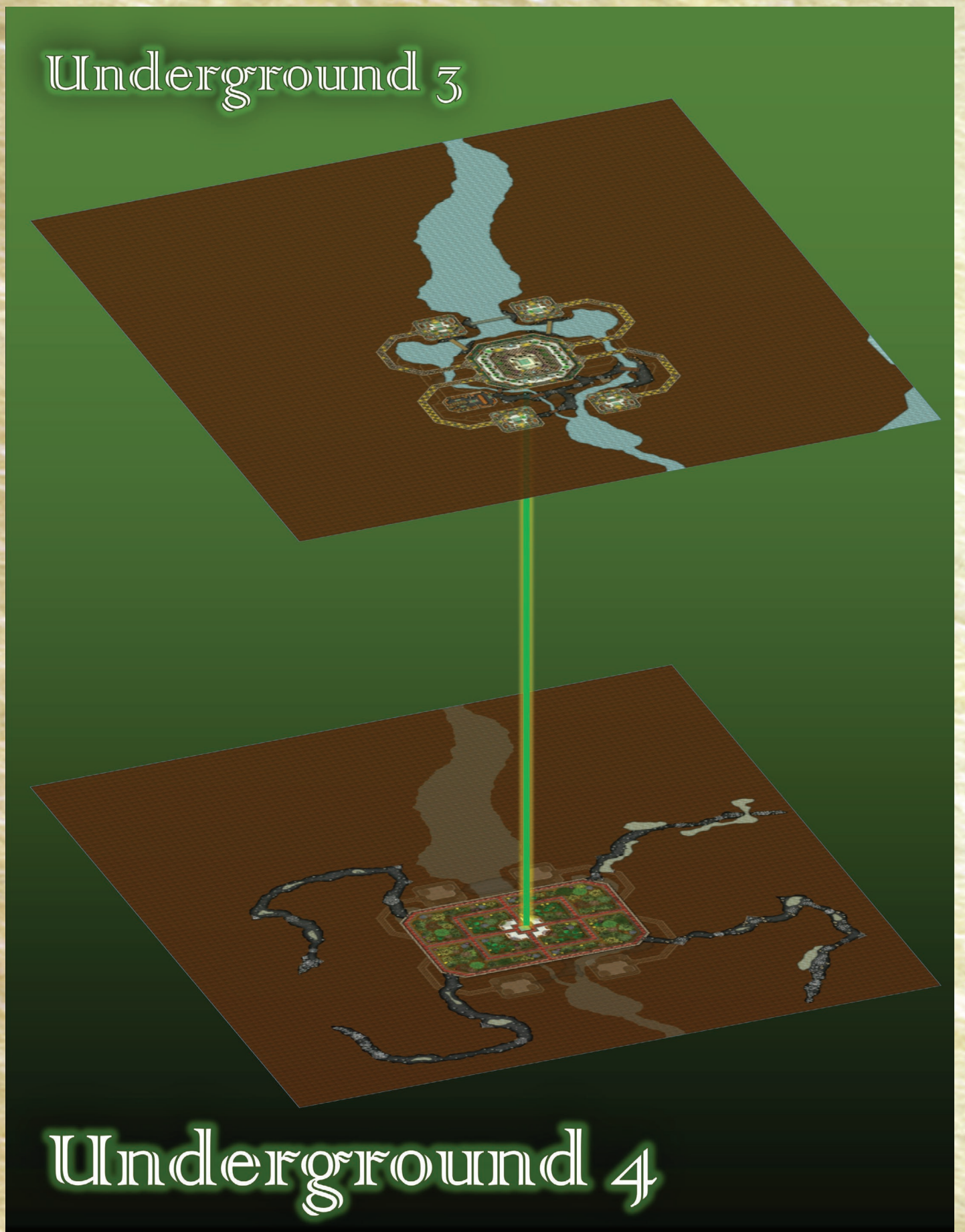
The elevator leads down to "Map 159: Central Chamber Elevator Courtyard (DE-B4-EC)" on page 469.

The two sarcophagi each require a **Strength** check at **DC 24** to remove. The remains inside each are those of one of the Enclave's founders.

	Access	Contents
Sacrophagus (2x)	**(see above)**	**Armor: Heavy,** using **Context C**

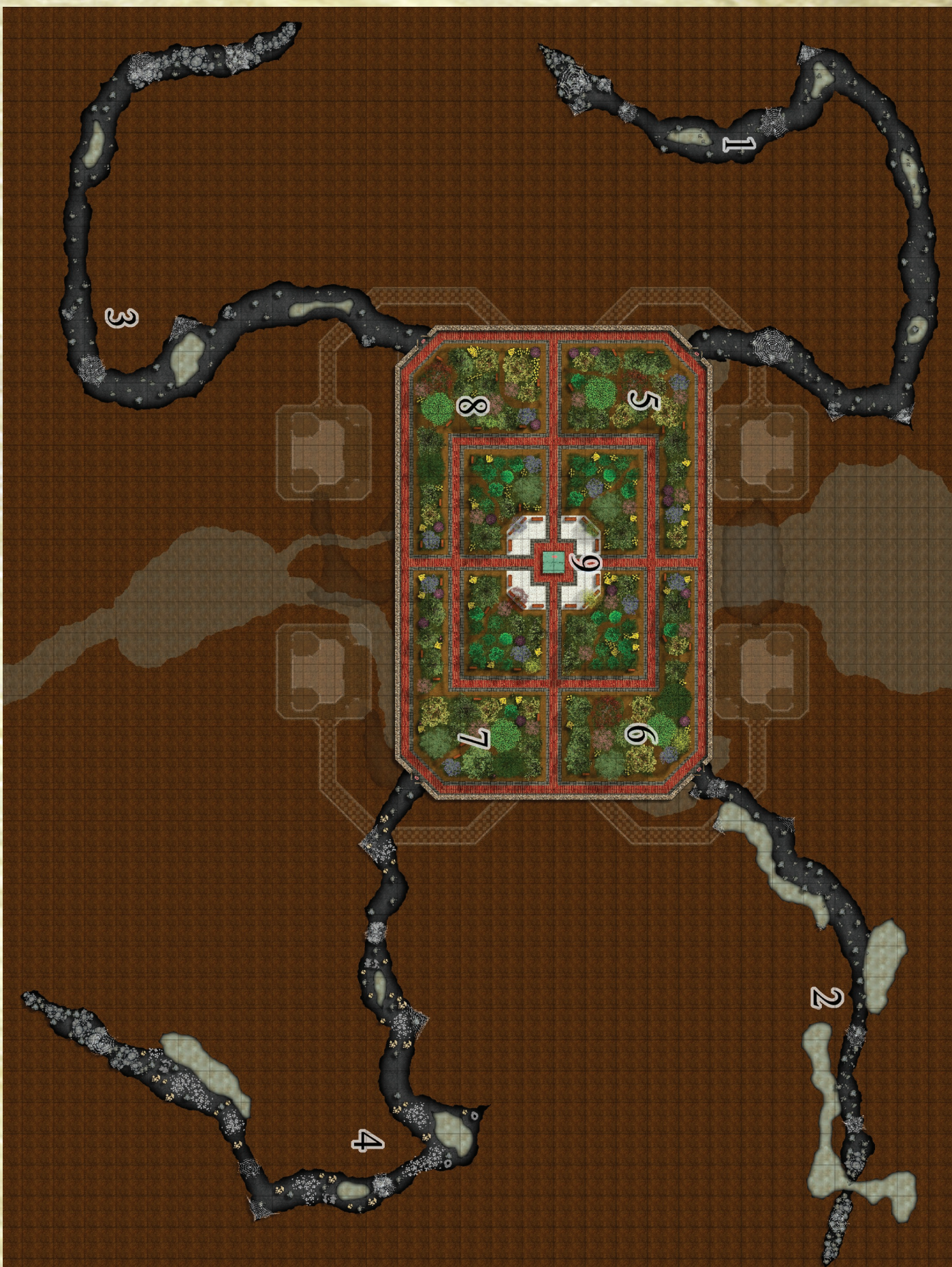
Underground: Level 4

Map 148: Druid Enclave Side Projection, Underground Level 4



Map 149: Underground Level 4, Overview (DE-B4-O)

One square equals 20 ft.



Level Introduction: Underground Level 4

Summary

Underground 4 can be conceptually divded into two regions:

First, the formal, "known" areas that are linked to the public.

Note that unlike its upper neighbors, Underground Level 4 contains no "hidden" regions known only to the elite of Enclave Security forces.

There are "secret" tunnels and forgotten caves, most of which are unknown to nearly everyone, and some of which have been completely undiscovered for hundreds of years. These are particularly dangerous, as they connect to a network of Fissures that penetrate deep into the subterranean structure of the Realm.

Enclave Underground Structures

The presence of underground levels in the Enclave is the worst-kept secret of design in the Realms. Originally architected and built many centuries ago as a hidden understructure of defense, the original intent was to provide zones into which citizens could go if the Enclave were assaulted.

This approach held for about a hundred years, until A) the secret was out and everyone knew about the presence of underground levels, and B) the population of the Enclave grew beyond what the surface level could sustain, necessitating use of the lower levels to hold the populace.

Although the several underground levels are known to most citizens of the Enclave, there persists a sense that they are for defense, and should be protected. As a result, most people who are not well-known to the Enclave who venture down here will be questioned as to their purpose.

Public Structures

Although not necessarily advertised, and seldom shared with travelers and tourists, these regions are well-known by all citizens, and it's not unusual at all to see people flowing up and down regularly.

The following Locations are **Public Structures:**

Locations 5, 6, 7, 8, and **9.**

Secret Structures

Some caves date back centuries, and have been neither used nor known for that time. Cave-ins, intentional maskings, and natural phenomena have obfuscated these structures from all.

Nobody in the Enclave knows of these structures, though of course they may be discovered by the PCs.

The following regions are **Secret Structures:**

Locations 1, 2, 3, and **4.**

Fissures in Aquilae

"**Fissures**" is a general term that refers to the dense matrix of underground caverns and chambers that run throughout the Realm of Aquilae. Monsters, terror, and even darker forces lurk in these environs, where light and good are both in short supply.

Although they are currently sealed off to what is generally known, Underground Level 4 of the Druid Enclave contains four tendrils of Fissure that link to the greater complex of fissures that lead throughout the Realm.

This topic is to be explored in greater detail in upcoming books and products.

Fissure Sludge

Various parts of the Fissures contain a vile substance called ***Fissure Sludge***.

The water in pools of **fissure sludge** is stagnant and poisonous, but not in a lethal way: anyone drinking of it will immediately throw it up.

Stepping into the pool will coat any extremities in the sludge. This generally attracts monsters; for every PC who is coated in some sludge, **add 5** to the die roll every time you roll on the Random Encounters table in a Fissures location on this level.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells, *transmute stone to mud* or similar spells that affect barriers, or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry from Underground Level 3

The only formal means of entry is the central elevator at **Location 9.**

Overview

Many citizens, and nearly all visitors, only come down to this level if they have specific business with citizens here, or if they need to delve more deeply into the Underground levels.

Much of the known terrain here is transitory: there are no shops or residences to speak of in this region. There is, however, ample purpose to be here, as many take walks or simply enjoy the sights of the gardens and the elaborate hallways leading thereto.

Atmosphere & Theme

Public Regions can be busy with visitors, sightseers, or simply those who wish seclusion or a nice walk.

Secret Regions are have lain dormant and undiscovered for a hundred years or more, and as a result, are largely populated with monsters.

Secret Region Random Encounters

As noted above, many regions are **Secret Structures**, meaning that no citizen or sentient is aware of them.

That said, danger still lurks, as these regions are connected to each other and to the surface and other, deeper caverns via small holes and crevies.

Immediately upon discovering a Secret Region, and thereafter every 10 minutes wandering about in one, roll on the following table to determine whether a random encounter occurs:

Table 31: Underground Level 4 Secret Cavern Default Random Encounters

D%	Event	Description
01-10	No Encounter	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
11-15	Trivial Encounter	Roll once on **Monsters: Caves, Trivial**.
16-25	Light Encounter	Roll once on **Monsters: Caves, Light**.
26-40	Average Encounter	Roll once on **Monsters: Caves, Average**.
41-75	Advanced Encounter	Roll once on **Monsters: Caves, Advanced**.
76-00	Elite Encounter	Roll once on **Monsters: Caves, Elite**.

Garden Random Encounters

The Gardens occupying nearly the entirety of the Public regions of this level are essentially stylized and smaller versions of the **Druid Forest** that surrounds the Enclave entire. This means that there are any number of threats that may lurk within.

The first time that the PCs approach the **Northwest Gardens**, roll on the **Monsters: Druid Forest, Light** table, placing the result in the thickest portion of the nearby garden region, unaware of the party's presence for the moment.

Thereafter, for every 10 minutes spent wandering about in the gardens, roll on the **Entry Gardens Default Random Encounters** table below.

Table 32: Underground Level 4 Garden Random Encounters

D%	Event	Description
01-40	No Encounter	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
41-45	Trivial Encounter	Roll once on **Monsters: Druid Forest, Trivial**.
46-50	Light Encounter	Roll once on **Monsters: Druid Forest, Light**.
51-50	Average Encounter	Roll once on **Monsters: Druid Forest, Average**.
61-67	Advanced Encounter	Roll once on **Monsters: Druid Forest, Advanced**.
68-69	Elite Encounter	Roll once on **Monsters: Druid Forest, Elite**.
70-00	NPC Encounter	Roll once on **Table 4: Default Random Dramatis Personae** on page 22.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, this region is momentarily safe for refuge. However, the Gardens are rarely ever safe for very long: Reroll on this table after the next time increment per the above.

At no time is any portion of this level safe for an extended rest.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, while in **Public Structures** or **Hidden Structures,** roll on the following table of **Default Random Encounters** for every **10 minutes** the party remains in this area.

Note that although the Public and Hidden Structures are civilized and well-used, there still exists the occasional chance of threat from monsters.

Table 33: Enclave Underground Level 4 Default Random Encounters

D%	Event	Description
01-50	No Encounter	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
51-60	Random City Encounter	Roll once on **"FlexTable 36: Druid Enclave Random Encounters"** on page 118.
61-95	NPC Encounter	Roll once on the **Default NPC Encounter Table** below.

D%	Event	Description
96-00	**Random Cavern Encounter**	Roll once on **"Secret Cavern Default Random Encounters"**, above.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 34: Default NPC Encounter: Underground Level 4

Suggested Population: 1d4 rolls

D%	Key NPC	Profession	Page
01	**Gallianne Estrarch**	Council Elder	478
02	**Ashrem Ilydron**	Council Elder	483
03	**Trotysse Airdarr**	Council Elder	488
04	**Halabedarr**	Council Elder	493
05	**Siriquille**	Council Elder	498
06	**Usborn Tossercobb**	Council Elder	503
07	**Barksel Ferubrankcht**	Council Elder	508
08-11	**Groob**	Blacksmith	513
12-16	**Imay Aldreban**	Healer	518
17-20	**Allaha Gorrut**	Sage	523
21-24	**Forsythar**	Tailor	528
25-28	**Sannelle Goregut**	Weapons Trainer	533
29-32	**Jaer**	Druid Trainer	538
33-36	**Terjonne**	Ranger Trainer	543
37-40	**Ulfgarre Thorngage**	Herbalist/ Apothecary	548
41-44	**Seddyn**	Provisioner	552
45-48	**Plakk**	Mercenary	556
49-52	**Gaeryn**	Mercenary	560
53-56	**Tultokka**	Mercenary	564
57-61	**Wubafix**	Black Market Leader	568
62-65	**Kerrithe**	Blackmail Leader	572
66-69	**Darrlie**	Assassin	576
70-73	**Rannos Rannthak**	Noble	580
74-77	**Anastrianna Liadon**	Noble	585
78-81	**Meliannthe**	Socialite	590
82-85	**Phaelynne Helliar**	Merchant Queen	595
86-89	**Klasandrel Sulidan**	Merchant Prince	600
90-93	**Lia Ilphur**	Lone Crusader	605
94-97	**Wyrida**	Special Operative of the Council	615
98-00	**Clarida**	Wyrida's younger sister	610

Areas of Interest

DE-B4-O-1: Fissures Northwest

Please turn to page 451 for further details.

DE-B4-O-2: Fissures Northeast

Page 453 contains a further description.

DE-B4-O-3: Fissures Southwest

More details about this region may be found on page 455.

DE-B4-O-4: Fissures Southeast

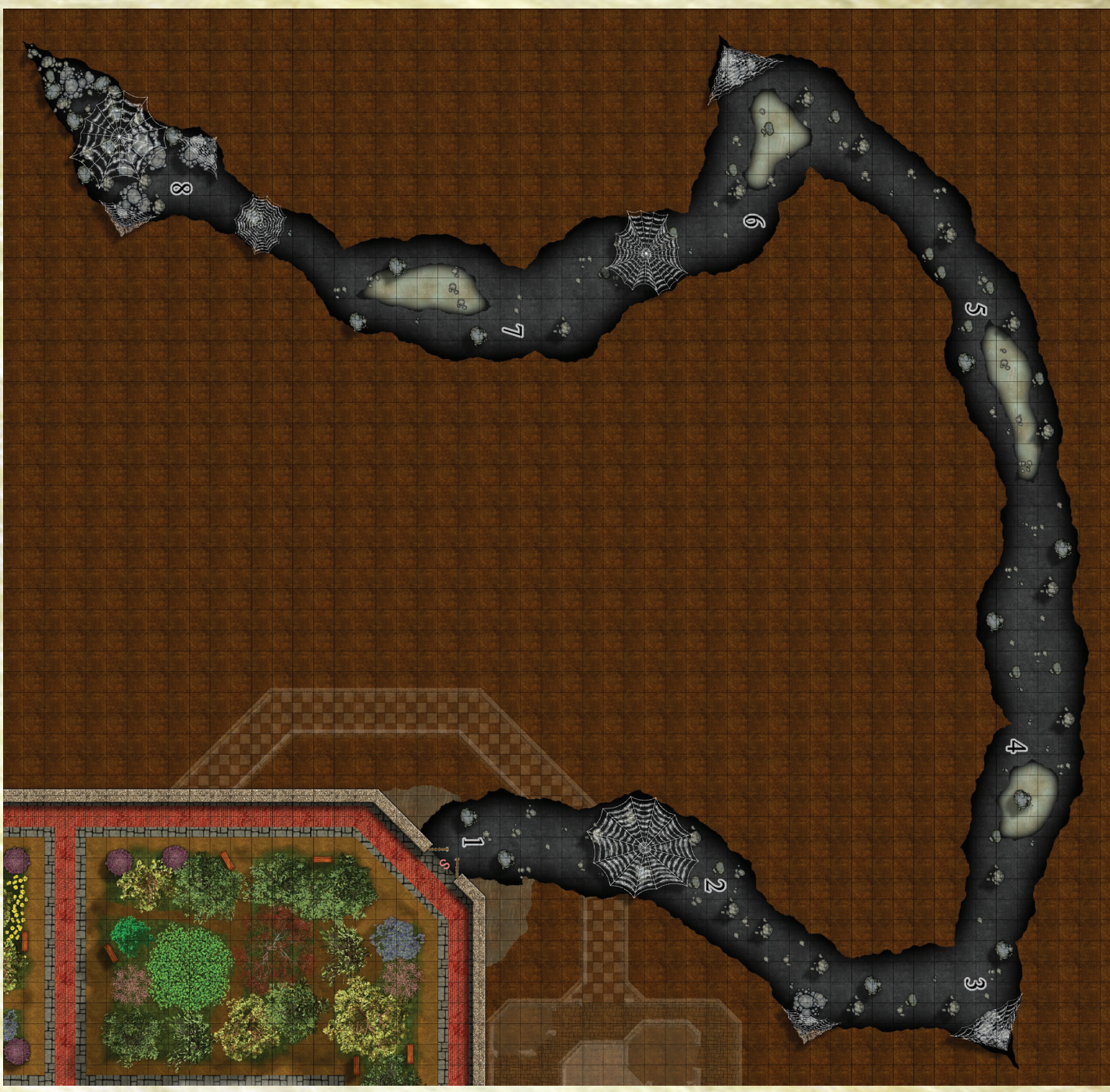
Refer to page 457 for more details.

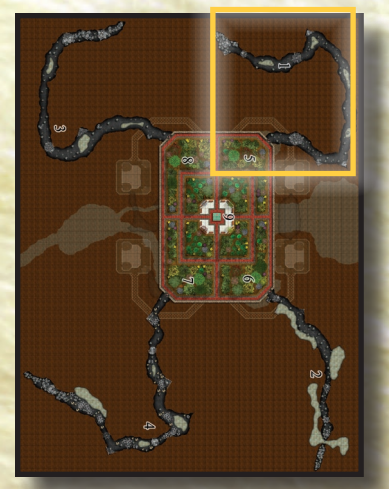
DE-B4-O-5: Central Chamber Northwest

Further information may be found starting on page 461.

Map 150: Fissures Northwest (DE-B4-FNW-O)

One square equals 5 ft.





DE-B4-FNW-O: Fissures Northwest

Overview

This is one of four long-forgotten caverns on **Underground Level 4** which are completely unknown to anyone in the Enclave.

They are all four naturally-occuring, and have been used as hideouts, storage caches, ambush posts, and monster lairs at various points over the centuries.

They once led deeper into the Fissures of the underground, via naturally-occurring caves that led further beyond the civilized carvings of the Enclave. Cave-ins, erosion, and intentional closings-off have resulted in dead-ends in all of these cases.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 4, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some danger of monsters here.

Random Encounters

Every 2 minutes of exploration here, roll on **"Table 31: Underground Level 4 Secret Cavern Default Random Encounters"** on page 449.

Any results of **"no encounter"** or **"NPC encounter"** indicate that, this region is momentarily safe for refuge. However, Fissures are rarely ever safe for very long: Reroll on this table after the next time increment per the above.

At no time is this region safe for an extended rest.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; using **Context C**; closed and locked when encountered

Areas of Interest

DE-B4-FNW-O-1: Entrance

This door can be closed, and/or locked, behind the PCs after they traverse it.

DE-B4-FNW-O-2: Mammoth Web

This floor-to-ceiling spiderweb requires 20 points of damage to destroy and pass by; it is immune to piercing damage.

DE-B4-FNW-O-3: Northeast Corner

A gust of cold wind comes around the corner from the west here.

If the PCs are not currently engaged in combat, roll immediately on **"Table 31: Underground Level 4 Secret Cavern Default Random Encounters"** on page 449 when the PCs approach this corner from the south. Place any resulting monsters as approaching from **Location 6** and aware of the party's presence.

DE-B4-FNW-O-4: North Pool

A pool of viscous, grey-green sludge lies here.

Please see **Fissure Sludge** rules, found on page 448.

DE-B4-FNW-O-5: Northwest Pool

Another, larger pool of disgusting slime sits in the center of the path here.

Please see **Fissure Sludge** rules, found on page 448.

DE-B4-FNW-O-6: Pool West

In an elbow of the cavern, you find a large pool of sludge.

Please see **Fissure Sludge** rules, found on page 448.

DE-B4-FNW-O-7: Southwest Pool

Please see **Fissure Sludge** rules, found on page 448.

DE-B4-FNW-O-8: Boulder Cave-In

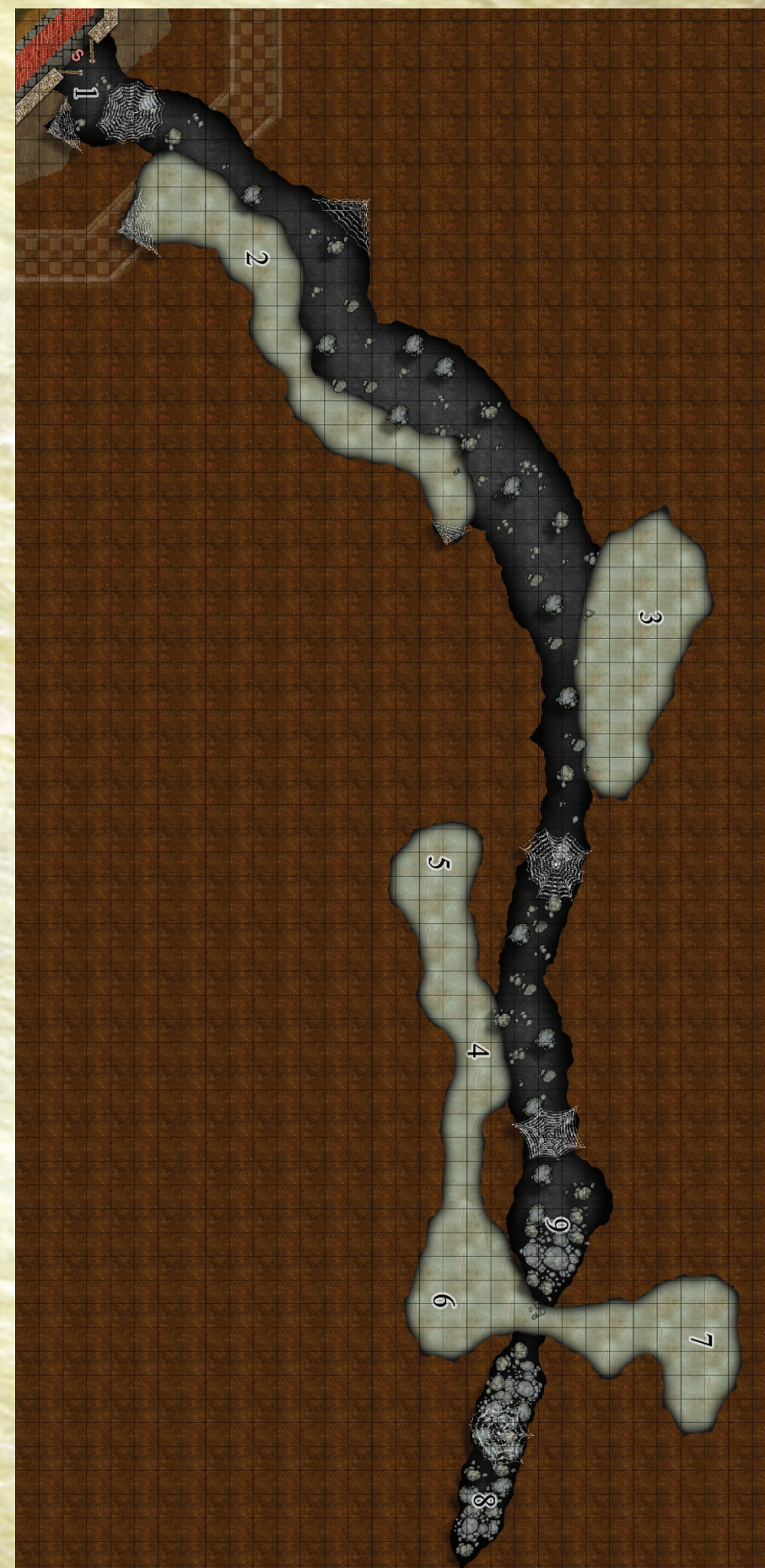
Boulders bar your way here.

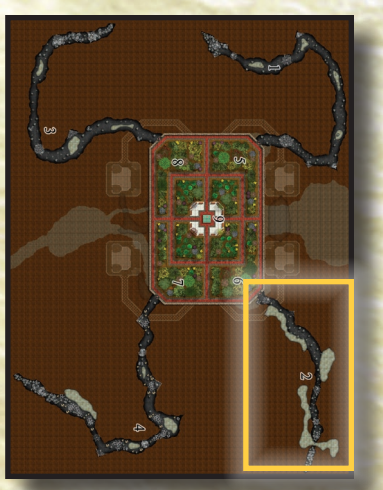
Searching may yield some results, but not without danger: for every full round spent moving boulders about here, roll for a possible Random Encounter as described above.

	Access	Contents
Boulder Pile	**Perception DC 19** to notice treasure	**Gems: Medium-Quality,** using **Context B**

Map 151: Fissures Northeast (DE-B4-FNE-O)

One square equals 5 ft.





DE-B4-FNE-O: Fissures Northeast

Overview

This is one of four long-forgotten caverns on **Underground Level 4** which are completely unknown to anyone in the Enclave.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 4, this chamber nevertheless connects with other areas via earthen holes and burrows.

As a result, there is some danger of monsters here.

Random Encounters

Every 2 minutes of exploration here, roll on "**Table 31: Underground Level 4 Secret Cavern Default Random Encounters**" on page 449.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, this region is momentarily safe for refuge. However, Fissures are rarely ever safe for very long: Reroll on this table after the next time increment per the above.

At no time is this region safe for an extended rest.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; using **Context C**; closed and locked when encountered

Areas of Interest

DE-B4-FNE-O-1: Entrance

This door can be closed, and/or locked, behind the PCs after they traverse it.

This floor-to-ceiling spiderweb just inside the entrance requires 12 points of damage to destroy and pass by; it is immune to piercing damage.

DE-B4-FNE-O-2: West Pool

A very long, snakelike pool of viscous slime occupies the eastern edge of the cavern in this area.

Please see **Fissure Sludge** rules, found on page 448.

DE-B4-FNE-O-3: North Pool

A huge pool of dark sludge stretches into the darkness here.

Please see **Fissure Sludge** rules, found on page 448.

Those enterprising enough to brave the 3' deep pool and search about in the muck will yield a reward, as follows. Note that the weapon yielded, and the PC who performs the search, will be coated in fissures sludge as a result:

	Access	Contents
North Pool	**(unprotected)**	**Weapons: Martial 1H,** using **Context C**

DE-B4-FNE-O-4: East Pool Entrance

A long, deep line of sludge extends east and west from this point.

The sludge here averages 2' in depth.

DE-B4-FNE-O-5: East Pool West End

The sludge here ends in a deep reservoir.

5' deep, this sludge is terrifying to search through, but may yield a profitable result underneath:

	Access	Contents
East Pool West End	**(unprotected)**	**Armor: Shields,** using **Context C**

DE-B4-FNE-O-6: Southeast Pool

This large elbow of sludge is somewhat shallow.

This sludge averages 3' in depth.

DE-B4-FNE-O-7: Northeast Sludge

An inky reservoir of slime marks the terminus here.

Underneath the 4' deep sludge is a trio of gnome skeletons, but any associated possessions have already been pilfered.

DE-B4-FNE-O-8: Cave-In East

Rocks bar further progress here.

DE-B4-FNE-O-9: Boulder Blockage

The rocks are stacked 10' deep and floor-to-ceiling; it's not possible to traverse this region from east to west; anyone wishing to progress further must venture through the sludge river to the south.

Trying to remove the boulders is not only futile, but attracts attention: roll immediately on "**Table 31: Underground Level 4 Secret Cavern Default Random Encounters**" on page 449. Place any resulting monsters as approaching from **Location 3** and aware of the party's presence.

Map 152: Fissures Southwest (DE-B4-FSW-O)

One square equals 5 ft.



DE-B4-FSE-O: Fissures Southeast

Overview

This is one of four long-forgotten caverns on **Underground Level 4** which are completely unknown to anyone in the Enclave.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 4, this chamber nevertheless connects with other areas via earthen holes and burrows.

Random Encounters

Every 2 minutes of exploration here, roll on **"Table 31: Underground Level 4 Secret Cavern Default Random Encounters"** on page 449.

Any results of **"no encounter"** or **"NPC encounter"** indicate that, this region is momentarily safe for refuge. However, Fissures are rarely ever safe for very long: Reroll on this table after the next time increment per the above.

At no time is this region safe for an extended rest.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; using **Context C**; closed and locked when encountered

Areas of Interest

DE-B4-FSE-O-1: Entrance

This door can be closed, and/or locked, behind the PCs after they traverse it.

DE-B4-FSE-O-2: Spiderweb

The floor-to-ceiling spiderweb here requires 16 points of damage to destroy and pass by; it is immune to piercing damage.

DE-B4-FSE-O-3: Small Pool

Please see **Fissure Sludge** rules, found on page 448.

DE-B4-FSE-O-4: Fungus Patch

Disturbing the mushrooms here attracts attention: if the PCs touch the fungus at all, roll immediately on **"Table 31: Underground Level 4 Secret Cavern Default Random Encounters"** on page 449 . Place any resulting monsters as approaching from **Location 6** and aware of the party's presence.

DE-B4-FSE-O-5: North Pool

Please see **Fissure Sludge** rules, found on page 448. Searching underneath the 2' deep murk yields rewards:

	Access	Contents
North Pool	(unprotected)	**Gems: Semi-Precious**

DE-B4-FSE-O-6: Spiderweb Northeast

The floor-to-ceiling spiderweb here requires 7 points of damage to destroy and pass by; it is immune to piercing damage.

DE-B4-FSE-O-7: East Pool

Please see **Fissure Sludge** rules, found on page 448.

DE-B4-FSE-O-8: East Elbow

As the party approaches from the north for the first time, roll immediately on **"Table 31: Underground Level 4 Secret Cavern Default Random Encounters"** on page 449 . Place any resulting monsters as approaching from **Location 11** and aware of the party's presence.

DE-B4-FSE-O-9: South Pool

Please see **Fissure Sludge** rules, found on page 448. Searching underneath the 4' deep murk yields rewards:

	Access	Contents
South Pool	(unprotected)	**Weapons: Martial 2H,** using **Context C**

DE-B4-FSE-O-10: Fungal Plateau

The fungus here is disruptive and attractive in the same manner as that in **Location 4** (see above).

DE-B4-FSE-O-11: South Boulders

This all counts as **Difficult Terrain**. In addition, each round the PCs spend walking on rocks in this area, there is a **20%** chance to trigger a roll on the **Random Encounters** table.

DE-B4-FSE-O-12: Cave-In

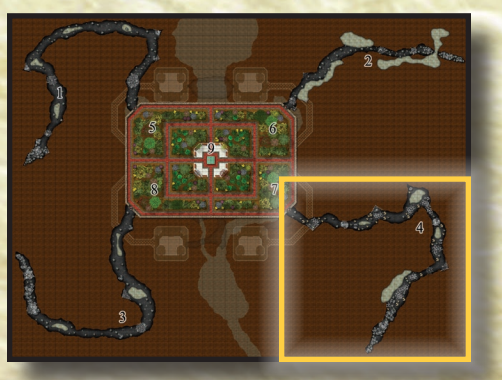
Buried under these rocks is treasure, but not without the danger of attracting attention: each round spend searching here results in a **15%** chance to trigger a roll on the **Random Encounters** table.

	Access	Contents
Cave-In	(unprotected)	**Armor: Medium** *and* **Potions: Moderate** *and* **Gems: Low,** all using **Context C**

Map 153: Fissures Southeast (DE-B4-FSE-O)

One square equals 5 ft.





DE-B4-FSW-O: Fissures Southwest

Overview

This is one of four long-forgotten caverns on **Underground Level 4** which are completely unknown to anyone in the Enclave.

Theme & Purpose

Although effectively sealed off from the known and "normal" regions in Underground Level 4, this chamber nevertheless connects with other areas via earthen holes and burrows.

Random Encounters

Every 2 minutes of exploration here, roll on **"Table 31: Underground Level 4 Secret Cavern Default Random Encounters"** on page 449.

Any results of "**no encounter"** or "**NPC encounter**" indicate that, this region is momentarily safe for refuge. However, Fissures are rarely ever safe for very long: Reroll on this table after the next time increment per the above.

At no time is this region safe for an extended rest.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; using **Context C**; closed and locked when encountered

Areas of Interest

DE-B4-FSW-O-1: Entrance

This door can be closed, and/or locked, behind the PCs after they traverse it.

DE-B4-FSW-O-2: North Pool

Please see **Fissure Sludge** rules, found on page 448. This pool is very shallow, averaging 1' in depth.

DE-B4-FSW-O-3: East Pool

Please see **Fissure Sludge** rules, found on page 448. This pool is 3' deep on average, and has some long-lost treasure underneath for those brave enough to search:

	Access	Contents
East Pool	**(unprotected)**	**Weapons: Exotic**

DE-B4-FSW-O-4: South Spiderweb

The floor-to-ceiling spiderweb here requires 12 points of damage to destroy and pass by; it is immune to piercing damage.

DE-B4-FSW-O-5: South Pool

Please see **Fissure Sludge** rules, found on page 448.

DE-B4-FSW-O-6: Webbed Boulders

The floor-to-ceiling spiderwebs here require 23 points of damage to destroy and pass by; it is immune to piercing damage.

Hacking at the web can attract attention from cavedwellers; each round spent attacking the webs, there is a **20%** chance of triggering a roll on **"Table 31: Underground Level 4 Secret Cavern Default Random Encounters"** on page 449 . Place any resulting monsters as approaching from **Location 3** and aware of the party's presence.

DE-B4-FSW-O-7: Boulders

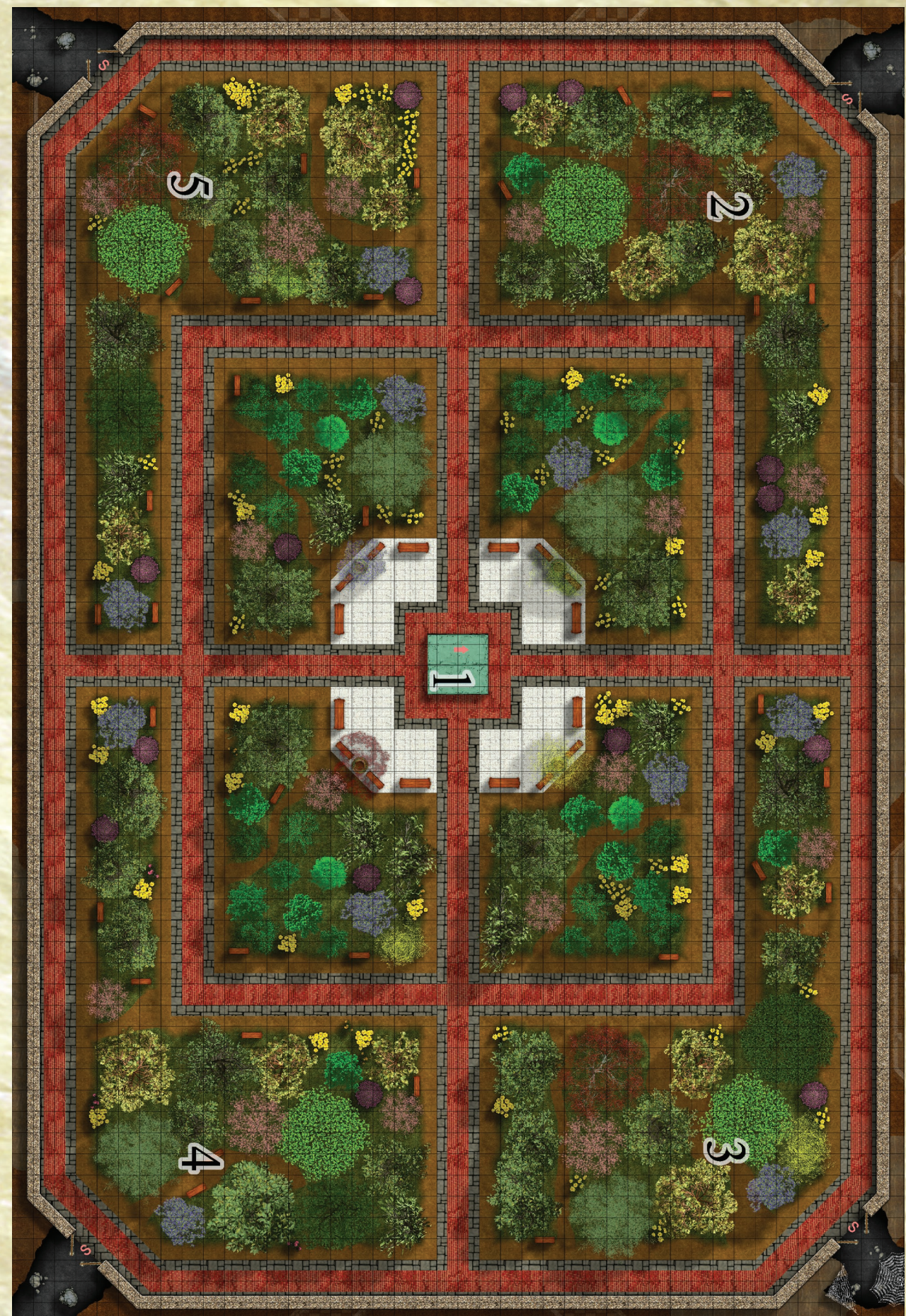
This region counts as **Difficult Terrain**.

DE-B4-FSW-O-8: Cave-In

	Access	Contents
Cave-In	**Perception DC 22** to notice	**Armor: Medium** *and* **Weapons: Martial Ranged,** both using **Context C**

Map 154: Central Chamber Overview (DE-B4-CC-O)

One square equals 5 ft.



DE-B4-CC-O: Central Chamber Overview

Areas of Interest

DE-B4-CC-O-1: Elevator Courtyard

Please refer to page 469 for more details.

DE-B4-CC-O-2: Northwest Gardens

Page 461 contains more information.

DE-B4-CC-O-3: Northeast Gardens

Turn to page 463 for a complete description.

DE-B4-CC-O-4: Southeast Gardens

A full description of this region commences on page 465.

DE-B4-CC-O-5: Southwest Gardens

Page 467 contains additional details.

Map 155: Central Chamber Northwest (DE-B4-CC-NW)

One square equals 5 ft.



DE-B4-CC-NW: Gardens Northwest

Overview

These gardens are part of the massive underground menagerie of flora and fauna that occupies nearly the entirety of Underground Level 4. Citizens and visitors alike flock to the region to take in the sights and relax.

Theme & Purpose

Though constrained in comparison to the Entry Gardens of the Ground Level, the gardens in Underground Level 4 are wild and magical in much the same manner as the Druid Forest surrounding the Enclave itself on the surface.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; using **Context C;** closed and locked when encountered

Areas of Interest

DE-B4-CC-NW-1: Elevator Up

This leads to "Map 147: Central Chamber (DE-B3-CC)" on page 442.

DE-B4-CC-NW-2: Elevator Courtyard

Please see "Map 159: Central Chamber Elevator Courtyard (DE-B4-EC)" on page 469 for more details.

DE-B4-CC-NW-3: Southeast Garden

Each round spent off the brick path in this area, there is a **15%** chance of triggering a roll on the Random Encounters table. Place any resulting monsters as approaching from **Location 5** and unaware of the party's presence.

DE-B4-CC-NW-4: Sycamore Tree

Alone in a glade, this beautiful tree extends high overhead.

DE-B4-CC-NW-5: Redtree

Disturbing this tree in any manner prompts an immediate roll on the Random Encounters table. Place any resulting monsters as approaching from **Location 10** and aware of the party's presence.

DE-B4-CC-NW-6: Greentree

Searching at the base of this tree yields the discovery of a cache hidden in the above-ground roots:

	Access	Contents
Greentree	**Perception 19** to discover	**Gems: Low**

DE-B4-CC-NW-7: Northwest Secret

This leads to "Map 150: Fissures Northwest (DE-B4-FNW-O)" on page 451.

DE-B4-CC-NW-8: Inner Path

While on this pathway, suspend all rolls for random encounters. This is also where any NPCs identified as being in this region will likely be located; a good place to "place" them is on the bench just to the north of the path's elbow.

DE-B4-CC-NW-9: Outer Path

While on this pathway, suspend all rolls for random encounters.

DE-B4-CC-NW-10: East Path

While on this pathway, suspend all rolls for random encounters.

Map 156: Central Chamber Northeast (DE-B4-CC-NE)

One square equals 5 ft.



DE-B4-CC-NE: Gardens Northeast

Overview

These gardens are part of the massive underground menagerie of flora and fauna that occupies nearly the entirety of Underground Level 4. Citizens and visitors alike flock to the region to take in the sights and relax.

Theme & Purpose

Though constrained in comparison to the Entry Gardens of the Ground Level, the gardens in Underground Level 4 are wild and magical in much the same manner as the Druid Forest surrounding the Enclave itself on the surface.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; using **Context C;** closed and locked when encountered

Areas of Interest

DE-B4-CC-NE-1: Elevator Up

This leads to "Map 147: Central Chamber (DE-B3-CC)" on page 442.

DE-B4-CC-NE-2: Elevator Courtyard

Please see "Map 159: Central Chamber Elevator Courtyard (DE-B4-EC)" on page 469 for more details.

DE-B4-CC-NE-3: Southwest Garden

Each round spent off the brick path in this area, there is a **35%** chance of triggering a roll on the Random Encounters table. Place any resulting monsters as approaching from **Location 7** and unaware of the party's presence.

DE-B4-CC-NE-4: Sycamore Tree

At the base of this tree, something glints.

It's just a single copper piece, but its presence may induce time-wasting searching for companions.

DE-B4-CC-NE-5: Greentree

Disturbing this tree in any manner prompts an immediate roll on the Random Encounters table. Place any resulting monsters as approaching from **Location 10** and aware of the party's presence.

DE-B4-CC-NE-6: Treeline

Scattered along this line of trees is an assortment of coins, tossed here in the hopes of fulfilling a wish perhaps:

	Access	Contents
Treeline	**Perception 16** to discover	**Coin Treasure: Moderate**

DE-B4-CC-NE-7: Northeast Secret

This leads to "Map 151: Fissures Northeast (DE-B4-FNE-O)" on page 453.

DE-B4-CC-NE-8: Inner Path

While on this pathway, suspend all rolls for random encounters. This is also where any NPCs identified as being in this region will likely be located; a good place to "place" them is on the bench just to the north of the path's elbow.

DE-B4-CC-NE-9: Outer Path

While on this pathway, suspend all rolls for random encounters.

DE-B4-CC-NE-10: West Path

While on this pathway, suspend all rolls for random encounters.

Map 157: Central Chamber Southeast (DE-B4-CC-SE)

One square equals 5 ft.



DE-B4-CC-SE: Gardens Southeast

Overview

These gardens are part of the massive underground menagerie of flora and fauna that occupies nearly the entirety of Underground Level 4. Citizens and visitors alike flock to the region to take in the sights and relax.

Theme & Purpose

Though constrained in comparison to the Entry Gardens of the Ground Level, the gardens in Underground Level 4 are wild and magical in much the same manner as the Druid Forest surrounding the Enclave itself on the surface.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; using **Context C;** closed and locked when encountered

Areas of Interest

DE-B4-CC-SE-1: Elevator Up

This leads to "Map 147: Central Chamber (DE-B3-CC)" on page 442.

DE-B4-CC-SE-2: Elevator Courtyard

Please see "Map 159: Central Chamber Elevator Courtyard (DE-B4-EC)" on page 469 for more details.

DE-B4-CC-SE-3: Northwest Garden

Each round spent off the brick path in this area, there is a **20%** chance of triggering a roll on the Random Encounters table. Place any resulting monsters as approaching from **Location 7** and unaware of the party's presence.

DE-B4-CC-SE-4: Treeline

The shadows underneath this line of trees appears darker than it should be.

Although this seems quite sinister, it's just a trick of the light: there is no greater chance of encountering a monster here than there is elsewhere in the Gardens.

DE-B4-CC-SE-5: Benchpath

A serene path winds through the garden here, flanked by benches en route to encircle a huge green tree to the north.

While on this garden path, suspend all rolls for Random Encounters.

DE-B4-CC-SE-6: Greentree

Disturbing this tree in any manner prompts an immediate roll on the Random Encounters table. Place any resulting monsters as approaching from **Location 10** and aware of the party's presence.

DE-B4-CC-SE-7: Southeast Secret

This leads to "Map 153: Fissures Southeast (DE-B4-FSE-O)" on page 457.

DE-B4-CC-SE-8: Inner Path

While on this pathway, suspend all rolls for random encounters. This is also where any NPCs identified as being in this region will likely be located; a good place to "place" them is on the bench near the path's elbow.

DE-B4-CC-SE-9: Outer Path

While on this pathway, suspend all rolls for random encounters.

DE-B4-CC-SE-10: West Path

While on this pathway, suspend all rolls for random encounters.

Map 158: Central Chamber Southwest (DE-B4-CC-SW)

One square equals 5 ft.



DE-B4-CC-SW: Gardens Southwest

Overview

These gardens are part of the massive underground menagerie of flora and fauna that occupies nearly the entirety of Underground Level 4. Citizens and visitors alike flock to the region to take in the sights and relax.

Theme & Purpose

Though constrained in comparison to the Entry Gardens of the Ground Level, the gardens in Underground Level 4 are wild and magical in much the same manner as the Druid Forest surrounding the Enclave itself on the surface.

Default Secret Doors

Unless otherwise indicated, all secret doors are of the following profile:

	Access
Default Secret Door	**Locks: Door, Secret**; using **Context C;** closed and locked when encountered

Areas of Interest

DE-B4-CC-SW-1: Elevator Up

This leads to "Map 147: Central Chamber (DE-B3-CC)" on page 442.

DE-B4-CC-SW-2: Elevator Courtyard

Please see "Map 159: Central Chamber Elevator Courtyard (DE-B4-EC)" on page 469 for more details.

DE-B4-CC-SW-3: Southwest Garden

Each round spent off the brick path in this area, there is a **10%** chance of triggering a roll on the Random Encounters table. Place any resulting monsters as approaching from **Location 7** and unaware of the party's presence.

DE-B4-CC-SW-4: Yellowtree

At the base of this tree, something glints.

A single gem has been placed here at the base of the trunk. It is a somewhat obvious fake, but it carries emotional value to he who placed it here.

DE-B4-CC-SW-5: Redtree

Disturbing this tree in any manner prompts an immediate roll on the Random Encounters table. Place any resulting monsters as approaching from **Location 10** and aware of the party's presence.

DE-B4-CC-SW-6: Tranquil Path

While on this path, suspend all rolls for Random Encounters.

DE-B4-CC-SW-7: Southwest Secret

This leads to "Map 152: Fissures Southwest (DE-B4-FSW-O)" on page 455.

DE-B4-CC-SW-8: Inner Path

While on this pathway, suspend all rolls for random encounters. This is also where any NPCs identified as being in this region will likely be located; a good place to "place" them is on the bench just to the north of the path's elbow.

DE-B4-CC-SW-9: Outer Path

While on this pathway, suspend all rolls for random encounters.

DE-B4-CC-SW-10: West Path

While on this pathway, suspend all rolls for random encounters.

Map 159: Central Chamber Elevator Courtyard (DE-B4-EC)

One square equals 5 ft.





DE-B4-EC: Elevator Courtyard

Overview

These gardens are part of the massive underground menagerie of flora and fauna that occupies nearly the entirety of Underground Level 4. Citizens and visitors alike flock to the region to take in the sights and relax.

Theme & Purpose

Though constrained in comparison to the Entry Gardens of the Ground Level, the gardens in Underground Level 4 are wild and magical in much the same manner as the Druid Forest surrounding the Enclave itself on the surface.

Areas of Interest

DE-B4-EC-1: Elevator Up

This leads to "Map 147: Central Chamber (DE-B3-CC)" on page 442.

DE-B4-EC-2: Northwest Courtyard

Polished floors greet you as you turn northwest. Benches sit in the peaceful shadow of the trees beyond.

DE-B4-EC-3: Northeast Courtyard

A yellow tree sits amidst a cluster of benches, offering shade to those who would relax beneath.

DE-B4-EC-4: Southeast Courtyard

A reddish hue greets your gaze as you turn southeast: the leaves of a beautiful but sparse tree linger over a series of benches.

DE-B4-EC-5: Southwest Courtyard

Leaves of bluish-purple shade top a cluster of benches here.

Those who search in the tree's planter may be rewarded:

	Access	Contents
Purple Tree Planter	**Perception 18** to discover	**Potions: Moderate**

DE-B4-EC-6: Pathway

A clean red brick surrounds the elevator and extends far off in each cardinal direction.

While on this brick pathway, suspend all rolls for Random Encounters.

Dramatis Personae & Common NPCs

Crunch and Fluff

"**Crunch**" is a term commonly used to refer to the dozens of statistics that describe a creature from the standpoint of raw game mechanics. Although there is a great deal of flexibility in these stat blocks being used to convey flavor, demeanor, behavior, and personality, such "softer" yet still important game elements are often referred to as "**fluff**".

Each GM and player has their own relationship to these game elements, and preferences as to their balance in gameplay. Some groups live by crunch, and largely ignore fluff; adventures tend to be little more than an organized dungeon crawl, and min/maxing your PC's character options and equipment is commonplace. Other groups focus solely on storytelling, and use game mechanics only when it's necessary to introduce a bit of randomness to the proceedings.

You can have a great deal of fun at either end of the spectrum, or anywhere in between! To support the various approaches to describing monsters and characters, this adventure takes the approach of providing a great deal of **crunch**, *and* a great deal of **fluff**.

Some may consider this overkill, and it's likely that some gaming groups will ignore a portion of what follows to focus on what matters most to their style of play. That's exactly as it is intended to be used: hopefully it has everything you need, so you can use it however you like!

Quadded Stat Blocks and Default Language

A creature's **fluff** uses language assuming that you are playing the ⋈ **Low** level of difficulty version of that creature. For example, the **Low** level of an NPC might wield a run-of-the-mill rapier, and the **Elite** version might instead use a *+3 corrosive burst rapier*; the descriptions that accompany that NPC would refer merely to her rapier as the default equipment. Similarly, any illustrations drawn will typically use imagery associated with **Low**-challenge gear and items.

Header

The **header** is simply the name of the monster. NPCs have a name, and also parenthetically their position, job title, profession, or how they are best known.

Beneath this header is the **subheading**, which shows the **Challenge Rating** of the creature, and the **Experience Points** to be awarded if they are defeated. Note that in the context of **quadded stat blocks**, the CR/XP values shown here are taken from the ⋈ **Low** difficulty version of the creature.

It's worth noting that not every monster and NPC is meant to be defeated in combat... in fact, the GM is encouraged to award **XP** only for combat that is consistent with the alignment and characters of the PCs, or if they are forced into combat by circumstances beyond their control. A Lawful Good Paladin, for example, should not reap XP for conducting a baseless murder spree of first-level townsfolk.

Combat Tactics

This section describes how the creature behaves prior to, and once in, combat. Some monsters are alarmingly simple in this regard: "will fight the PCs on sight, and will fight to the death" is about as straightforward as you can get, here. More nuanced NPCs may have a general statement as to tactics, such as "will focus on melee opponents first, and then move on to ranged enemies". Complex enemies may have a round-by-round description of their approach, listing the spells or techniques they choose to employ at each step of the battle.

Of course, as with most things, the GM is welcome to ignore this section entirely and play the creature as they wish.

Description

All NPCs have some description here, conveying a general sense of the character. Monsters might have a physical description, or a walk-through of how they emerge to face the party when discovered.

Appearance

This section refers to the physical appearance of the creature. This is particularly important for NPCs who do not have illustrations.

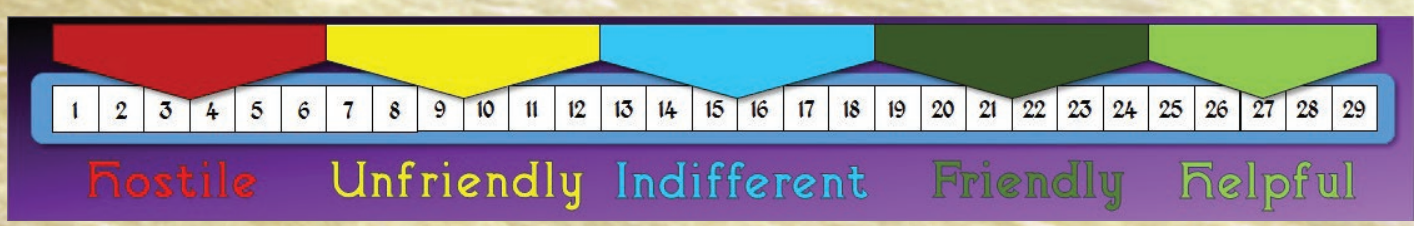
Factions

Nearly all NPCs belong, at least casually, to one or more **factions**. Which factions, and the extent of their membership and involvement, are mentioned in this section.

Attitude Tracker

This section is meant to help track the NPC's current **Attitude** toward the party. **Pathfinder** uses the five classifications of **Hostile, Unfriendly, Indifferent, Friendly,** and **Helpful**; this adventure introduces a bit more detail into the equation.

As with other elements of this adventure, the GM is encouraged to use this approach to tracking NPC **Attitude** only if it is desired; of course the GM may use alternate approaches, house rules, or other rule systems to manage



how NPCs view the party.

An example of an **Attitude Tracker** is shown below. The GM is encouraged to use pencil to mark the current and changing **Attitude** of each NPC as the game progresses.

Note that some quests, conversation topics, plot activities, and actions rely on a given NPC having a certain **Attitude** toward the party, so it can be helpful to have some way of managing the many different characters the PCs might encounter in their journey through **Berinncorte**.

Using the Attitude Tracker

Attitude is measured on a **29**-point scale: **1** is the worst possible feeling an NPC can have toward the party, and **29** is the most favorable. This is referred to as an NPC's **Attitude Value**.

The five **Attitude** classifications defined in the **Pathfinder Roleplaying Game** correspond to roughly 6-point "blocks" of these values. Specifically, **Attitude Values** between **1-6** represent a **Hostile** character, values between **7-12** mean the NPC is **Unfriendly**, **Indifferent** characters have **Attitude Values** between **19** and **24**, and any value of **25** or above means the character is **Helpful** toward the party. This is the NPC's **Attitude** overall.

Each NPC has a **"Starting Attitude"**, and the for example, "14 (Indifferent)". When the adventure begins, and with no other considerations or complicating factors, this is the NPC's initial perspective on the party.

Attitude Modifiers

Beneath "Starting Attitude" can be one or more **Attitude Modifiers**. Each describes a scenario, and the effect it has on that NPC's **Attitude Value**.

Attitude Modifiers can be pre-existing, unchangeable things, such as *"Party Contains at Least One Elf"*. These Modifiers should be taken into consideration as soon as the party see the NPC, or even during pre-game setup by the GM.

Some are action-based: for example, *"Party Engages in Conversation: +2"*; in that scenario, the moment the party approaches the NPC and greets her, that NPC's **Attitude** increases by **2** points. Action-based **Attitude Modifiers** only have an effect once; in the example above, if the party approaches the NPC the next day and speaks with her, there is no further effect to her **Attitude**.

An NPC may have repeatable action-based **Attitude Modifiers**; these may take effect multiple times, and are usually phrased to make this obvious. For example: *"Each Time the Party Slays a Giant Rat on the Property: +1"*.

Others have **maximum effect caps**. In the example *"Making a Purchase (+1 per 50 gp spent, max 5)"*, the NPC in question will grow more fond of the party the more they buy... but this caps out at **+5** for **250 gp** spent. The party is of course welcome to spend more money than that, but it will have no further effect in terms of the NPC's **Attitude**.

Attitude Modifiers that cause an NPC's **Attitude** to shift to the range for a different classification take immediate effect as it applies to **Diplomacy** rolls and the like. For example, if an NPC's **Attitude Value** is **18** (Indifferent), and speaking with her grants **+1**, this would bump her up from **Indifferent** to **Friendly**. So, starting a chat with her means the ensuing conversation would take place with her being **Friendly**.

Modifiers that would take an NPC's **Attitude Value** above **29**, or below **1**, have no effect.

Quadded Stat Blocks

Below **factions** is the list of quadded stat blocks. Note that unless otherwise specified, bonuses and penalties from all sources should be included already in the figures provided. For example, the **Attacks** section should reflect ability score modifiers, skill and feat modifiers, special ability / special quality modifiers, and modifiers derived from the enhancement bonuses of the weapon itself.

The **exception** to this is effects coming from magical weapons: for example, a *corrosive light crossbow* might show as dealing **1d8** damage. This value does not, however, include the *corrosive* effect, which normally causes the weapon to deal an additional **1d6** points of acid damage when the effect is activated.

Also of note is the **Prepared Spells** section. For NPCs with class levels of a spellcasting class that must prepare spells in advance, this section reflects a suggested pool of spells that have been memorized or that are otherwise ready to cast. The GM is of course encouraged to modify the list as she desires to fit the circumstances of gameplay; for example, if the party starts attacking townsfolk willy-nilly, then spellcasters in town might be more likely to ready defensive and combat spells.

Finally, the **Treasure** section in the stat blocks lists the equipment normally carried or used by the creature. Gold, jewels, and non-combat items that do not have an impact on game mechanics and crunch are not listed here.

Special Abilities

All **special abilities**, **auras**, **special qualities**, and other remarkable effects that apply to the creature are described here, in alphabetical order.

Note that this section lists a **complete set** of possible special abilities that apply to the creature taken from its **Elite** stat block. Individual stat blocks above this section will list out which special abilities / SQs apply to the creature in its various forms of CR.

With this, and the **Feats** section afterward, there is considerable duplication—many NPCs have **Low-Light Vision**, for example. This is **by design**, and speaks to a common complaint among GMs: bestiaries and NPC listings are great for getting the vital details, but it's often hard to remember just exactly what the **Power Attack** feat means.

The intent with the **Infinium Game Studios** approach to NPC and monster definitions is to make it as easy as possible to play a given creature, without having to refer to multiple other rulebooks. GMs dancing among tomes, trying to cross-reference dozens of characteristics to figure out what the creature does next is unsatisfying, wasteful of time, and takes everyone in the game out of immersion—"hold on, let me remind myself what an Alchemist's **Explosive Bombs** are like" doesn't exactly keep players on the edge of their seats!

Feats

All **feats** taken by the creature in its class level progression are listed here, in alphabetical order. As with the **Special Abilities** section, the list here is a superset of everything that applies to the **Elite** version of the creature; specific feats taken at lower-challenge iterations are listed in the **Feats** section of the quadded stat block.

Treasure

If the creature carries wealth, jewels, or valuables beyond their equipment listed earlier, such booty is described here. Creatures whose only possessions are arms and armor might not have this section at all.

Habits and Logistics

NPCs tend to have habits, particularly those with jobs. The **Habits and Logistics** section indicates where the NPC can be found, when; typically there will be a **Daytime** and a **Nighttime** listing here at minimum. Characters may more complex schedules as well, breaking down their day into hour-by-hour chunks of time.

This is useful fluff for GMs wishing to introduce an NPC in a manner that fits with the character's habits.

Background

Family history, dark deeds, secret agendas—it can all be found in the **Background** section of an NPC. Such backstory might never be used at all, but sometimes, simply having it in mind may help guide the GM as to the interaction and behavior of an NPC when questioned by the PCs.

Conversation

Some NPCs have a lot to say; others, not so much. Experienced GMs can create their own conversation trees off the cuff in the midst of gameplay, but others may wish a more explicit, prepared approach. Noteworthy conversation topics and responses are described here.

In certain cases, the PCs may be able to get more information if they are skilled at steering the dialogue in a certain direction, or if they simply provide a bribe. If having sufficient skill or offering payment would reveal more than normal, or if the PCs can apply pressure to get to the heart of the matter, skill challenges are listed here as well, along with the response that success at such a challenge will elicit.

Often, such "additional' dialogue will follow from pressing the conversation on a topic that has been listed earlier.

Table 35: Default Attitude Modifiers for All NPCs

Type	Trigger	Effect	Notes
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Conversation	PCs fail at an Intimidate check	**-2**	Per failed check; no maximum
Conversation	PCs fail at a non-Intimidate social skills challenge	**-1**	Per failed check; no maximum

Table 36: Dramatis Personae Summary

Name	Page	Profession	Align	Class	Race	Sex
Gallianne Estrarch	478	**Council Elder**	TN	Oracle / Druid	Elf	F
Ashrem Ilydron	483	**Council Elder**	NE	Druid / Aristocrat	Half-Elf	M
Trotysse Airdarr	488	**Council Elder**	NG	Wizard / Druid	Elf	F
Halabedarr	493	**Council Elder**	NE	Sorcerer / Druid	Elf	M
Siriquille	498	**Council Elder**	NG	Druid	Half-Elf	F
Usborn Tossercobb	503	**Council Elder**	TN	Druid / Ranger	Halfling	M
Barksel Ferubrankcht	508	**Council Elder**	CN	Druid	Human	M
Groob	513	**Blacksmith**	LN	Ranger / Expert	Half-Orc	M
Imay Aldreban	518	**Healer**	NG	Cleric	Gnome	F
Allaha Gorrut	523	**Sage**	CN	Oracle	Gnome	F
Forsythar	528	**Tailor**	LN	Expert	Dwarf	M
Sannelle Goregut	533	**Weapons Trainer**	CG	Barbarian / Fighter	Dwarf	F
Jaer	538	**Druid Trainer**	NE	Druid	Half-Elf	M
Terjonne	543	**Ranger Trainer**	LN	Ranger	Elf	F
Ulfgarre Thorngage	548	**Herbalist/Apothecary**	LN	Rogue / Expert	Halfling	F
Seddyn	552	**Provisioner**	LE	Rogue	Human	M
Plakk	556	**Mercenary**	CN	Fighter / Ranger	Half-Orc	M
Gaeryn	560	**Mercenary**	NE	Rogue	Human	M
Tultokka	564	**Mercenary**	CG	Barbarian	Tiefling	F
Wubafix	568	**Black Market Leader**	LE	Rogue	Human	M
Kerrithe	572	**Blackmail Leader**	CN	Bard / Rogue	Halfling	F
Darrlie	576	**Assassin**	NE	Rogue	Half-Elf	F
Rannos Rannthak	580	**Noble**	LN	Ranger / Aristocrat	Half-Elf	M
Anastrianna Liadon	585	**Noble**	NE	Aristocrat	Elf	F
Meliannthe	590	**Socialite**	LG	Aristocrat / Bard	Half-Elf	F
Phaelynne Helliar	595	**Merchant Queen**	CE	Bard / Aristocrat	Elf	F
Klasandrel Sulidan	600	**Merchant Prince**	LG	Ranger / Aristocrat	Half-Elf	M
Lia Ilphur	605	**Lone Crusader**	CG	Cleric	Elf	F
Wyrida	615	**Special Operative of the Council**	LN	Ranger / Druid	Half-Elf	F
Clarida	610	**Wyrida's younger sister**	LN	Ranger / Druid	Half-Elf	F

Dramatis Personae

Gallainne Estarch

Enclave Councilperson
CR 7; XP 3,200



Overview

She currently is the ranking, Senior Elder in the Council of Elders in the Druid Enclave.

Appearance & Demeanor

Gallainne is regal and refined. Typically well-dressed, she will choose garments to reveal the swaths of curving tattoos that are scattered across her body.

Politically savvy, Gallainne is well aware that her position as Senior Elder is neither secure nor a lifetime appointment.

She is cautious and careful in her speech, and takes pains to not alienate anyone unless she cannot avoid it.

Background

Gallainne hails from noble birth, and carries the presence of that heritage with her.

She began her life with the Enclave as a Farsight Guard, rising in the ranks of Enclave Security and gaining political traction until she was appointed Elder.

Since becoming an Elder, she has positioned and allied herself in a very strategic way, resulting in her current position as Senior Elder.

She owes a large portion of her success to her Faction memberships: her role in the Scarlet Path has been to feed information back to the guild at large, and her secret Stalwart Society involvement is ever useful to gain friends wherever she goes.

The Stalwart Society has made it a priority to elevate and support Gallainne in her political endeavors, knowing that it is a foothold toward a longer-term mastery over the profitable and powerful Enclave.

Combat Tactics

Gallainne is not the most capable warrior, and is well aware of this fact. She will rely upon Enclave Security to do the fighting on her behalf, and will escape if it is possible.

While in the **Druid Enclave**, she may summon guards to her if she is able to shout. Reinforcements consist of **1d4-1 Elite Council Guard** (minimum 0); **1d4 Enclave Elite Guard**, and **2d4 Enclave Guard**.

While outside the **Druid Enclave**, she may attempt to hail for reinforcements. These consist of **1d4-1 Enclave Longstriders** (minimum 0) and **2d4 Enclave Guard.** However, for each of these types of guard, there is only a **60%** chance that any of that type of Guard show up; roll separately for each type of guard.

Faction Memberships

Scarlet Path (semi-public); Stalwart Society (secret).

Habits and Logistics

In the daytime, there is an **80%** chance she is in the Council Chambers; this decreases to **30%** in the evenings.

Whenever not in Council Chambers, she may be found in her residence (p 208).

Conversation

Gallainne has little time to be wasted, but never wants to make enemies. As a result, she will almost always hold audience with anyone who seeks it; however, she will keep the time commitment to a minimum if she can.

What do you think of the Enclave?

"'Tis an exemplar of community, in harmony with its environs. Though not without its faults as is any city, I

have yet to see its equal."

What do you think of the Council of Elders?

"We disagree, that is true... but that is at the very root of our function: to share and evaluate different perspectives, so that we might eventually agree upon what is best for the community and its natural surroundings."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"The Mines are essential to the Enclave's success. As is the Enclave, to Mondaria's. It is a valued member of our greater community. Though it my be geographically distant, Mondaria houses citizens who I view as being as much a part of the Enclave as I myself am."

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-8	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-1	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Hidden Alliances

Summary: The party may discover that the Senior Elder has a secret relationship with a faction.

Rewards: 1,500 gp / 3,500 gp / 5,800 gp / 8,500 gp; up to **2 Reward Stars**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: Gallainne Estarch.

Kickoff: The GM and/or the PCs may initiate this Quest via two means:

First, the PCs may be speaking to Gallainne about her allegiances, and they may make a passive **Sense Motive** check, opposed by the Elder's **Bluff**. Success on the part of any party member means they sense that the Elder is not telling the entire truth of the matter.

Alternately, another Elder, or even a common Enclavefolk, might mention their own suspicions that the Senior Elder may have attained her rank and position through external influence.

Description:

To determine the truth of the matter, the PCs must question Gallainne and navigate the following Skill Challenge:

Hidden Alliances

First Check: Sense Motive, opposed by Gallainne's **Bluff**, to confirm initial suspicions as to hiding something.

Success means the party advances to the **Second Check** below.

Failure means the party's audience with the Elder is at an end for now. They may seek further audience with her, but must make all subsequent social skill checks against her with a **-1 cicumstance penalty**.

Second Check: Diplomacy or **Sense Motive**, opposed by Gallainne's **Diplomacy**, to introduce the topic of possible other faction involvement.

Failure reverts to the **First Check**; treat failure by 4 or more points as having failed the **First Check**.

Success advances to the **Third Check**; success by 5 or more points concludes the **Skill Challenge** entire.

Third Check: Diplomacy or **Intimidate**, opposed by Gallainne's **Bluff**, to get the Elder to admit to her other connections.

Failure of any magnitude reverts to the **First Check**.

Success resolves the **Skill Challenge** and gets the Elder to admit to her connections to the **Stalwart Society**.

Success of 5 or more points additionally reveals that the Society has long-term plans to take over the Enclave's leadership.

The PCs can, of course, ignore the rumors. No impact is recognized, although the party may return to this Quest at any future time.

Successfully navigating the Skill Challenge above is worth **1 Reward Star**; it is worth **2 Reward Stars** if the party succeeds in the final component that reveals the Society's long-term plans.

If the party knows Gallainne's secret, they may turn the information over to another Elder, who will thank them for their service to the Enclave community and reward them with the gold described.

If the party knows Gallainne's secret, they may instead attempt to blackmail her. This is successful, and will result in the Elder giving the PCs the monetary reward described; however, she will immediately plot to have the party killed... sparking its own Quest, most likely!

Gallainne Estarch

TN; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Druid 4	Druid 8	Druid 12	Druid 16
Size / Aln	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)
HP	21	40	57	74
Armor Class	15	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 7 (-2) DEX 14 (+2) CON 8 (-1) INT 14 (+4) WIS 16 (+5) CHA 18 (+4)	STR 7 (-2) DEX 14 (+2) CON 8 (-1) INT 14 (+6) WIS 18 (+8) CHA 18 (+4)	STR 7 (-2) DEX 14 (+2) CON 8 (-1) INT 14 (+7) WIS 20 (+10) CHA 18 (+4)	STR 7 (-2) DEX 14 (+2) CON 8 (-1) INT 14 (+7) WIS 20 (+11) CHA 20 (+5)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 +2 Herbalism Kit	Passive Perception 18 +4 Herbalism Kit	Passive Perception 20 +5 Herbalism Kit	Passive Perception 21 +6 Herbalism Kit
Languages	Common, Druidic, Dwarvish, Elvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Dart) --> 20 ft.': -6 (1d4+2); 80 ft.': -6 (1d4+2)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Ranged** Dart) --> 20 ft.': -4 (1d4+2); 80 ft.': -4 (1d4+2)	**Melee** Dagger +7 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+2); 60 ft.': +7 (1d4+2) **Ranged** Dart) --> 20 ft.': -3 (1d4+2); 80 ft.': -3 (1d4+2)	**Melee** Dagger +8 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+2); 60 ft.': +8 (1d4+2) **Ranged** Dart) --> 20 ft.': -2 (1d4+2); 80 ft.': -2 (1d4+2)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Longbow, Longsword, Mace, Quarterstaff, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Beast Spells, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Timeless Body, Wild Shape, Circle of the Land
Spell-casting	**Save DC 13; Spell Atk +5** **2nd:** *find traps; heat metal; hold person* **1st:** *charm person; detect magic; entangle; fog cloud*	**Save DC 16; Spell Atk +8** **4th:** *confusion; dominate beast* **3rd:** *conjure animals; dispel magic; sleet storm* **2nd:** *find traps; heat metal; hold person* **1st:** *charm person; detect magic; entangle; fog cloud*	**Save DC 18; Spell Atk +10** **6th:** *heal* **5th:** *geas; scrying* **4th:** *confusion; dominate beast; locate creature* **3rd:** *conjure animals; dispel magic; sleet storm* **2nd:** *find traps; heat metal; hold person* **1st:** *charm person; detect magic; entangle; fog cloud*	**Save DC 19; Spell Atk +11** **8th:** *feeblemind* **7th:** *regenerate* **6th:** *heal* **5th:** *geas; scrying* **4th:** *confusion; dominate beast; locate creature* **3rd:** *conjure animals; dispel magic; sleet storm* **2nd:** *find traps; heat metal; hold person* **1st:** *charm person; detect magic; entangle; fog cloud*
Equipment	Dagger; dart (4x); elven chain	Dagger; dart (4x); *+1 elven chain*	Dagger; dart (4x); *+2 elven chain*	Dagger; dart (4x); *+3 elven chain*

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Beast Spells Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 19. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the

ritual tag and you have the spell prepared.

Timeless Body Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 9. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Ashrem Ilydron

Enclave Councilperson
CR 7; XP 3,200



Overview

Ashrem is a warrior, but of a scholarly mindset. Seasoned in battle, he longs for it, particularly as he gets frustrated with the political aspects of his new position.

Appearance & Demeanor

Bearded and portly, he seems awkward in civil garb, and increasingly awkward in battle dress, as his burgeoning paunch has tended to interfere with the half-plate he typically wears into battle.

Ashrem is used to barking orders, yelling threats, and otherwise commanding a situation with his voice and actions, and his approach to the Council is little different than that of his melee.

Background

Ashrem has ever been a fierce warrior, hailing from a mercenary background. When times grew peaceful, a growingly-desperate Ashrem began to dedicate himself to Druid-ly pursuits almost as a last resort to ensure a stable income via magical deeds.

As he himself would freely admit with a guffaw, he almost accidentally ended up on the Council: as a mercenary recently hired to bodyguard an ailing, venerable Elder of the Council, Ashrem defended a would-be assassin, suffering major injuries himself in the process.

Although nature and disease soon finished the work of the thwarted assassin, the dying Elder had been so impressed with Ashrem's dedication to task that he had arranged to step down officially just prior to succumbing to ailment, naming Ashrem as his replacement.

Combat Tactics

Ashrem relishes combat, particularly of the righteous and unequivocal sort.

If attacked, or in defense of any of his fellow Councilpeople, he will fight valiantly, defensively, and to the death, for in his heart of hearts, he can truly think of no cleaner, more satisfying end than to die at swordpoint in defense of the needy.

Faction Memberships

Mace & Blade.

Habits and Logistics

In the daytime, there is an **60%** chance he is in Council Chambers; this decreases to **10%** in the evenings.

Whenever not in the Council Chambers, Ashrem can be found in his residence (p 237).

Conversation

Ashrem is gruff, and largely uninterested in conversation, though even he will acknowledge this is a frustrating approach for a man whose job it is to deal with the public.

What do you think of the Enclave?

"It's a city. A good one. Well run, at that, I suppose. Good people."

What do you think of the Council of Elders?

"We're normal people, like the rest of you: prone to mistakes, violence, hatred, frustrations, and prejudices and the like. We try hard, I will say; much as I hate what some of these buffoons want to do and how they want to do it, you can't hate 'em for lack of wanting to do what they think is the right thing. They're wrong, of course, a lot of the time, but still, motive counts for a lot, and I can kinda respect that."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"Mines are what give us our money. Without that, we'd be screwed, no way around it. So thank the Gods it's there."
(Shocking though it may be, Ashrem truly does not know much more than this about the city and its mines. He has never shown an interest in Mondaria, and knows it only as a source of stable revenue for the Enclave.)

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-3	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-4	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Shared Discovery

Summary: Ashrem may join the party in a trip to the Mondarian mines to discover what happened there.

It should be noted that this Quest is really a hook into the separate mega-adventure ***Dark Obelisk 2: The Mondarian Elective***. This separate adventure book is required to run this Quest; as a result, there's no reason to introduce this Quest into your Druid Enclave exploration unless you intend to transition the party to this DO2 adventure.

Similarly, of course, if your gaming group has already encountered Mondaria City in the course of running Dark Obelisk 2, Ashrem's reaction to the topic should alter as a result.

Rewards: 4,000 gp / 8,000 gp / 14,000 gp / 20,000 gp; Special (see ***Dark Obelisk 2 Adventure Book***).

Locations: Druid Enclave; Mondaria City.

Key NPCs: Ashrem Ilydron.

Kickoff: Ashrem himself pretty much ignores Mondaria and its rich mining operation, knowing its function and vital place in the economy, but taking it for granted. Simply speaking with Ashrem will not initiate the Quest.

If the PCs know already of the concerns around Mondaria City—specifically, that it has been a long time since any contact or shipments or income from the city—the Elder will grow greatly concerned.

If the PCs have spoken about Mondaria City with any other NPC, when they talk with Ashrem, he will immediately proclaim his intent to travel there personally to investigate.

This sparks the opportunity for the PCs to join him—or, from the standpoint of gameplay mechanics, for Ashrem to join the party as an allied NPC for the duration of the ***Dark Obelisk 2*** adventure.

Description:

It must be underscored that although many of the Council are aware of the dark designs and dangerous greed that led to the disaster in Mondaria City, Ashrem himself was and is ignorant of the plot.

Whether the PCs believe him is an opportunity for good roleplaying and discussion!

The PCs can ignore Ashrem's declared intent. At the GM's discretion, Ashrem can spend some time—a few days, perhaps—preparing for his trip, so the party might change their mind before his departure.

The proposition here is simple: Does the party want to travel to Mondaria City, and investigate the strange events in the mines underneath it?

If this is their intent, then having Ashrem along for the journey can only be to their advantage.

During the trip, he will continue to operate as the eyes and ears of the Council, and will seek to understand what happened here much as the PCs themselves will likely wish to do.

If Ashrem dies in the journey, his seat on the Council of Elders remains vacant for the foreseeable future while various parties and individuals squabble over succession.

If Ashrem survives and returns to Mondaria City, he will grant the PCs the additional monetary reward listed by way of thanks for escorting him to the city. Although the PCs view it as Ashrem tagging along on their Quest to Mondaria City, Ashrem himself views it quite the other way around.

Ashrem Ilydron

NE; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Druid 4	Druid 8	Druid 12	Druid 16
Size / Aln	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf
HP	20	47	64	84
Armor Class	18	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 17 (+3) DEX 13 (+1) CON 10 (+0) INT 9 (+1) WIS 16 (+5) CHA 14 (+2)	STR 17 (+3) DEX 13 (+1) CON 10 (+0) INT 9 (+3) WIS 18 (+8) CHA 14 (+2)	STR 17 (+3) DEX 13 (+1) CON 10 (+0) INT 9 (+4) WIS 20 (+10) CHA 14 (+2)	STR 19 (+4) DEX 13 (+1) CON 10 (+0) INT 9 (+5) WIS 20 (+11) CHA 14 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 Armor - Disad on Stealth +2 Herbalism Kit	Passive Perception 18 Armor - Disad on Stealth +4 Herbalism Kit	Passive Perception 20 Armor - Disad on Stealth +5 Herbalism Kit	Passive Perception 21 Armor - Disad on Stealth +6 Herbalism Kit
Languages	Common, Druidic, Dwarvish, Elvish			
Attacks	**Melee** Mace +5 (1d6+3)	**Melee** *+1 Mace* +8 (1d6+4)	**Melee** *+2 Mace* +10 (1d6+5)	**Melee** *+3 Mace* +13 (1d6+7)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	pellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Beast Spells, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Timeless Body, Wild Shape, Circle of the Land
Spell-casting	**Save DC 13; Spell Atk +5** **2nd:** *animal messenger; barkskin; hold person* **1st:** *animal friendship; charm person; jump; speak with animals*	**Save DC 16; Spell Atk +8** **4th:** *confusion; control weater; ice storm* **3rd:** *call lightning; protection from energy; speak with plants* **2nd:** *animal messenger; barkskin; hold person* **1st:** *animal friendship; charm person; jump; speak with animals*	**Save DC 18; Spell Atk +10** **6th:** *find the path* **5th:** *insect plague; tree stride* **4th:** *confusion; control weater; ice storm* **3rd:** *call lightning; protection from energy; speak with plants* **2nd:** *animal messenger; barkskin; hold person* **1st:** *animal friendship; charm person; jump; speak with animals*	**Save DC 19; Spell Atk +11** **8th:** *control weather* **7th:** *reverse gravity* **6th:** *find the path* **5th:** *insect plague; tree stride* **4th:** *confusion; control weater; ice storm* **3rd:** *call lightning; protection from energy; speak with plants* **2nd:** *animal messenger; barkskin; hold person* **1st:** *animal friendship; charm person; jump; speak with animals*
Equipment	Mace; half plate armor; shield	*+1 mace;* *+1 half plate armor;* shield	*+2 mace;* *+2 half plate armor;* shield	*+3 mace;* *+3 half plate armor;* shield

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Beast Spells Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 19. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Timeless Body Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 9. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop

to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Trotysse Airdarr

Enclave Councilperson
CR 7; XP 3,200



Overview

Trotysse tries to be a force of good on the Council, and in the city... but the frequent conflicts between the interests of citizens and the natural order of things makes life challenging for her.

Appearance & Demeanor

Trotysse is a formidable presence. Though she carries no official rank beyond that of Elder, she is often seen in headdresses that mimic those of royalty, leadin many to consider her a de facto queen of some kind... which is indeed her intent behind this behavior.

She feigns a regal presence, even going so far as to refer to herself as "we" much of the time.

Background

Trotysse grew up an orphan, but always kept a fantasy that she had been given away by powerful, lordly parents as a means of hiding her away and keeping her safe from jealous political assassins.

This particular fortune may not have been true, but she did find a great deal of luck: well-off foster parents adopted her, then less than two years afterwards, they both perished in a tornado. As her foster parents had noTrotysse inherited everything

Combat Tactics

Though formidable in battle, she will engage only when necessary or unavoidable.

She will fight recklessly until reduced to under half her maximum hit points, and will then seek to disengage and survive to fight another day.

While in the **Druid Enclave**, she may summon guards to her if she is able to shout. Reinforcements consist of **1d4 Elite Council Guard**; **1d6 Enclave Elite Guard**, and **2d6-1 Enclave Guard**.

While outside the **Druid Enclave**, she may attempt to hail for reinforcements. These consist of **1d4 Enclave Longstriders** and **2d4 Enclave Guard.** However, for each of these types of guard, there is only a **70%** chance that any of that type of Guard show up; roll separately for each type of guard.

Faction Memberships

Thornpriests.

Habits and Logistics

In the daytime, there is a **90%** chance she is in Council Chambers; this decreases to **40%** in the evenings.

The remainder of her time, she will be in her residence (p 201).

Conversation

Trotysse almost always speaks with others as though she is holding audience with them.

What do you think of the Enclave?

"'Tis a beautiful thing that we have forged here together, and strive ever to keep intact. At one with nature, in harmony with all life, the Enclave is unique and a true achievement."

What do you think of the Council of Elders?

"We each do our best. Some are more successful than otehrs in accomplishing our aims, but I do not for a moment doubt the dedication of any of my colleagues... though I do question their motives and ultimate objectives at times."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"It is a crucial source of revenue, and a city of loyal citizens. They toil ever so that we might focus on what is important in life, on their behalf."
(any PC may make a ***Perception*** *check. This is opposed by Trotysse's* ***Bluff****. Success on the part of a PC suggests that Trotysse knows much more than she is letting on, but no amount of skill checks will convince her to admit the truth: that she full well knows that contact with the mining town has been lost.)*

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-8	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-1	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+3	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Consequences & Confrontation

Summary: The PCs confront Trotysse about her role in the horrible tragedy of Mondaria City.

It should be noted that this Quest is hooks into and assumes completion of the separate mega-adventure ***Dark Obelisk 2: The Mondarian Elective***.

Rewards: Up to **2 Reward Stars**.

Locations: Druid Enclave Council of Elders chambers.

Key NPCs: Trotysse Airdarr.

Kickoff: If the PCs complete the Dark Obelisk 2 adventure, they may come be information that suggests or even outright proves that the Druid Enclave Council of Elders deliberately ordered the actions that resulted in the massive tragedy there.

If the party comes to the Druid Enclave following the conclusion of the Dark Obelisk 2 adventure, they will almost certainly have pointed questions for the Council of Elders. Speaking with Trotysse in this context launches the more detailed suspicions of the party, as it is clear that the Elder has something to hide.

Description:

With the knowledge of the disaster in hand, and having access to discussing the matter with Elders, the PCs have some options:

The party can simply let things lie as they are, knowing or suspecting that the Council must have known about the disaster and the events leading up to it, but having either done nothing, or having intentionally led the city to doom. This is an odd decision for a Good- or Lawful-aligned party, but mechanically, it has no further impact to the PCs.

The main guts of the Quest takes the form of a Skill Challenge, navigated between the PCs and Trotysse in audience and confronting her on the matter of Mondaria City and its mines:

Consequences & Confrontation

First Check: Diplomacy or **Intimidate**, opposed by Trotysse's **Bluff**, merely to introduce the topic in a manner that does not immediately send the Elder running.

Success advances to the **Second Check**.

Failure means the PCs must repeat the attempt.

Failure by 4 or more points means the audience is at an end; they must wait at least one day before seeking another, and all further interactions the PCs have with Trotysse are at a **-1** circumstance penalty, which is cumulative to multiple fails.

Second Check: Intimidate or **Sense Motive**, opposed by Trotysse's **Bluff**, to get the Elder to admit she knows more than she's letting on.

Treat all failures of the **Second Check** as though the party had failed the **First Check** by the same amount.

Success advances to the **Third Check**.

Third Check: Intimidate or **Diplomacy**, opposed by Trotysse's **Bluff**, to get the Elder to admit her role.

Failure reverts to the **First Check**. If the PCs fail by 4 or more points, Trotysse will attack the party immediately, continuing combat until she is reduced to 3/4 her max hit points or less, at which point she will flee.

Success concludes the Skill Challenge.

Once she admits her guilt, Trotysse will turn herself in to the Council for justice; the PCs benefit from **2 Reward Stars** for their achievement.

Crotysse Airdarr

NG; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Wizard 4	Wizard 8	Wizard 12	Wizard 16
Size / Aln	Medium NG Elf (High)	Medium NG Elf (High)	Medium NG Elf (High)	Medium NG Elf (High)
HP	15	34	50	66
Armor Class	18	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 9 (-1) DEX 15 (+2) CON 10 (+0) INT 21 (+7) WIS 16 (+5) CHA 9 (-1)	STR 9 (-1) DEX 17 (+3) CON 10 (+0) INT 21 (+9) WIS 16 (+7) CHA 9 (-1)	STR 9 (-1) DEX 19 (+4) CON 10 (+0) INT 21 (+10) WIS 16 (+8) CHA 9 (-1)	STR 10 (+0) DEX 20 (+5) CON 10 (+0) INT 21 (+11) WIS 16 (+9) CHA 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 Armor - Disad on STR and DEX, saving throws	Passive Perception 17 Armor - Disad on STR and DEX, saving throws	Passive Perception 18 Armor - Disad on STR and DEX, saving throws	Passive Perception 19 Armor - Disad on STR and DEX, saving throws
Languages	Common, Dwarvish, Elvish			
Attacks	**Ranged** Longbow) --> 150 ft.': +4 (1d8+2); 600 ft.': +4 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Ranged** Longbow) --> 150 ft.': +7 (1d8+3); 600 ft.': +7 (1d8+3) **Melee** *+1 Dagger* +8 (1d4+4) **Ranged** *+1 Dagger* 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4)	**Ranged** Longbow) --> 150 ft.': +9 (1d8+4); 600 ft.': +9 (1d8+4) **Melee** *+2 Dagger* +11 (1d4+6) **Ranged** *+2 Dagger* 20 ft.': +11 (1d4+6); 60 ft.': +11 (1d4+6)	**Ranged** Longbow) --> 150 ft.': +11 (1d8+5); 600 ft.': +11 (1d8+5) **Melee** *+3 Dagger* +14 (1d4+8) **Ranged** *+3 Dagger* 20 ft.': +14 (1d4+8); 60 ft.': +14 (1d4+8)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting, Spell Mastery
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *hold person; invisibility; rope trick* **1st:** *alarm; charm person; floating disk; magic missile*	**Save DC 17; Spell Atk +9** **4th:** *dimension door; hallucinatory terrain; private sanctum* **3rd:** *fear; fly; gaseous form* **2nd:** *hold person; invisibility; rope trick* **1st:** *alarm; charm person; floating disk; magic missile*	**Save DC 18; Spell Atk +10** **6th:** *guards and wards* **5th:** *arcane hand; dream* **4th:** *dimension door; hallucinatory terrain; private sanctum* **3rd:** *fear; fly; gaseous form* **2nd:** *hold person; invisibility; rope trick* **1st:** *alarm; charm person; floating disk; magic missile*	**Save DC 19; Spell Atk +11** **8th:** *mind blank* **7th:** *sequester* **6th:** *guards and wards* **5th:** *arcane hand; dream* **4th:** *dimension door; hallucinatory terrain; private sanctum* **3rd:** *fear; fly; gaseous form* **2nd:** *hold person; invisibility; rope trick* **1st:** *alarm; charm person; floating disk; magic missile*
Equipment	Longbow; elven chain; dagger; arrows (20x)	Longbow; *+1 elven chain;* *+1 dagger;* arrows (20x)	Longbow; *+2 elven chain;* *+2 dagger;* arrows (20x)	Longbow; *+3 elven chain;* *+3 dagger;* arrows (20x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others

use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Spell Mastery At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal. By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

Halabedarr

Enclave Councilperson
CR 7; XP 3,200



Overview

Halabedarr is a ruthless administrator with a focus on profit and indulgence over lives.

Appearance & Demeanor

The venerable elf dresses in elaborate, colorful robes, embracing the grandeur of both his race and his role in society.

He typically wears a hooded cloak, robe, or vest with elaborate refinements on top that suggest a crownlike appearance.

Although most on the Council of Elders effect a noble air when granting audience or speaking with others, Halabadarr takes this to an aloof extreme: his tone and body language suggest that any non-Elder he converses with is barely worth his time.

Background

Halabedarr used to be a killer, a mercenary for hire who specialized in assassinations. Sensing that his days were numbered in this endeavor, he changed lifestyles, pursuing instead a life of politics.

In pressed by someone in whom he could confide, Halabedarr would joke that the two professions are not unlike one another, except that with assassinations, the nature of the work is much more straightforward than in politics.

Combat Tactics

Halabedarr is well used to combat, and will target enemy magic-wielders first.

If ever reduced to fewer than half his maximum hit points, the Elder will attempt to break off combat and flee if an opportunity to do so exists.

While in the **Druid Enclave**, he may summon guards to him if he is able to shout. Reinforcements consist of **1d4+2 Elite Council Guard**; **1d6+2 Enclave Elite Guard**, and **2d6 Enclave Guard**.

While outside the **Druid Enclave**, he may also try to hail for reinforcements. These consist of **1d4 Enclave Longstriders** and **1d8 Enclave Guard.** However, for each of these types of guard, there is only a **80%** chance that any of that type of Guard show up; roll separately for each type of guard.

Faction Memberships

Elven Administration.

Habits and Logistics

In the daytime, there is an **80%** chance he is at the Council Chambers; this decreases to **20%** in the evenings.

The remainder of the time, he will be in his residence (p 241).

Conversation

Halabedarr convinced Trotysse to back his secret play to get Mondaria City to delve deeply into the mines and discover the Dark Obelisk which lay underneath.

For the time being, her own guilt keeps Trotysse quiet about the situation, but Halabedarr guards this secret with his life, knowing that if the truth were discovered, it could ruin his livelihood.

Finally, Halabedarr views any conversation he has with a non-Elder as an indulgence, a rare gift for the other party

What do you think of the Enclave?

"It's a city. A pretty one, I'll grant, but one quite deluded. There are many who consider the Enclave to be a structure at the pinnacle of civilization, something

beyond what a city has and more in the model of what a city should be. These fools ignore the very painful realities that still face us. Crime. Disease. Poverty. All remain, despite our beautific facade. No number of trees or flowers will change human nature, I'm afraid."

What do you think of the Council of Elders?

"We pretend as though we are one with nature, and I'll recognize that some on the Council even try to make that so. But we're not. We're beyond nature, and nature is subject to our will. We bend it to our benefit."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"It's a mining town, if I'm not mistaken.
(any PC may make a ***Sense Motive*** *check. This is opposed by Halabedarr's* ***Bluff****, with a +2 circumstance bonus to the Elder. Success on the part of a PC means they strongly suspect that the elf is hiding something.)*

Additional Attitude Modifiers

Modifier	Circumstance
-2	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-5	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Greed & Evil

Summary: The PCs confront Halabedarr about his role in the horrible tragedy of Mondaria City.

It should be noted that this Quest is hooks into and assumes completion of the separate mega-adventure ***Dark Obelisk 2: The Mondarian Elective***.

Rewards: 2,000 gp / 4,000 gp / 7,500 gp / 12,500 gp; up to **3 Reward Stars**.

Locations: Druid Enclave Council of Elders chambers.

Key NPCs: Halabedarr.

Kickoff: If the PCs complete the Dark Obelisk 2 adventure, they may come be information that suggests or even outright proves that the Druid Enclave Council of Elders deliberately ordered the actions that resulted in the massive tragedy there.

If the party comes to the Druid Enclave following the conclusion of the Dark Obelisk 2 adventure, they will almost certainly have pointed questions for the Council of Elders. Speaking with Halbedarr in this context launches the more detailed suspicions of the party, as it is clear that the Elder has something to hide.

Description:

With the knowledge of the disaster in hand, and having access to discussing the matter with Elders, the PCs have some options:

The party can ignore the suspicion on Halabedarr. This is an odd decision for a Good- or Lawful-aligned party, but mechanically, it has no further impact to the PCs.

The main guts of the Quest takes the form of a Skill Challenge, navigated between the PCs and Halbedarr in audience and confronting her on the matter of Mondaria City and its mines.

Halbedarr has a **+2 circumstance bonus** on all social interactions. If the PCs have already spoken to Trotysse and successfully gotten her to reveal her own role, this bonus changes to a **-2 penalty** on the elf.

Greed & Evil

First Check: Diplomacy, opposed by Halbedarr's **Bluff**, merely to introduce the topic in a manner that does not immediately send the Elder running.

Success advances to the **Second Check**.

Failure means the audience is at an end; the PCs must wait at least one day before seeking another.

Second Check: Intimidate or **Sense Motive**, opposed by Halabedarr's **Bluff**, to get the Elder to admit he knows more than he's admitting to.

Failure reverts to the **First Check**; success advances to the **Third Check**.

Third Check: Intimidate, opposed by Halabedarr's **Bluff**, to get the Elder to admit his pivotal role in the disaster.

Failure reverts to the **First Check**. If the PCs fail by 4 or more points, Halabedarr will summon guards and attack the party immediately, continuing combat until he is reduced to 1/2 his max hit points or less, at which point he will flee.

Success concludes the Skill Challenge.

Once he admits his greed and guilt, Halabedarr will summon guards and attack the PCs. There is a chance the guards will have overheard the confession, however, and thus will be at a disadvantage: their attack rolls and skill checks against the PCs suffer a circumstance penalty equal to the amount by which the PCs passed the **Third Check** above.

Successfully defeating the Elder will grant the PCs the monetary reward listed as thanks from the Council, and **3 Reward Stars** for their achievement.

Halabedarr

NE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Sorcerer 4	Sorcerer 8	Sorcerer 12	Sorcerer 16
Size / Aln	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)
HP	18	39	58	74
Armor Class	18	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'; Fly 30'	Walk 30'; Fly 30'
Ability Scores / Saves	**STR** 9 (-1) **DEX** 15 (+2) **CON** 8 (+1) **INT** 11 (+0) **WIS** 17 (+3) **CHA** 17 (+5)	**STR** 9 (-1) **DEX** 17 (+3) **CON** 8 (+3) **INT** 11 (+0) **WIS** 17 (+3) **CHA** 17 (+7)	**STR** 9 (-1) **DEX** 19 (+4) **CON** 8 (+4) **INT** 11 (+0) **WIS** 17 (+3) **CHA** 17 (+8)	**STR** 9 (-1) **DEX** 20 (+5) **CON** 9 (+5) **INT** 11 (+0) **WIS** 17 (+3) **CHA** 17 (+9)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 Armor - Disad on STR and Dex checks, saving throws, attacks	Passive Perception 17 Armor - Disad on STR and Dex checks, saving throws, attacks	Passive Perception 18 Armor - Disad on STR and Dex checks, saving throws, attacks	Passive Perception 19 Armor - Disad on STR and Dex checks, saving throws, attacks
Languages	Common, Draconic, Dwarvish, Elvish			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -2 (1d8+2); 320 ft.': -2 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Ranged** Crossbow, Light) --> 80 ft.': +1 (1d8+3); 320 ft.': +1 (1d8+3) **Melee** *+1 Dagger* +8 (1d4+4) **Ranged** *+1 Dagger* 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4)	**Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8+4); 320 ft.': +3 (1d8+4) **Melee** *+2 Dagger* +11 (1d4+6) **Ranged** *+2 Dagger* 20 ft.': +11 (1d4+6); 60 ft.': +11 (1d4+6)	**Ranged** Crossbow, Light) --> 80 ft.': +5 (1d8+5); 320 ft.': +5 (1d8+5) **Melee** *+3 Dagger* +14 (1d4+8) **Ranged** *+3 Dagger* 20 ft.': +14 (1d4+8); 60 ft.': +14 (1d4+8)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Draconic Bloodline, Draconic Presence, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Extended Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell
Spell-casting	**Save DC 13; Spell Atk +5** **2nd:** *blur; levitate; scorching rat* **1st:** *burning hands; color spray; feather fall; fog cloud*	**Save DC 15; Spell Atk +7** **4th:** *blight; confusion; ice storm* **3rd:** *blink; haste; stinking cloud* **2nd:** *blur; levitate; scorching rat* **1st:** *burning hands; color spray; feather fall; fog cloud*	**Save DC 16; Spell Atk +8** **6th:** *move earth* **5th:** *creation; telekinesis* **4th:** *blight; confusion; ice storm* **3rd:** *blink; haste; stinking cloud* **2nd:** *blur; levitate; scorching rat* **1st:** *burning hands; color spray; feather fall; fog cloud*	**Save DC 17; Spell Atk +9** **8th:** *earthquake* **7th:** *fire storm* **6th:** *move earth* **5th:** *creation; telekinesis* **4th:** *blight; confusion; ice storm* **3rd:** *blink; haste; stinking cloud* **2nd:** *blur; levitate; scorching rat* **1st:** *burning hands; color spray; feather fall; fog cloud*
Equipment	Light crossbow; dagger; elven chain; crossbow bolts (10x)	Light crossbow; *+1 dagger;* *+1 elven chain;* crossbow bolts (10x)	Light crossbow; *+2 dagger;* *+2 elven chain;* crossbow bolts (10x)	Light crossbow; *+3 dagger;* *+3 elven chain;* crossbow bolts (10x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Careful Spell When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to 3. A chosen creature automatically succeeds on its saving throw against the spell.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Presence Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to

a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Copper, Damage Type Acid. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 3 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Extended Spell When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Metamagic At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Quickened Spell When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Sorcery Points You have 18 sorcery points. You can never have more sorcery points than 18 at once. You regain all spent sorcery points when you finish a long rest.

Subtle Spell When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Siriquille

Enclave Councilperson
CR 7; XP 3,200



Overview

Siriquille is nimble in both thought and deed, and has lately been a force on the Council to move things along more quickly than they have historically.

Appearance & Demeanor

Even though she has given up her former profession, old habits die hard: Siriquille dresses in traveling garb, and looks as though she either just returned from a long journey, or is ready to embark on one immediately.

She speaks rapidly, efficiently, and thoughtfully, delivering messages in concise bites rather than the elaborate, regal prose of her colleagues.

Background

Siriquille has been a messenger and delivery person in the employ of the Squirrelheel Couriers for decades. As a result of her profession, she is well-liked and widely known; owing to this, she was emplored to run for the Council of Elders, and before she knew it, this crazy idea had succeeded.

Combat Tactics

Siriquille is a nimble warrior, but combat is not her forte, and she is keenly aware of this.

If ever reduced to fewer than half her maximum hit points, the Elder will attempt to break off combat and flee if an opportunity to do so exists.

While in the **Druid Enclave**, she may summon guards to her if she is able to shout. Reinforcements consist of **1d4 Elite Council Guard** (minimum 0); **1d4 Enclave Elite Guard**, and **2d4 Enclave Guard**.

While outside the **Druid Enclave**, she may also try to hail for reinforcements. These consist of **1d4-1 Enclave Longstriders** (minimum 0), and **1d6 Enclave Guard.** However, for each of these types of guard, there is only a **65%** chance that any of that type of Guard show up; roll separately for each type of guard.

Faction Memberships

Leaf Whisperers; Squirrelheel Couriers (retired).

Habits and Logistics

In the daytime, there is a **65%** chance she is in the Council Chambers; this decreases to **30%** in the evenings.

When not in the Chambers, Siriquille may be found in her residence (p 239).

Conversation

Siriquille speaks concisely, and genuinely seems to want what is best for the Enclave and its citizens.

What do you think of the Enclave?

"It's a good example of what people can do if they try hard. It could always be better."

What do you think of the Council of Elders?

"We try hard, but have competing interests, and different ways of looking at problems."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"The mines bring income. I worry, however, about the citizens who work in them."

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-4	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-1	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Delivery Surrogate

Summary: Deliver a note on Siriquille's behalf.

Rewards: 500 gp / 1,000 gp / 1,850 gp / 2,500 gp; up to **1 Reward Star**.

Locations: Anywhere in Druid Enclave.

Key NPCs: Siriquille plus one other, random, named NPC.

Kickoff: Speaking with Siriquille, if at the conclusion of the conversation the PCs have not net damaged their relationship with the Elder (i.e., the Attitude Tracker for Siriquille does not show net negative), she will ask the party's help in delivering a package.

Randomly determine the intended recipient of the package by rolling on any NPC Encounter table; for example, the one appropriate for the location in which the party encounters Siriquille.

Description:

The package is a wax-paper bundle wrapped with twine. It bears no obvious or hidden markings. Handling the bundle with any explorative intent reveals that the package holds a dagger, either blunted for ceremonial purposes or dulled, wrapped in some sort of cloth.

The PCs could simply ignore the task, or refuse it. Accepting the task without actually performing the deed automatically incurs a -3 penalty to the party's Attitude Tracker with Siriquille; after a week, this increases to a total of -10.

Performing the delivery is straightforward, as the recipient is somewhat expecting a package; they thank the PCs for their service and give them a fulfillment payment.

If the PCs deliver the item the same day they are asked to take it, they receive the amount in full as listed.

If they are one or more days in delivering it, they receive only half the listed amount.

The PCs could open the package themselves. This reveals a somewhat ordinary-looking ceremonial dagger, roughly the length of a hand. It appears weathered, old, used, or otherwise neither new nor regal.

The item has emotional value only, and is intended to be used solely as a paperweight or letter-opener.

Delivering an opened package, there is a **30%** chance the recipient notices it has been opened.

If they do not notice, then the party receives their reward as described above. If the recipient does notice that the party opened the package first, they receive only **5 gp** as a tip.

Delivering an un-opened package the same day the delivery is commissioned merits the party **1 Reward Star**.

Siriquille

NG; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Druid 4	Druid 8	Druid 12	Druid 16
Size / Aln	Small NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf
HP	21	45	57	66
Armor Class	14	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+0) DEX 14 (+1) CON 10 (+0) INT 10 (+2) WIS 18 (+6) CHA 19 (+4)	STR 10 (+0) DEX 15 (+2) CON 10 (+0) INT 10 (+4) WIS 18 (+8) CHA 19 (+4)	STR 10 (+0) DEX 17 (+3) CON 10 (+0) INT 10 (+5) WIS 18 (+9) CHA 19 (+4)	STR 10 (+0) DEX 19 (+4) CON 10 (+0) INT 10 (+6) WIS 18 (+10) CHA 19 (+4)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 16 +2 Herbalism Kit	Passive Perception 18 +4 Herbalism Kit	Passive Perception 19 +5 Herbalism Kit	Passive Perception 20 +6 Herbalism Kit
Languages	Common, Druidic, Dwarvish, Elvish			
Attacks	**Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Spear +3 (1d6+1) **Ranged** Spear (Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Melee** *+1 Spear* +7 (1d6+3) **Ranged** *+1 Spear* 20 ft.': +7 (1d6+3); 60 ft.': +7 (1d6+3)	**Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Melee** *+2 Spear* +10 (1d6+5) **Ranged** *+2 Spear* 20 ft.': +10 (1d6+5); 60 ft.': +10 (1d6+5)	**Melee** Dagger +10 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+4); 60 ft.': +10 (1d4+4) **Melee** *+3 Spear* +13 (1d6+7) **Ranged** *+3 Spear* 20 ft.': +13 (1d6+7); 60 ft.': +13 (1d6+7)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Beast Spells, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Timeless Body, Wild Shape, Circle of the Land
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *flame blade; gust of wind; spike growth* **1st:** *animal friendship; charm person; entangle; thunderwave*	**Save DC 16; Spell Atk +8** **4th:** *dominate beast; stone shape; stoneskin* **3rd:** *conjure animals; meld into stone; wind wall* **2nd:** *flame blade; gust of wind; spike growth* **1st:** *animal friendship; charm person; entangle; thunderwave*	**Save DC 17; Spell Atk +9** **6th:** *conjure fey* **5th:** *antilife shell; wall of stone* **4th:** *dominate beast; stone shape; stoneskin* **3rd:** *conjure animals; meld into stone; wind wall* **2nd:** *flame blade; gust of wind; spike growth* **1st:** *animal friendship; charm person; entangle; thunderwave*	**Save DC 18; Spell Atk +10** **8th:** *animal shapes* **7th:** *regenerate* **6th:** *conjure fey* **5th:** *antilife shell; wall of stone* **4th:** *dominate beast; stone shape; stoneskin* **3rd:** *conjure animals; meld into stone; wind wall* **2nd:** *flame blade; gust of wind; spike growth* **1st:** *animal friendship; charm person; entangle; thunderwave*
Equipment	Dagger; spear; elven chain	Dagger; *+1 spear;* *+1 elven chain*	Dagger; *+2 spear;* *+2 elven chain*	Dagger; *+3 spear;* *+3 elven chain*

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Beast Spells Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Timeless Body Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 9. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus

action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Usborn Tossercobb

Enclave Councilperson
CR 7; XP 3,200



Overview

A gentle halfling, Usborn wants only peace among the members of the Council.

Appearance & Demeanor

Usborn angers some by his noncommital attitude toward conflict; in truth, the halfling fails to decide because he knows from experience that one side typically loses... and better to be associated with no victory than a loss.

He's oft seen smoking his pipe, whether in Council session or not, and dresses as though he has just returned from the woodshed.

Despite this humble and common-folk appearance, however, Usborn is victim to a typical Council behavior of acting as though his counsel is a wisdom and rare gift.

Background

Usborn came to the Enclave as a farmer with loftier goals. He has always been crafty, if not outwardly innovative in his designs. There was an opportunity a decade ago where a Council seat opened up, and popular wisdom at the time was that it should be filled by a humble everyman type of position.

Usborn spoke with people in various factions, rallied their support independent of each other, and made easy promises to a number of people.

Combat Tactics

Usborn is most certainly not a fighter, but he's been known to wield when needed. He will not willingly enter combat, but will fight back if pressed to do so.

If ever reduced to fewer than half her maximum hit points, Usborn will attempt to break off combat and flee if an opportunity to do so exists.

While in the **Druid Enclave**, he may summon guards to him if he is able to shout. Reinforcements consist of **1d4-1 Elite Council Guard** (minimum 0); **1d4-2 Enclave Elite Guard** (minimum 0), and **2d4-2 Enclave Guard**.

While outside the **Druid Enclave**, he may also try to hail for reinforcements. These consist of **1d4-2 Enclave Longstriders** (minimum 0), and **1d6 Enclave Guard.** However, for each of these types of guard, there is only a **50%** chance that any of that type of Guard show up; roll separately for each type of guard.

Faction Memberships

Treekeepers.

Habits and Logistics

In the daytime, there is an **80%** chance he is at the Council Chambers; this decreases to **50%** in the evenings.

When not in the Council Chambers, Usborn may be found in his residence (p 196).

Conversation

Usborn will talk in circles forever if allowed to. A running joke in the Council is that Usborn has never actually completed a sentence or statement; he always ends up cut off by someone else after he has made his point several times over.

What do you think of the Enclave?

"Ah, 'tis beautiful, wouldn't you say? I mean, it's not without its flaws, but awfully full of charms, that's for sure, though some would say that perhaps there's a bit too much politicking going on, other people, you mind, not people like me, saying that sort of thing—after all, I'm part of the Council, so it wouldn't look too proper at all for a Councilman to be saying something like that about the institution that he serves, that's for sure, and

as I always am wont to say, 'there's a thorn in damn near every bush', though I realize the original saying likely has more flowers or even roses in it, but I've never really been one for flowers, myself, mind you—much more of a fern, or a tree, fella, I am; always interesting, the sorts of ferns you might see along the bottom of the forest, you know what I mean, the bottom layer, underneath the canopy of the trees themselves, below where the smaller bushes and brambles live, down low toward the ground where the ferns, the animals who crawl, those sorts of things, where they all live—that's where one might find the best ferns you've ever seen, and after all, isn't that the sort of thing you might come to the Enclave to discover—I mean, not the Enclave proper, necessarily, that would be more of an urban setting, too populated to see much in the way of ferns, though I have certainly seen a few in the lower levels, outside of where some folk live, who have means to make a sort of subterranean garden, which is something I'd adore, just adore, you see, and—"

What do you think of the Council of Elders?

"We're a lively bunch, that's for certain, and not shy about our attitudes toward much of anything, at least in my experience, so it is, and though many folk might chafe at that, I find that it's not a bad thing, no sir, not a bad thing at all, that opinions differ, for in reality—which you and I currently are in, don't you know—opinions ***do*** differ, differ quite a bit, and having a leadership comprised of strong-willed individuals with a breathtaking variety of backgrounds and perspectives, well, naturally, you're gonna have those folk come to a difference of mind when it comes to matters of importance, otherwise they wouldn't really be of much in the way of being important at all to begin with, don't you know, which reminds me of this one time—"

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I've not heard much of Mondaria or its mines of late, truth be told and now that you mention it, it's more than passing odd that we've not heard hide nor hair of our ore, or income, or even our emissaries or travelers to and from—as folk come and go quite a bit from here to there, and back again—and it's quite rare, yes quite rare indeed, to not have the odd person or troupe or railcar lashed to a wagon come back and forth and make the journey—which reminds me, I've got to speak with Ashrem about just where in tarnation that income has got to, what with the harvest coming up and bills needing paying and all manner of folk with their hands out: gardeners, weeders, dressers, tailors, all sorts of folks need—"

Additional Attitude Modifiers

Modifier	Circumstance
+3	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance. Add a further +1 for every full ten minutes of conversation the PCs endure from Usborn, up to a maximum of +9. The GM is encouraged to make this a real-time conversation, if s/he feels up to roleplaying the chatty halfling!)*
-3	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
+2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Keep Him Busy

Summary: The party is tasked with occupying Usborn while a key vote occurs.

Rewards: 500 gp / 1,250 gp / 2,000 gp / 2,800 gp; up to **1 Reward Star**.

Locations: May initiate anywhere (see below); outside Council Chambers is most likely.

Key NPCs: Usborn Tossercobb; any 1 other Elder.

Kickoff: Once the PCs have conversed to any degree with Usborn, the next time they chat with any other Elder on the Council, that Elder will make the PCs the offer.

Description:

The Quest is quite simple: keep Usborn talking until a key vote concludes. The exact nature of the vote in question is innocuous, and the goals are not of evil nature; it's just that the issue involved is quite dear to Usborn's heart, and it's impossible to have a simple vote on the matter without the halfling prattling on for literally hours.

If the PCs ignore the request or decline it, there will always be a similar opportunity in the future—Usborn has many topics close to his heart!

To fulfill the challenge, the PCs must keep Usborn occupied in conversation for a long time—a full 5-10 minutes in real-time for the players and the GM is encouraged.

Successfully dedicating themselves to this mundane purpose merits **1 Reward Star**, and the gold reward.

Although this Quest hardly seems worth it at all, keep in mind the wealth of roleplaying and humor opportunities invovled here. It's also a good idea for sprinkles of **Rumors and Lore** (p 107) to be inserted here during the chat as an additional incentive!

Usborn Tossercobb

TN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Druid 4	Druid 8	Druid 12	Druid 16
Size / Aln	Small TN Halfling	Small TN Halfling	Small TN Halfling	Small TN Halfling
HP	27	63	83	104
Armor Class	15	17	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 8 (-1) **DEX** 12 (+1) **CON** 13 (+1) **INT** 13 (+3) **WIS** 18 (+6) **CHA** 14 (+2)	**STR** 8 (-1) **DEX** 14 (+2) **CON** 13 (+1) **INT** 13 (+5) **WIS** 18 (+8) **CHA** 14 (+2)	**STR** 8 (-1) **DEX** 16 (+3) **CON** 13 (+1) **INT** 13 (+6) **WIS** 18 (+9) **CHA** 14 (+2)	**STR** 8 (-1) **DEX** 16 (+4) **CON** 13 (+1) **INT** 13 (+7) **WIS** 18 (+10) **CHA** 14 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 Armor - Disadvantage on Stealth +2 Herbalism Kit	Passive Perception 14 Armor - Disadvantage on Stealth +4 Herbalism Kit	Passive Perception 14 Armor - Disadvantage on Stealth +5 Herbalism Kit	Passive Perception 14 Armor - Disadvantage on Stealth +6 Herbalism Kit
Languages	Common, Druidic, Halfling			
Attacks	**Ranged** Longbow (Small)) --> 150 ft.': +1 (1d8+1); 600 ft.': +1 (1d8+1) **Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Ranged** *+1 Longbow*) --> 150 ft.': +3 (1d8+3); 600 ft.': +3 (1d8+3) **Melee** Dagger (Small) +6 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2)	**Ranged** *+2 Longbow*) --> 150 ft.': +5 (1d8+5); 600 ft.': +5 (1d8+5) **Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3)	**Ranged** *+3 Longbow*) --> 150 ft.': +7 (1d8+7); 600 ft.': +7 (1d8+7) **Melee** Dagger +10 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+4); 60 ft.': +10 (1d4+4)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Beast Spells, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Timeless Body, Wild Shape, Circle of the Land
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *heat metal; pass without trace; protection from poison* **1st:** *charm person; fog cloud; jump; longstrider*	**Save DC 16; Spell Atk +8** **4th:** *dominate beast; hallucinatory terrain; ice storm* **3rd:** *call lightning; dispel magic; water walk* **2nd:** *heat metal; pass without trace; protection from poison* **1st:** *charm person; fog cloud; jump; longstrider*	**Save DC 17; Spell Atk +9** **6th:** *sunbeam* **5th:** *awaken; reincarnate; tree stride* **4th:** *dominate beast; hallucinatory terrain; ice storm* **3rd:** *call lightning; dispel magic; water walk* **2nd:** *heat metal; pass without trace; protection from poison* **1st:** *charm person; fog cloud; jump; longstrider*	**Save DC 18; Spell Atk +10** **8th:** *sunburst* **7th:** *mirage arcane* **6th:** *sunbeam* **5th:** *awaken; reincarnate; tree stride* **4th:** *dominate beast; hallucinatory terrain; ice storm* **3rd:** *call lightning; dispel magic; water walk* **2nd:** *heat metal; pass without trace; protection from poison* **1st:** *charm person; fog cloud; jump; longstrider*
Equipment	Longbow (small); arrows (20x); scale mail (small); dagger (small)	*+1 longbow (small);* arrows (20x); *+1 scale mail (small);* dagger (small)	*+2 longbow (small);* arrows (20x); *+2 scale mail (small);* dagger (small)	*+3 longbow (small);* arrows (20x); *+3 scale mail (small);* dagger (small)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Beast Spells Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the

ritual tag and you have the spell prepared.

Timeless Body Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 9. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Barksel Ferubrankcht

Enclave Councilperson
CR 7; XP 3,200



Overview

Barksel can be used as a guide, and spends most of his time away from the Enclave proper. He is by a wide margin the most animalistic and nature-oriented of the Council.

Appearance & Demeanor

Barksel is a beast of a man, and typically shapeshifts into large actual beasts. His every interaction speaks to his preference of nature and animal over sentient; he would much rather spend time in the wild than debating over a minor point of parliamentary procedure with his elected peers. When pressed into society, he loves getting in the way of his friends, often in animal form.

Barksel wields a huge enchanted club made out of petrified wood, called "Rocktillyadrop", surely an inside joke that makes sense only to the druid himself.

His boar companion is ever-present: a point of minor contention among his more civilized peers, but allowed, as he would not show up if the beast were banned from Council chambers.

Background

Barksel will tell you that he was was raised in the wild, by the very beasts he now prefers to other humans and sentient races. This is only partway true: he had a stable, decent, farming home, but the forest called to him, and even as a child, he was drawn to it and spent nearly all his time there.

Friends, family, and responsibility: he shunned them all, in favor of solitude and exploration.

Pursuing the mysteries of Druidic life was hardly a far-fetched result, though disliking civilization, Barksel did often find it challenging to advance. What resulted is a solid, fearsome, and animalistic Druid, competent in his abilities despite their being almost entirely self-taught.

One might, upon casual introduction, wonder how in the world Barksel ended up one of a handful of powerful citizens in charge of helping maintain order and shape the life of the Enclave and its citizenry. Indeed, there are many days where Barksel himself ponders this question, though only briefly, before prancing off to stag parties in beast form.

The truth is that Barksel was maneuvered into the position. As a bestial loner attuned to the forest, and as someone who spends most of their time in the wild, Barksel was viewed as uniquely positioned to represent the more animal nature of Druidic life. All others on the Council at the time, about five years ago, represented sentient civilization in some manner; even those most aligned toward woodland needs still had their own political aims. Barksel was viewed as neutral, a stolid and constant representative of the forest.

As it turned out, this goal was essentially achieved, though Barksel is day-to-day much like the wild itself: unpredictable, rarely trustworthy, and ultimately a force of chaos and unsettlement in the domain of planning.

Combat Tactics

Barksel relishes a good fight, but his pure animal instincts dictate sanity in the event that he is overmatched.

Although he is an Elder, and is therefore entitled to guards and reinforcements, Barksel will never summon them, no matter the circumstances: some combination of stubbornness and animal focus and simple forgetfulness will prevent the act.

Faction Memberships

Wild Kingdom.

Habits and Logistics

In the daytime, there is an **30%** chance he is in Council

Chambers; this decreases to 5% in the evenings.

When not in the Council Chambers, Barksel is out and about in the Druid Forest surrounding the Enclave, often in stag form, hanging out with other stags, attneding what he refers to as "stag parties".

Conversation

There's no other way to put it: Barksel does not like people. Speaking with him for any length of time makes him irritable, unsettled, and eager for the hunt outside the Enclave walls.

What do you think of the Enclave?

"It's a city. Got the same problems as any of 'em. Crime. Politics. Scheming. Pettiness."

What do you think of the Council of Elders?

"Guttersnipes and connivers, all of 'em. Except me; I've got better things to do."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"The what? Oh, the place with the dwarves and elves who hate each other so they just keep digging. I dunno. Weird to not have heard from them, though."

Additional Attitude Modifiers

Modifier	Circumstance
-2	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-5	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
-1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Missing Elder

Summary: The PCs are tasked with locating Barksel and bringing him back to the Council Chambers.

Rewards: 750 gp / 1,500 gp / 3,000 gp / 5,000 gp; up to **1 Reward Star**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: Barksel Ferubrankcht; any one other Elder.

Kickoff: If it is determined that Barksel is not in attendance at the Council Chambers, and that at least one other Council member is in the Chambers, then that Councilmember asks the party's help in bringing Barksel back from the wild to participate in a vote that requires all Elders to be present.

Description:

The matter at vote is not a crucial one, but decorum dictates that all Elders be present in the Chambers in order to proceed.

Barksel has not been seen in the Chambers for several days; although this typically means he is due back for a bit, there's no reassurance that this is so.

The party is asked to bring Barksel back. If they have not yet encountered the Elder, they are provided a description and summary of the man. It is suggested to the party that Barksel is likely outside the Enclave walls, and that he is almost certainly in animal form.

Any scenario that results in Barksel returning to the Council chambers as a result of the party's actions merits the full reward described.

The party can ignore the request. They suffer an immediate **-2 modifier** to the **Attitude Tracker** of each Elder present, but there is no other impact.

As Barksel is prone to going off, particularly when a vote is required of him, the party will likely have the opportunity to engage in this Quest again in the future.

Finding Barksel requires navigating the following Skill Challenge.

Here, Barky-Barky-Barky

First Check: DC 12 / 14 / 16 / 18 **Survival** or similar tracking skill to first take note of Barksel's trail.

The party may re-attempt this check, but each failure takes 1 hour of misguided searching.

Success advances to the **Second Check**; success by 4 or more points advances directly to the **Third Check**.

Second Check: DC 16 / 18 / 20 / 22 **Survival** or tracking skill to locate the Elder now that he is aware of the party's presence.

Failure reverts the PCs to needing to re-attempt the **First Check**; failure by 4+ points additionally wastes an hour.

Success advances to the **Third Check**.

Third Check: Diplomacy or **Intimidate**, opposed by Barksel's **Sense Motive**, to convince him to return. Barksel gains a **+2 circumstance** bonus on **Intimidate** checks if the party uses that skill.

Failure reverts to the **Second Check**; failure by 5 or more points starts the entire challenge over again.

Barksel Ferubrankcht

CN; Medium Humanoid (Half-Orc)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 9 **XP** 5,000	**CR** 13 **XP** 10,000	**CR** 17 **XP** 18,000
Class / HD	Druid 5	Druid 9	Druid 13	Druid 17
Size / Aln	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc
HP	19	38	72	118
Armor Class	12	14	15	16
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 20 (+5) **DEX** 7 (-2) **CON** 11 (+0) **INT** 10 (+3) **WIS** 18 (+7) **CHA** 13 (+1)	**STR** 20 (+5) **DEX** 9 (-1) **CON** 11 (+0) **INT** 10 (+4) **WIS** 18 (+8) **CHA** 13 (+1)	**STR** 20 (+5) **DEX** 9 (-1) **CON** 13 (+1) **INT** 10 (+5) **WIS** 18 (+9) **CHA** 13 (+1)	**STR** 20 (+5) **DEX** 9 (-1) **CON** 15 (+2) **INT** 10 (+6) **WIS** 18 (+10) **CHA** 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 17 +3 Herbalism Kit	Passive Perception 18 +4 Herbalism Kit	Passive Perception 19 +5 Herbalism Kit	Passive Perception 20 +6 Herbalism Kit
Languages	Common, Druidic, Orc			
Attacks	**Melee** Greatclub +8 (1d8+5) **Melee** Spear +8 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +8 (1d6+5); 60 ft.': +8 (1d6+5) **Melee** Club +8 (1d4+5) **Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5)	**Melee** *+1 Greatclub* +10 (1d8+6) **Melee** Spear +9 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +9 (1d6+5); 60 ft.': +9 (1d6+5) **Melee** Club +9 (1d4+5) **Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Melee** *+2 Greatclub* +12 (1d8+7) **Melee** Spear +10 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +10 (1d6+5); 60 ft.': +10 (1d6+5) **Melee** Club +10 (1d4+5) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)	**Melee** *+3 Greatclub* +14 (1d8+8) **Melee** Spear +11 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +11 (1d6+5); 60 ft.': +11 (1d6+5) **Melee** Club +11 (1d4+5) **Melee** Dagger +11 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +11 (1d4+5); 60 ft.': +11 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *flame blade; hold person; lesser restoration* **1st:** *charm person; faerie fire; jump; longstrider*	**Save DC 16; Spell Atk +8** **4th:** *dominate beast; giant insect; stoneskin* **3rd:** *call lightning; meld into stone; speak with plants* **2nd:** *flame blade; hold person; lesser restoration* **1st:** *charm person; faerie fire; jump; longstrider*	**Save DC 17; Spell Atk +9** **6th:** *wall of thorns* **5th:** *commune with nature; conjure elemental; wall of stone* **4th:** *dominate beast; giant insect; stoneskin* **3rd:** *call lightning; meld into stone; speak with plants* **2nd:** *flame blade; hold person; lesser restoration* **1st:** *charm person; faerie fire; jump; longstrider*	**Save DC 18; Spell Atk +10** **8th:** *earthquake* **7th:** *fire storm* **6th:** *wall of thorns* **5th:** *commune with nature; conjure elemental; wall of stone* **4th:** *dominate beast; giant insect; stoneskin* **3rd:** *call lightning; meld into stone; speak with plants* **2nd:** *flame blade; hold person; lesser restoration* **1st:** *charm person; faerie fire; jump; longstrider*
Equipment	Greatclub; breastplate; spear; club; dagger	*+1 greatclub;* *+1 breastplate;* spear; club; dagger	*+2 greatclub;* *+2 breastplate;* spear; club; dagger	*+3 greatclub;* *+3 breastplate;* spear; club; dagger

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

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Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a

challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 8. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Groob

Blacksmith
CR 7; XP 3,200



Overview

Groob is a competent blacksmith, but his profession suppresses the warrior within who longs for battle.

PC Replacement: Groob

Given his desperate goal to return to a life of violence and/or adventuring, Groob may serve well as a replacement for a dead PC, or to provide a PC opportunity to a newly-joining player.

Appearance & Demeanor

Groob is short-tempered, but takes out his ire on his anvil. He wears his hair long and straight, and frequently has ash on it. He rarely bathes, and smells ever of the forge and its work.

Background

Groob was a warrior, and a violent one at that. He fought in whatever army would have him, and for whatever side seemed to merit the most combat. He cared little for whether his side won or lost, only that he himself saw battle.

Often were the cases where Groob put himself, his squad, or his entire force at risk merely to wade into melee. After one such incident that cost the lives of more than a dozen of his comrades, his commanding officer stripped Groob of his rank and possessions, and turned him loose from his post.

Since then, he has been effectively blacklisted from the profession of soldier. He spent two years wandering, trying to find a battle company that would take him, only to find that word of his tactics had spread far and wide.

Eventually, he settled down to smithing. At first, he turned to the profession as a temporary measure, planning to earn enough and use the tools of the trade to arm and armor himself so that he might at least go adventuring.

But a steady stream of income, and plenty of jobs, has kept him civil for several years now.

The fire still burns within, of course, but for now, it is applied to his craft, not to violence.

Combat Tactics

Groob desperately wants battle, so given any opportunity or slight, he will gladly embrace the chance. He will fight to the death; once reduced to low health, he will be resigned to the possibility of dying doing what he loves.

Faction Memberships

Order Mechanique.

Habits and Logistics

In the daytime, there is an **80%** chance he is in his blacksmith shop (p 185); this decreases to **20%** in the evenings.

When not in his shop, Groob will be out and about either in town, or outside the Enclave proper.

Doing Business

Groob sells all manner of mundane arms and armor in his shop.

At higher Difficulty levels, Groob also carries magical arms and armor, up to the following enhancement bonus or value:

- mundane only / 250 gp;
- masterwork / 500 gp;
- +1 / 1,500 gp;
- +2 / 5,000 gp

Anything less than 1,000 gp in value, he typically carries; for each 1,000 gp of value beyond that, he requires at least one day's worth of work to forge.

Conversation

Groob is all business in his conversations, unless offered the opportunity

What do you think of the Enclave?

"It's all right. Plenty of need for arms and armor, there is."

What do you think of the Council of Elders?

"Pissants, the lot of 'em. Though don't tell them I said that; they keep me in the coin with their security forces, that's the truth."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I've not gotten a shipment of ore in several weeks, now. Strange, that; usually I get at least one a week, sometimes more than that."

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-2	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-4	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Ore's Well That Ends Well

Summary: While the mining town of Mondaria suffers, its shipments of ore are stalled. In these circumstances, blacksmiths will pay dearly for raw materials.

Rewards: 20% discount; variable gp (see below)

Locations: Groob's blacksmith shop.

Key NPCs: Groob.

Kickoff: Groob will mention his reliance upon the ore shipments from Mondaria City, whether or not the PCs are otherwise interested in or have had anything to do with the Dark Obelisk 2 adventure. Without the ore shipments, he is in dire straights, and will pay handsomely for any raw materials.

Description:

At any point, the PCs may sell raw forging materials (ore, steel, iron, etc.) to Groob, who will pay 125% their typical market value.

He will also buy used mundane equipment at full market value.

If the PCs are instrumental in completing the ***Dark Obelisk 2: The Mondarian Elective*** adventure, Groob will give them a permanent **20% discount** on all items in his shop.

Groob

LN; Medium Humanoid (Half-Orc)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Size / Aln	Medium LN Half-Orc	Medium LN Half-Orc	Medium LN Half-Orc	Medium LN Half-Orc
HP	3667	67	89	124
Armor Class	15	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 17 (+5) **DEX** 8 (+1) **CON** 14 (+2) **INT** 9 (-1) **WIS** 15 (+2) **CHA** 8 (-1)	**STR** 17 (+6) **DEX** 10 (+3) **CON** 14 (+2) **INT** 9 (-1) **WIS** 15 (+2) **CHA** 8 (-1)	**STR** 19 (+8) **DEX** 10 (+4) **CON** 14 (+2) **INT** 9 (-1) **WIS** 15 (+2) **CHA** 8 (-1)	**STR** 20 (+10) **DEX** 10 (+5) **CON** 15 (+2) **INT** 9 (-1) **WIS** 15 (+2) **CHA** 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 Armor - Disad on Stealth	Passive Perception 15 Armor - Disad on Stealth	Passive Perception 16 Armor - Disad on Stealth	Passive Perception 17 Armor - Disad on Stealth
Languages	Common, Dwarvish, Elvish, Giant, Orc			
Attacks	**Melee** Warhammer +5 (1d8+5) **Melee** Light Hammer +5 (1d4+5) **Ranged** Light Hammer (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Warhammer* +7/+7 (1d8+6) **Melee** Light Hammer +6/+6 (1d4+5) **Ranged** Light Hammer (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *+2 Warhammer* +10/+10 (1d8+8) **Melee** Light Hammer +8/+8 (1d4+6) **Ranged** Light Hammer (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4)	**Melee** *+3 Warhammer* +13/+13 (1d8+10) **Melee** Light Hammer +10/+10 (1d4+7) **Ranged** Light Hammer (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Humanoids, Grassland	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Beasts, Humanoids, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Whirlwind Attack, Dueling, Beasts, Humanoids, Grassland, Mountain, Swamp	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Superior Hunter's Defense, Uncanny Dodge, Vanish, Whirlwind Attack, Dueling, Beasts, Giants, Humanoids, Grassland, Mountain, Swamp
Spell-casting	**Save DC 12; Spell Atk +4** **1st:** *alarm; cure wounds; longstrider*	**Save DC 13; Spell Atk +5** **2nd:** *barkskin; find traps; lesser restoration* **1st:** *alarm; cure wounds; goodberry; longstrider*	**Save DC 14; Spell Atk +6** **3rd:** *nondetection; protection from energy; water walk* **2nd:** *barkskin; find traps; lesser restoration* **1st:** *alarm; cure wounds; goodberry; longstrider*	**Save DC 15; Spell Atk +7** **4th:** *freedom of movement; stoneskin* **3rd:** *nondetection; protection from energy; water walk* **2nd:** *barkskin; find traps; lesser restoration* **1st:** *alarm; cure wounds; goodberry; longstrider*
Equipment	Warhammer; scale mail; shield; light hammer (3x)	*+1 warhammer;* *+1 scale mail;* shield; light hammer (3x)	*+2 warhammer;* *+2 scale mail;* shield; light hammer (3x)	*+3 warhammer;* *+3 scale mail;* shield; light hammer (3x)

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey At 3rd level, you gain one of the following features of your choice.

Land's Stride Starting at 8th level, moving through nonmagical difficult

terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Uncanny Dodge When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Giants Advantage on Wisdom (Survival) checks to track Giants, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Imay Aldreban

Healer
CR 7; XP 3,200



Overview

Spunky and resourceful, Imay is a bit of a loner, at home in the woods and with her weaponry.

Appearance & Demeanor

Imay is sharp-edged in dress and manner, cutting quick to the point of any conversation and garbing herself in sharp lines and edges.

Background

Imay is a child of the woods, almost literally—she comes from a long line of trappers and skinners, and grew up largely in the woods and on the move, migrating easily from place to place, keeping mainly to the forests.

The irony, as she herself will ruefully admit, is that although she has traveled a great deal the Realm over, she's seen precious little of it: thick, dense forest and rivers in one region is much the same as the same terrain in other zones.

Along the way, she's found herself a bit of a religious devotee, to the point where she is much more a cleric than a ranger. Absent the trappings of civilization and a crony to pick apart the logic of her argument, Imay has turned her every action to a devotion, a hymn, to her god.

Combat Tactics

Imay is a careful, considered huntress, not a gleeful barbarian. She will fight if it's needed, but prefers to stalk, to ambush, and to strike where it will do the most damage.

Presented with a face-to-face fight in the traditional vein, she will flee to fight more strategically.

Faction Memberships

Pelters.

Habits and Logistics

Any time of day, there is a **90%** chance she is in the wild outside the Enclave, hunting or skinning.

The remainder of the time, she will be selling or resupplying in town.

Conversation

Imay will give all her ear, but few her voice, preferring to keep her own counsel and keeping to herself.

What do you think of the Enclave?

"It's the Enclave. Good for business. Plenty of trade."

What do you think of the Council of Elders?

"They keep the place running. That's all I can say about them, good or bad."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"Never heard of it."

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*

Modifier	Circumstance
-3	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-3	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Hunt Alongside

Summary: The party can hunt alongside Imay in the wilds outside of town, to mutual benefit.

Rewards: 500 gp / 1,200 gp / 2,250 gp / 3,000 gp; up to **1 Reward Star**.

Locations: Anywhere outside the Druid Enclave.

Key NPCs: Imay Aldreban.

Kickoff: In speaking with Imay, if any of the PCs are Rangers, or have any ranks in Survival has a similar skill or ability to track or hunt, Imay will pick up on this talent and mention an affinity to that PC.

Imay will offer to that PC to hunt alongside her.

Description:

The PCs can spend a few hours hunting alongside Imay. The pelter will share the proceeds from sales resulting from the endeavor.

If the PCs ignore the request or turn it down, there is a **-1 Attitude Tracker** modifier, but the party may take Imay up on the offer at any later point.

For each hour spent hunting with Imay, make a Survival or similar tracking / hunting skill check, opposed by Imay's own Survival skill.

If the PCs fail by more than 5 points, Imay has so outshone the party that she is no longer interested in hunting with them; the Quest concludes at this point regardless of the party's interest.

If the PCs fail by 5 or fewer points, Imay has done better than the party, but is encouraged by her abilities. The party receives no proceeds from this hour's work, but the pelter will continue to hunt alongside them if the PCs wish.

If the PCs win, they will receive 1/5 the monetary reward listed, and they may continue to hunt alongside Imay. They also gain a **+3 modifier** in their **Attitude Tracker** toward the pelter; these bonuses are cumulative for each such successful check in this vein.

If the PCs successfully win 5 skill checks in the above manner, they not only receive the entire monetary reward listed, they gain **1 Reward Star**.

Imay Aldreban

NG; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Cleric 4	Cleric 8	Cleric 12	Cleric 16
Size / Aln	Small NG Gnome (Rock)	Small NG Gnome (Rock)	Small NG Gnome (Rock)	Small NG Gnome (Rock)
HP	24	49	63	79
Armor Class	14	15	16	17
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 8 (-1) **DEX** 13 (+1) **CON** 10 (+0) **INT** 15 (+2) **WIS** 16 (+5) **CHA** 12 (+3)	**STR** 10 (+0) **DEX** 13 (+1) **CON** 10 (+0) **INT** 15 (+2) **WIS** 16 (+6) **CHA** 12 (+4)	**STR** 12 (+1) **DEX** 13 (+1) **CON** 10 (+0) **INT** 15 (+2) **WIS** 16 (+7) **CHA** 12 (+5)	**STR** 14 (+2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 15 (+2) **WIS** 16 (+8) **CHA** 12 (+6)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13	Passive Perception 13	Passive Perception 13	Passive Perception 13
Languages	Common, Gnomish			
Attacks	**Melee** Spear (Small) +3 (1d6+1) **Ranged** Spear (Small/ Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1) **Ranged** Sling (Small)) --> 30 ft.': +3 (1d4+1); 120 ft.': +3 (1d4+1)	**Melee** *+1 Spear* +5 (1d6+2) **Ranged** *+1 Spear* 20 ft.': +5 (1d6+2); 60 ft.': +5 (1d6+2) **Ranged** Sling (Small)) --> 30 ft.': +4 (1d4+1); 120 ft.': +4 (1d4+1)	**Melee** *+2 Spear* +7 (1d6+3) **Ranged** *+2 Spear* 20 ft.': +7 (1d6+3); 60 ft.': +7 (1d6+3) **Ranged** Sling (Small)) --> 30 ft.': +5 (1d4+1); 120 ft.': +5 (1d4+1)	**Melee** *+3 Spear* +10 (1d6+5) **Ranged** *+3 Spear* 20 ft.': +10 (1d6+5); 60 ft.': +10 (1d6+5) **Ranged** Sling (Small)) --> 30 ft.': +6 (1d4+1); 120 ft.': +6 (1d4+1)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
Spell-casting	**Save DC 13; Spell Atk +5** **2nd:** *aid; lesser restoration; prayer of healing* **1st:** *bless; cure wounds; healing word; shield of faith*	**Save DC 14; Spell Atk +6** **4th:** *death ward; freedom of movement; guardian of faith* **3rd:** *glyph of warding; remove curse; revivify* **2nd:** *aid; lesser restoration; prayer of healing* **1st:** *bless; cure wounds; healing word; shield of faith*	**Save DC 15; Spell Atk +7** **6th:** *heal* **5th:** *greater restoration; raise dead* **4th:** *death ward; freedom of movement; guardian of faith* **3rd:** *glyph of warding; remove curse; revivify* **2nd:** *aid; lesser restoration; prayer of healing* **1st:** *bless; cure wounds; healing word; shield of faith*	**Save DC 16; Spell Atk +8** **8th:** *holy aura* **7th:** *regenerate* **6th:** *heal* **5th:** *greater restoration; raise dead* **4th:** *death ward; freedom of movement; guardian of faith* **3rd:** *glyph of warding; remove curse; revivify* **2nd:** *aid; lesser restoration; prayer of healing* **1st:** *bless; cure wounds; healing word; shield of faith*
Equipment	Spear (small); leather armor (small); shield (small); sling (small); sling bullets (20x)	*+1 spear (small);* studded leather armor (small); shield (small); sling (small); sling bullets (20x)	*+2 spear (small);* *+1 studded leather armor (small);* shield (small); sling (small); sling bullets (20x)	*+3 spear (small);* *+2 studded leather armor (small);* shield (small); sling (small); sling bullets (20x)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your

Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 80. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

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

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 16, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Allaha Gorrut

Sage
CR 7; XP 3,200



Overview

Allaha is an accidental seer: someone who began her life in falsehood, but came into a certain ability.

Appearance & Demeanor

Allaha is all flash and pizzaz, focusing on presentation over substance. She dresses elaborately and to impress, and her attitude tends toward the grandiose, in gesture and word choice. She effects confidence and a wisdom far outstripping her years—and indeed, her abilities.

Background

Allaha began her career as a shyster: she would "read fortunes" at fairs and carnivals and at the outskirts of society, inventing stories that were a combination of entertainment and good-natured interference with her customers. Between her appearance and obvious ability to work and read a crowd, she was very successful. But, ever aware that her profession was merely an act, she kept on the move, lest her lack of true talent be discovered.

Over the years, however, she began to introduce a serious tone during parts of her seances and readings. She would zone out, and speak as though driven by some outside force. She came to appreciate that although she had begun her work as a gimmick, she had actual abilities in the domain, and she focused even more on this aspect of her work.

These days, her services remain cosmetic, and her approach showy... but throughout the overall splash and dazzle runs veins of divinatory truth that keep her well-established and her clients coming back.

Combat Tactics

Allaha is no warrior, and flees combat unless there is no other option available. Pressed to a fight, she will try to run or maneuver so that help is summoned.

Faction Memberships

Ever-Present Occulus.

Doing Business

Allaha will provide a mostly cosmetic "reading" or "seance" for 50-500 gp, depending on how much she feels the party can spare.

If pressed, she will cast any Divination spell of up to 3rd spell level for the normal prices, plus **20%**.

Habits and Logistics

In the daytime, there is an **80%** chance she is at the Sage shop (p 198); this increases to **90%** in the evenings.

When not in the shop, she will be out securing provisions or seeing the sights of the Druid Forest outside the Enclave.

Conversation

Allaha is nothing if not a showman, and her conversation should be roleplayed with grandiosity and frequent gestures.

What do you think of the Enclave?

"Ah, 'tis a wondrous place, do you not agree? Do you not feel the energy amidst us? Do you not see the thriving, verdant life that surrounds us? Do you not appreciate the vibrancy, the vitality, the sheer force of animal will that makes such an establishment possible? In the end, we are but passing things, intruders, really, on the realm of the animal and plant; such a place as the Enclave reminds us of this reality, and celebrates it."

What do you think of the Council of Elders?

"They are but mortals, and though they do try—and some may even do their best—they are fallible, in the end of

things. The Enclave exists and thrives not through their intervention or management, but through the force of will that pervades even the smallest blade of grass or bullfrog."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"That seems as a Council administrative matter. I've not heard much of the place, save the name itself. Few of my customers are from, or venturing to, that locale."

Additional Attitude Modifiers

Modifier	Circumstance
+2	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-4	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-3	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+3	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Divination via Mundane Means

Summary: The PCs can trade in information with Allaha.

Rewards: Up to **1 Reward Star**; Rumors and Lore.

Locations: Sage's shop.

Key NPCs: Allaha Gorrut.

Kickoff: If the PCs ask any question of Allaha that is driven by one or more Rumors and Lore that the PCs have accumulated, Allaha will arch an eyebrow, and make the party an offer.

Description:

At any time, the PCs can convey to Allaha a piece of Rumors & Lore they have heard; if the seer has not heard it before, she will compensate the party. You can think of this as "selling" information.

Similarly, the PCs may "buy" information, offering money to hear new Rumors & Lore.

Selling information is not a sure thing: for each Rumor or Lore the PCs tell Allaha, there is a **40%** chance she has heard that tale already, and will pay nothing to hear it again. If she has not heard it before, she will pay the party gold in the amount of **50 gp**, plus **4d20**.

Buying information works even more erratically: the PCs may offer an amount of at least **50 gp**, and may offer more, each time they wish to hear something new. There is a **50%** chance per purchased Rumor that Allaha will simply invent something that is obviously untrue.

PCs who offer more than **50 gp** to hear a Rumor buy themselves accuracy: for every **10 full gp** beyond this minimum, the rate of "falsehood" decreases by **2%.** For example, if the PCs offer **132 gp**, the chance of falsehood lowers to **42%**.

If challenged on the veracity of a purchased Rumor, Allaha will shrug, and simply say that she repeats what she hears, and cannot guarantee its accuracy.

If it is determined via the above method that the Rumor the PCs have purchased is true, roll on the Rumors and Lore tables (p 107) as you normally would. If the resulting Rumor is false, or the PCs have heard it before, the sale is still concluded.

Any combination of the above buying and selling that results in 5 or more exchanges of "new" information—that is, either the PCs sell a new piece of info to Allaha, and/or the sage sells the party a valid, new Rumor they've not yet heard—merits **1 Reward Star.**

Allaha Gorrut

CN; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Wizard 4	Wizard 8	Wizard 12	Wizard 16
Size / Aln	Small CN Gnome (Rock)	Small CN Gnome (Rock)	Small CN Gnome (Rock)	Small CN Gnome (Rock)
HP	33	66	93	124
Armor Class	14	14	15	16
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 7 (-2) DEX 13 (+1) CON 19 (+4) INT 20 (+7) WIS 8 (+1) CHA 13 (+1)	STR 7 (-2) DEX 13 (+1) CON 19 (+4) INT 20 (+8) WIS 8 (+2) CHA 15 (+2)	STR 7 (-2) DEX 15 (+2) CON 19 (+4) INT 20 (+9) WIS 8 (+3) CHA 15 (+2)	STR 7 (-2) DEX 17 (+3) CON 19 (+4) INT 20 (+10) WIS 8 (+4) CHA 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Gnomish			
Attacks	**Melee** Quarterstaff (Small) +0 (1d8-2) **Ranged** Sling (Small)) --> 30 ft.': -7 (1d4+1); 120 ft.': -7 (1d4+1) **Ranged** Dart (Small)) --> 20 ft.': +3 (1d4+1); 80 ft.': +3 (1d4+1)	**Melee** Quarterstaff +1 (1d8-2) **Ranged** *+1 Sling* (Small/ Weapon +1)) --> 30 ft.': -5 (1d4+2); 120 ft.': -5 (1d4+2) **Ranged** Dart (Small)) --> 20 ft.': +4 (1d4+1); 80 ft.': +4 (1d4+1)	**Melee** Quarterstaff (Small) +2 (1d8-2) **Ranged** *+2 Sling* --> 30 ft.': -2 (1d4+4); 120 ft.': -2 (1d4+4) **Ranged** Dart (Small)) --> 20 ft.': +6 (1d4+2); 80 ft.': +6 (1d4+2)	**Melee** Quarterstaff +3 (1d8-2) **Ranged** *+3 Sling*) --> 30 ft.': +1 (1d4+6); 120 ft.': +1 (1d4+6) **Ranged** Dart (Small)) --> 20 ft.': +8 (1d4+3); 80 ft.': +8 (1d4+3)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *alter self; detect thoughts; locate object* **1st:** *charm person; disguise self; identify; unseen servant*	**Save DC 16; Spell Atk +8** **4th:** *arcane eye; dimension door; locate creature* **3rd:** *clairvoyance; gaseous form; hypnotic pattern* **2nd:** *alter self; detect thoughts; locate object* **1st:** *charm person; disguise self; identify; unseen servant*	**Save DC 17; Spell Atk +9** **6th:** *eyebite; true seeing* **5th:** *contact other plane; dream; scrying* **4th:** *arcane eye; dimension door; locate creature* **3rd:** *clairvoyance; gaseous form; hypnotic pattern* **2nd:** *alter self; detect thoughts; locate object* **1st:** *charm person; disguise self; identify; unseen servant*	**Save DC 18; Spell Atk +10** **8th:** *demiplane* **7th:** *teleport* **6th:** *eyebite; true seeing* **5th:** *contact other plane; dream; scrying* **4th:** *arcane eye; dimension door; locate creature* **3rd:** *clairvoyance; gaseous form; hypnotic pattern* **2nd:** *alter self; detect thoughts; locate object* **1st:** *charm person; disguise self; identify; unseen servant*
Equipment	Quarterstaff (small); sling (small); sling bullets (20x); dart (small, 4x)	Quarterstaff (small); *+1 sling (small);* sling bullets (20x); dart (small, 4x)	Quarterstaff (small); *+2 sling (small);* sling bullets (20x); dart (small, 4x)	Quarterstaff (small); *+3 sling (small);* sling bullets (20x); dart (small, 4x)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell

level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Forsythar

Tailor
CR 7; XP 3,200



Overview

The dwarf tries to remain focused on the task at hand, but is perpetually distracted, and prone to the flamboyance that stereotypes his trade.

Appearance & Demeanor

Forsythar dresses conservatively, and in the same humble brown leather suit every day.

He does this for two reasons: first, he does not want his own garb distracting customers from the wares of his shop; and second, he has made so many horrible fashion choices in the past in his attempt to push the envelope of design that he has settled on the same thing day-in and day-out to avoid further disasters.

His nature is eccentric and grandiose, but, keenly aware of the stereotypes that plague his profession, and also aware of the rarity of a straight, male, dwarven seamster, he tries to keep it under wraps, affecting a calm, focused demeanor.

Essentially, he tries very hard to appear a blacksmith, only to fail regularly when distracted or excited, and revert to his true nature.

Background

The dwarven tailor began his career as an adventurer. From the start, though, his inclinations were clear: he wanted to create matching custom tunics and cloaks for the party, with logos and style. Although the rest of his group tolerated this desire, none save Forsythar himself seemed particularly invested in the notion.

It wasn't long before Forsythar's preferences intervened in most aspects of adventuring day-to-day. Dividing loot became an obsession over details and poring over gemstones, and armor and garb were evaluated from a purely cosmetic perspective, without heed to defensive characteristics.

Forsythar and his group parted ways amicably, but with mutual relief that the relationship would no longer be strained.

The dwarf took up needle and thread immediately, apprenticing himself to a master tailor and showing great and instant promise.

Amidst the progression of his career, he came to follow a dancing and singing troupe, eventually joining them for a spell, and gaining membership in the Katkalls as a result of this association. He has friends and allegiances still in that realm.

A few short years later, he set out on his own, and became enamored of the Enclave at first sight.

Combat Tactics

Forsythar abhorrs combat, but is not unused to it from his adventuring days. He will fight if it seems necessary, but will battle conservatively, seeking cover and hailing help where possible.

When reduced to fewer than half his maximum hit points, he will attempt to flee.

Faction Memberships

Katkalls.

Habits and Logistics

In the daytime, there is an **80%** chance he is at the Tailor shop (p 203); this decreases to **60%** in the evenings.

When not in his shop, Forsythar will be out and about in the Druid Forest surrounding the Enclave.

Conversation

Forsythar is chatty, but never stops moving; while conversing with the party, he is always shifting about, sewing, rearranging items in the shop, or otherwise multitasking.

What do you think of the Enclave?

"It's a beaut of a spot, that's the truth. Wouldn't have settled here, if it weren't the case. Flowers, trees, nature

in abundance. And the design of the city itself—simply marvelous. Never a dull moment, around here... or an ugly one!"

What do you think of the Council of Elders?

"They do their job, or I couldn't do mine. Keeping the peace is essential for a dwarf in my profession: nobody cares much what they're wearing if they are afraid for their lives day-to-day!"

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I've heard it mentioned, but as you might imagine, there's not much business to be had there, garbing the mining community!"

Additional Attitude Modifiers

Modifier	Circumstance
+2	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-6	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-1	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Hemlock & Hems

Summary: The tailor asks the party's help in retrieving a cloak of particular value that has gone missing.

Rewards: 750 gp / 1,500 gp / 2,800 gp / 4,200 gp; up to **1 Reward Star**.

Locations: Tailor's Shop.

Key NPCs: Forsythar.

Kickoff: Talking with Forsythar for any duration will reveal his need, and once he's aware the party consists of adventurers who plan on staying in town for a bit of time, he will ask their help.

Description:

A special cloak was commissioned last week for a particularly noble client—Forsythar won't reveal who precisely. Loathe to leave it in the shop unattended, the dwarf took the cloak with him on a journey out of town to resupply raw materials.

Unfortunately, during the transit, the cloak disappeared. The tailor has no idea who may have stolen it, if indeed that is even what occured. He last saw it the night before he arrived back in town, when he took it out to double-check it was still there before setting off the rest of the journey back home.

He suspects it is somewhere in town.

Although unique and beautiful, the cloak is mundane in capability. It is worth double the described monetary award, but in the Enclave, only Forsythar would purchase the item, and he would of course immediately recognize it and would be therefore much more likely to call the guards than to transact business with the PCs.

Once this Quest is initiated by talking with Forsythar, check upon the PCs entering each building in the Enclave's ground level. There is an **8%** chance that the building contains the cloak. Make this determination as the party is entering each building, and re-check upon each entrance to the building—in other words, the same building might not have it at first, but might end up having it later if the PCs return to that building.

If the cloak is determined to be in the building, place it randomly, but give the PCs a good chance of finding it, particularly if they are looking.

The party may ignore the Quest, either intentionally, or by simply not trying too hard to pursue it. They may still come across the cloak (see above), and may choose at that point to pick it up and fulfill the Quest's objectives.

Until the party retrieves the cloak, the item remains missing, so the PCs may resolve this Quest at any point once it is initiated.

Questioning the person in whose residence or shop the item appeared is possible, and the mere attempt on behalf of the dwarven tailor merits **1 Reward Star** for the party.

It turns out that the item had been simply laying about in the Druid Forest outside of town, and the person to whom the party is speaking retrieved it and took it back home with them, not knowing exactly what they should do with it. Indeed, taking the item ot Forsythar had been top on their list of considered options.

Once the party obtains the cloak, they may choose to keep it, perhaps with the aim of selling it somewhere more remote. Selling it anywhere within the Druid Enclave means it will be recognized as something the dwarven tailor might be interested in, and the NPC the party is trying to sell it to will summon Forsythar, who will likely have some pointed questions of the party.

Selling it outside the Enclave comes with its risks, too: there is a base **80%** chance that the item will be recognized, or that the vendor to whom the party intends

Forsythar

LN; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium LN Dwarf (Hill)	Medium LN Dwarf (Hill)	Medium LN Dwarf (Hill)	Medium LN Dwarf (Hill)
HP	20	46	71	88
Armor Class	12	14	17	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 11 (+0) **DEX** 13 (+3) **CON** 10 (+0) **INT** 15 (+4) **WIS** 12 (+1) **CHA** 13 (+1)	**STR** 11 (+0) **DEX** 15 (+5) **CON** 10 (+0) **INT** 15 (+5) **WIS** 12 (+1) **CHA** 13 (+1)	**STR** 11 (+0) **DEX** 19 (+8) **CON** 10 (+0) **INT** 15 (+6) **WIS** 12 (+1) **CHA** 13 (+1)	**STR** 11 (+0) **DEX** 20 (+10) **CON** 11 (+0) **INT** 15 (+7) **WIS** 12 (+6) **CHA** 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 Armor - Disad on Stealth +4 Thieves' Tools	Passive Perception 11 Armor - Disad on Stealth +6 Thieves' Tools	Passive Perception 11 Armor - Disad on Stealth +8 Thieves' Tools	Passive Perception 11 Armor - Disad on Stealth +10 Thieves' Tools
Languages	Common, Dwarvish			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -7 (1d8+1); 320 ft.': -7 (1d8+1) **Melee** Spear +3 (1d6+1) **Ranged** Spear (Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Ranged** Crossbow, Light) --> 80 ft.': -5 (1d8+2); 320 ft.': -5 (1d8+2) **Melee** *+1 Spear* +6 (1d6+3) **Ranged** *+1 Spear* 20 ft.': +6 (1d6+3); 60 ft.': +6 (1d6+3) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Ranged** Crossbow, Light) --> 80 ft.': -2 (1d8+4); 320 ft.': -2 (1d8+4) **Melee** *+2 Spear* +10 (1d6+6) **Ranged** *+2 Spear* 20 ft.': +10 (1d6+6); 60 ft.': +10 (1d6+6) **Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4)	**Ranged** Crossbow, Light) --> 80 ft.': +0 (1d8+5); 320 ft.': +0 (1d8+5) **Melee** *+3 Spear* +13 (1d6+8) **Ranged** *+3 Spear* 20 ft.': +13 (1d6+8); 60 ft.': +13 (1d6+8) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Warhammer			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Light crossbow; crossbow bolts (10x); spear; padded armor; dagger	Light crossbow; crossbow bolts (10x); *+1 spear;* *+1 padded armor;* dagger	Light crossbow; crossbow bolts (10x); *+2 spear;* *+2 padded armor;* dagger	Light crossbow; crossbow bolts (10x); *+3 spear;* *+3 padded armor;* dagger

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to

convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Sannelle Goregut

Weapons Trainer
CR 7; XP 3,200



Overview

Sannelle is a prototypical dwarven warrior: a combination of barbarous might and fighting finesse, molded into the body of a formidable combatant. With her advancing age, she focuses on transferring her knowledge and skills to a younger generation.

Appearance & Demeanor

An old army mantra is to smile as though each time cost you a year of your life, so those under your command will kill themselves to earn an iteration. Sannelle isn't quite that cold, but she does affect a stern facade, at least at first.

Inside, she has a warm heart, and genuinely wants the best for her students. She's found that sometimes, a female trainer isn't taken as seriously as might be expected based solely on skill, so she affects a gruff demeanor by default to boost the creditibility that prejudice might initially deprecate.

Background

Sannelle Goregut has been, at times, a warrior in dwarven armies; a mercenary for hire, often in armies; an adventurer, though one focused more on slaying dragons than on looting tombs; and her current profession, a trainer.

She's rarely had a long-term plan in mind in her life, preferring instead to live each day in the moment, mindful that each day might be her last, particularly with much of her line of work.

Fortune and talent have allowed her to ripen into older age, and so her warrior-like skill is no longer in demand as it once was. Rather than skulk off into the sunset or adopt a completely different, and unfulfilling, duty, Sannelle has chosen to continue fighting in a manner that her age can support and that she can see results in. Educating the younger generation enriches her to no end.

Combat Tactics

Sannelle relishes the thrill of battle and conquest, but is a wise combatant, calculating her next move and ensuring that she lives to fight even better the next day. Becoming a trainer has only sharpened this aspect of her personality, and she will coolly assess any potential combat situation before it turns violent.

When reduced to half her maximum hit points, she will maneuver toward cover and/or guards or reinforcements. If reduced to fewer than 1/4 her maxmium hit points, she will attempt to surrender, or flee if it is clear that stopping hostilities is not an option.

Faction Memberships

Enclave Trainers.

Habits and Logistics

In the daytime, there is a **75%** chance she is roaming about the Druid Enclave's ground level, offering training classes; this decreases to **30%** in the evenings.

When not actively training or soliciting same, Sannelle will be out and about, either hunting in the Druid Forest surrounding the Enclave, or traveling to a nearby city.

Conversation

Sannelle is cold at first, but it's clear that a jovial, good heart lurks very close to the surface. She will not push training on anyone, and does not engage in a "hard sell"; those who wish to better themselves will ask of her services.

What do you think of the Enclave?

"It's a wondrous place. I've traveled a fair bit, and I've yet to see a city its equal. All manner of folk, though a larger share of nature types than you'd see elsewhere, which is no surprise!"

What do you think of the Council of Elders?

"They do a decent job. Seems most of 'em have an ulterior motive in running the place, but I've not seen better management in other cities. I think folk expect more of them than is reasonable, given that the city is supposed to be a monument to nature, and work in harmony, and all that. That might be the aim, but in reality, it's just another city. A good one, at that, but a city all the same."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"They've not been heard from in a few weeks, is what I hear. None knows why, though."

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-8	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-1	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Show Me What You Got

Summary: The party can train with Sannelle, and gain her respect if they are good enough.

Rewards: 250 gp / 1,000 gp / 2,000 gp / 3,500 gp; up to **1 Reward Star**.

Locations: Anywhere in the Druid Enclave ground level.

Key NPCs: Sannelle Goregut.

Kickoff: As the PCs speak with Sannelle, if one or more PCs has at least one level of Barbarian and/or Fighter, Sannelle will take notice of the manner and garb and guess at that PC's nature.

She will focus on the PC who has the most combined levels of Barbarian and Fighter. So, a PC with Barbarian 4 / Fighter 3 counts as having 7 levels combined; a Barbarian 8 / Bard 3 counts as having 8.

In the event of a tie, she will choose the PC with the highest Strength. If two or more PCs tie in that regard as well, she will pick the one with the greater Dexterity. If this final comparison proves equal as well, then simply randomize which PC Sannelle shows interest in.

No matter how it is determined, Sannelle will make one of the PCs an offer: train with me, and one or both of us might learn something from the endeavor.

Description:

"Training" with Sannelle can be abstractly represented as simply passing time, or modelled as a combat encounter one-on-one against the dwarf.

If the GM chooses to represent the affair abstractly, make a Qualifying Level Check pitting the PC against Sannelle. Each character rolls a **d20**, and adds the number of qualifying levels. So a Barbarian 4 / Fighter 3 would score **1d20+7**.

Modeling it as a combat encounter is straightforward: assume Sannelle and the PC involved wield nonlethal versions of their standard weaponry, and begin combat 50' apart from one another over open ground. Count each round in which the PC inflicts damage, but Sannelle does not, as a "win" for the PC. Similarly, count each round that Sannelle inflicts damage, but the PC does not, as a "win" for the dwarf trainer.

The PCs can refuse the offer. This has no immediate impact, and indeed the party can return to Sannelle at any future point and take her up on the offer.

If one or more other PCs have ranks in a qualifying class (see above), Sannelle will make them the same offer.

If Sannelle wins, she may have taught the PC something useful: if modeled abstractly and she wins by LESS than 4 points (or under any scenario of modeled combat), for the next 24 hours, that PC gains a **+1 competence bonus** on attack rolls. Remember that this bonus does not stack with itself, so once achieved, there is no further benefit to the PC for losing the training check.

If the PC wins, s/he has taught Sannelle something useful. Keep track of how many times this occurs; if the PC wins 3 times total, Sannelle will have learned enough from the PC that she will gratefully give them the described monetary reward.

This interaction can be repeated any number of times, but each attempt consumes an hour of time.

If a PC wins 3 times, and loses once by the amount required to gain the learning bonus, they also benefit from **1 Reward Star**.

Sannelle Goregut

CG; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Barbarian 4	Barbarian 8	Barbarian 12	Barbarian 16
Size / Aln	Medium CG Dwarf (Hill)	Medium CG Dwarf (Hill)	Medium CG Dwarf (Hill)	Medium CG Dwarf (Hill)
HP	48	76	120	160
Armor Class	18	19	20	22
Speed	Walk 25'	Walk 35'	Walk 35'	Walk 35'
Ability Scores / Saves	STR 16 (+5) DEX 14 (+2) CON 14 (+4) INT 9 (-1) WIS 13 (+1) CHA 8 (-1)	STR 18 (+7) DEX 14 (+2) CON 14 (+5) INT 9 (-1) WIS 13 (+1) CHA 8 (-1)	STR 20 (+9) DEX 14 (+2) CON 14 (+6) INT 9 (-1) WIS 13 (+1) CHA 8 (-1)	STR 20 (+10) DEX 16 (+3) CON 14 (+7) INT 9 (-1) WIS 13 (+1) CHA 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13	Passive Perception 14	Passive Perception 15	Passive Perception 16
Languages	Common, Dwarvish			
Attacks	**Melee** Scimitar +5 (1d6+3) **Melee** Javelin +5 (1d6+3) **Ranged** Javelin (Thrown) 30 ft.': +5 (1d6+3); 90 ft.': +5 (1d6+3) Range 30, Long 90 **Ranged** Longbow) --> 150 ft.': +4 (1d8+2); 600 ft.': +4 (1d8+2)	**Melee** *+1 Scimitar* +8/+8 (1d6+5) **Melee** Javelin +7/+7 (1d6+4) **Ranged** Javelin (Thrown) 30 ft.': +7/+7 (1d6+4); 90 ft.': +7/+7 (1d6+4) Range 30, Long 90 **Ranged** Longbow) --> 150 ft.': +5/+5 (1d8+2); 600 ft.': +5/+5 (1d8+2)	**Melee** *+2 Scimitar* +11/+11 (1d6+7) **Melee** Javelin +9/+9 (1d6+5) **Ranged** Javelin (Thrown) 30 ft.': +9/+9 (1d6+5); 90 ft.': +9/+9 (1d6+5) Range 30, Long 90 **Ranged** Longbow) --> 150 ft.': +6/+6 (1d8+2); 600 ft.': +6/+6 (1d8+2)	**Melee** *+3 Scimitar* +13/+13 (1d6+8) **Melee** Javelin +10/+10 (1d6+5) **Ranged** Javelin (Thrown) 30 ft.': +10/+10 (1d6+5); 90 ft.': +10/+10 (1d6+5) Range 30, Long 90 **Ranged** Longbow) --> 150 ft.': +8/+8 (1d8+3); 600 ft.': +8/+8 (1d8+3)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense	Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Scimitar; studded leather armor; shield; longbow; arrows (20x); javelin (3x)	*+1 scimitar;* *+1 studded leather armor;* shield; longbow; arrows (20x); javelin (3x)	*+2 scimitar;* *+2 studded leather armor;* shield; longbow; arrows (20x); javelin (3x)	*+3 scimitar;* *+3 studded leather armor;* shield; longbow; arrows (20x); javelin (3x)

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Persistent Rage Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 4. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Jaer

Druid Trainer
CR 7; XP 3,200



Overview

Jae is the Enclave's Druid Trainer, and as such holds a place of interesting importance among those with that profession or class, regardless of how much legitimate authority he actually wields.

Appearance & Demeanor

Jaer is a stern, regal half-elf. They say that there are those to whom no power should be given, based on how they seem to abuse what little power they have: Jaer is a case in point to this thinking.

He thinks himself loftily above those he teaches, regardless of the comparable abilities involved. Even those who have thrived under his tutelage and have gone on to great success are still treated like pitiful neophytes upon their return to greet their once-master.

Jaer dresses in the same leathers and hide armor every day, and is rigorously clean-shaven. Despite how his manner may rub some the wrong way, the druid is indeed quite capable, and although not all prefer his approach, his teaching abilities are manifest.

On occasion—more so, in recent months, it would seem—he has been known to leer and jest in inappropriate ways, with students of all genders.

Background

Jaer studied druidcraft under the watchful eye of his uncle. The uncle had middling talent at best, but his was the only spark of magical abilities in the family, and so when at a young age Jaer showed promise in this arena, he was sent off to live with his uncle until adulthood, returning a few times a year to visit his parents and brothers.

It was fairly quickly that Jaer's uncle realized that his nephew's abilities would soon far outstrip his own. In combination with the fact that the man was a coward and a lonely drunk, and had himself been abused by his parents, it was the fulfillment of a tale all too common that the uncle soon started to take advantage of his powerful position with Jaer. After each unwanted encounter, the uncle would remind Jaer that it would be next to nothing for him to arrange Jaer's death, and to make it look like an accident.

Faced with these threats, Jaer grew up under the looming, evil presence of his uncle, from whom he learned druidcraft, cruelty, and sociopathic sadism.

It was only a function of Jaer's somewhat basic good nature that he turned, not to a life of evil, but to one of teaching. Upon leaving his uncle's house, he vowed that he would provide a save haven for other students, who would never suffer as he had. As a continuation of the sad tale, the well-meaning teacher and Druid would soon find himself tempted beyond his abilities of restraint, and would eventually make commonplace and frequent the abuse he himself had so abhorred when he had endured it.

Jaer himself would not recognize the man he has become, and if faced with it outright, would probably snap and go insane at the discrepancy between his noble goals and the horror he has inflicted upon the innocent who had placed their trust in him.

Combat Tactics

Jaer is an accomplished Druid, and teaches his craft well. Even so, he is out of practice in a combat situation where he is not the overwhelmingly dominant factor: training neophytes has given him a false confidence that evaporates quickly when he becomes bloodied.

He will begin combat recklessly, spending his most powerful spells early and without much strategy. Once reduced to 3/4 his maximum hit points, he will become more cautious; when below half his maximum, he will switch to defensive.

If reduced to fewer than one-quarter his maximum hit points, he will flee in terror.

Faction Memberships

Enclave Trainers.

Habits and Logistics

In the daytime, there is a **30%** chance he is roaming the Ground Level of the Druid Enclave, either teaching his craft or soliciting such; this decreases to **10%** in the evenings.

The remainder of his time is spent in the Druid Forest outside the Enclave, teaching and studying himself.

Conversation

Jaer always talks down to whomever he's engaged in conversation with, be it a lowly street urchin or the loftiest Council Elder. It's not even a conscious decision for him any longer.

Any PC with a **Charisma** score of 14 or greater will receive special attention from Jaer, regardless of race or sex. The Druid Trainer will make inappropriate comments, jokes, or simply ogle physical attributes, and will do so in seeming ignorance of how uncomfortable it may make the target of such leers, or of others privy to the discussion.

What do you think of the Enclave?

"Ah, 'tis a noble place. Beautiful, is it not? Just gaze upon the trees, the flowers, the grass—even the very air we breathe is made vibrant by the community, who respects the forest even as they depend upon it for sustenance. Nay, I've not seen its like in the entire Realm."

What do you think of the Council of Elders?

"Well-intentioned, it must be said; even those lacking in morals or successes must be recognized to do their best, or at least to attempt their best, results be damned. There may even be those who truly make the Enclave a better place, though whether that is true, and to whom it applies, seems to change on a month-by-month basis."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I'm well aware of the importance of the mining city, but come to think of it, I've not seen hide nor hair of any Mondarian for a few months, now. Typically there's a shipment of ore, a handful of immigrants, or those on leave who have coin to spend in town, coming and going a few times a week, but I've seen none such of late."

Additional Attitude Modifiers

Modifier	Circumstance
+2	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-4	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-4	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

The **Quest: A Teacher's Trust** on page 72 can be initiated as described, or in speaking with Jaer directly for any length of time.

Jaer

TN; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Druid 4	Druid 8	Druid 12	Druid 16
Size / Aln	Medium TN Half-Elf	Medium TN Half-Elf	Medium TN Half-Elf	Medium TN Half-Elf
HP	21	42	54	73
Armor Class	13	14	15	16
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 13 (+1) **DEX** 13 (+1) **CON** 10 (+0) **INT** 10 (+2) **WIS** 17 (+5) **CHA** 11 (+0)	**STR** 13 (+1) **DEX** 13 (+1) **CON** 10 (+0) **INT** 10 (+3) **WIS** 19 (+7) **CHA** 11 (+0)	**STR** 14 (+2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 10 (+4) **WIS** 20 (+9) **CHA** 11 (+0)	**STR** 16 (+3) **DEX** 13 (+1) **CON** 10 (+0) **INT** 10 (+5) **WIS** 20 (+10) **CHA** 11 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 +2 Herbalism Kit	Passive Perception 14 +3 Herbalism Kit	Passive Perception 15 +4 Herbalism Kit	Passive Perception 15 +5 Herbalism Kit
Languages	Common, Druidic, Dwarvish, Elvish			
Attacks	**Melee** Spear +3 (1d6+1) **Ranged** Spear (Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1)	**Melee** *+1 Spear* +5 (1d6+2) **Ranged** *+1 Spear* 20 ft.': +5 (1d6+2); 60 ft.': +5 (1d6+2)	**Melee** *+2 Spear* +8 (1d6+4) **Ranged** *+2 Spear* 20 ft.': +8 (1d6+4); 60 ft.': +8 (1d6+4)	**Melee** *+3 Spear* +11 (1d6+6) **Ranged** *+3 Spear* 20 ft.': +11 (1d6+6); 60 ft.': +11 (1d6+6)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spell-casting	**Save DC 13; Spell Atk +5** **2nd:** *animal messenger; gust of wind; locate animals or plants* **1st:** *animal friendship; entangle; speak with animals; thunderwave*	**Save DC 15; Spell Atk +7** **4th:** *conjure woodland beings; polymorph; wall of fire* **3rd:** *conjure animals; plant growth; speak with plants* **2nd:** *animal messenger; gust of wind; locate animals or plants* **1st:** *animal friendship; entangle; speak with animals; thunderwave*	**Save DC 17; Spell Atk +9** **6th:** *transport via plants* **5th:** *commune with nature; insect plague; tree stride* **4th:** *conjure woodland beings; polymorph; wall of fire* **3rd:** *conjure animals; plant growth; speak with plants* **2nd:** *animal messenger; gust of wind; locate animals or plants* **1st:** *animal friendship; entangle; speak with animals; thunderwave*	**Save DC 18; Spell Atk +10** **8th:** *control weather* **7th:** *reverse gravity* **6th:** *transport via plants* **5th:** *commune with nature; insect plague; tree stride* **4th:** *conjure woodland beings; polymorph; wall of fire* **3rd:** *conjure animals; plant growth; speak with plants* **2nd:** *animal messenger; gust of wind; locate animals or plants* **1st:** *animal friendship; entangle; speak with animals; thunderwave*
Equipment	Spear; hide armor	*+1 spear;* *+1 hide armor*	*+2 spear;* *+2 hide armor*	*+3 spear;* *+3 hide armor*

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 8. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform,

you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Terjonne

Ranger Trainer
CR 7; XP 3,200



Overview

This female elf teaches her students by example, rarely speaking a word in so doing. She is quiet, and keeps to herself; her main vector of business is by word of mouth, which is considerable and consistently positive.

Appearance & Demeanor

Terjonne is either quite young, quite old, or anywhere in between; it is difficult to tell. In addition to simply being an elf, which tends to make age estimation difficult for those of other races, Terjonne typically wears camouflage paint over her face and exposed flesh.

Her garb is a curious mixture of careless and studious: she seems to spend zero time managing her hair, but her battle garb is meticulously well-kept and organized about her lithe frame.

She moves silently, and speaks in a whisper, as though unaccustomed to the need. Which is in large part true, given that she spends nearly all her time in the wilds outside of town.

Background

Terjonne comes from a noble elven house in a part of the Realm far-flung from the Druid Enclave. When a teenager, her family was roving through the woods, trying their hand at hunting for small game, when a band of militant orcs trampled through the region.

The ensuing interaction with the noble elven family started as a robbery, and ended as a slaughter. Of her house, only Terjonne herself survived, and that only because she ran away as quickly as possible once the fighting began.

She regrets not doing more to help her family, but has wisely come to grips with the reality that she would merely have perished at their side if she had done anything other than what she did.

She's still not sure if that would have been a better fate.

The experience shocked her into silence, and into a life of hermit-like foraging, for several decades, until she gathered enough ability and courage to rejoin society, even if only at its outskirts.

When she happened upon the Enclave many decades back, her Ranger abilities surpassed those of most in town, and those whose talents were greater had no time available to teach the younger generation.

Sensing an opportunity to gain employment and find stability, without having to talk much to people, Terjonne volunteered, and has acted as the Enclave's Ranger Trainer ever since.

Combat Tactics

Terjonne is well used to combat, but approaches it on her terms, or not at all; she will flee immediately if faced with a battle not of her choosing, opting instead to regroup and pursue her assailants from afar or from ambush.

She has no fear of death, and little to live for; she will fight to the death if escape seems improbable.

Faction Memberships

Enclave Trainers.

Habits and Logistics

In the daytime, there is a **90%** chance she is roaming the Druid Forest outside of the city; this increases to **95%** in the evenings.

When not in the surrounding wilds, Terjonne will be in town, reluctantly buying supplies.

Conversation

Terjonne speaks in a whisper, if at all; she has a strong grasp of body language and gestures whenever such an approach can convey the meaning required.

What do you think of the Enclave?

(shrugs, nods)

What do you think of the Council of Elders?

"Many Rangers. Not bad."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"Mining town is needed for the Enclave. Unsure as to fate."

Additional Attitude Modifiers

Modifier	Circumstance
-1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-7	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-5	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+4	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Calm Companion

Summary: Accompany Terjonne in a trek through the Druid Forest.

Rewards: 250 gp / 750 gp / 1,500 gp / 2,250 gp; up to **1 Reward Star**.

Locations: Druid Forest surrounding the Enclave.

Key NPCs: Terjonne.

Kickoff: In speaking with Terjonne, if any of the PCs has at least one class level in Ranger (or, at the GM's discretion, a similar class, racial attribute, or other qualifying characteristic in common with the trainer), she will examine that PC with more interest.

If more than one PC has Ranger levels, Terjonne will focus on the one with more levels. In the event of a tie, Terjonne will focus on the PC with a greater Wisdom score. If that, too, ties, then randomly select one of the qualifying PCs for Terjonne to focus on in this manner.

Whichever PC Terjonne focuses on, she will invite that PC to join her in a hunting expedition around the Druid Forest.

Description:

You can choose to model this as a combat encounter, or a skill check.

If the former, place some game—elk, deer, bear, etc.—in the forest and have the selected PC and Terjonne pursue it together. Whoever deals the killing blow to the animal scores the "win".

If you would prefer to model it as a quicker skill challenge, perform a **Survival** check (or similar skill) for the PC, opposed by the **Survival** of Terjonne. For the purposes of this challenge, the skill involves tracking, so class and racial bonuses etc. may apply to the check for one or both of the participants.

Repeat the skill check until one participant wins by more than 4 points; that person is the winner.

If Terjonne wins the hunt, she will thank the PC for their time and for the thrill of the hunt, and that is all. That PC is welcome to join Terjonne again in the hunt, and to repeat this Quest.

If the PC wins the hunt, Terjonne's Attitude Tracker increases by the amount by which they won, minus 4 (if modeled as a skill check), or by 4 points outright (if modeled as a combat encounter). She will also give the PC the described monetary reward as a cut of what she will profit by from the creature's skin and meat. Finally, the PC will receive **1 Reward Star**.

This Quest may be ignored, and/or returned to, any number of times.

Terjonne

LN; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Size / Aln	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)
HP	18	39	54	70
Armor Class	13	15	17	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 9 (+1) DEX 13 (+3) CON 8 (-1) INT 14 (+2) WIS 18 (+4) CHA 13 (+1)	STR 9 (+2) DEX 15 (+5) CON 8 (-1) INT 14 (+2) WIS 18 (+4) CHA 13 (+1)	STR 10 (+4) DEX 16 (+7) CON 8 (-1) INT 14 (+2) WIS 18 (+4) CHA 13 (+1)	STR 10 (+5) DEX 18 (+9) CON 8 (-1) INT 14 (+2) WIS 18 (+4) CHA 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 16	Passive Perception 17	Passive Perception 18	Passive Perception 19
Languages	Common, Draconic, Dwarvish, Elvish, Giant, Gnomish			
Attacks	**Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Shortsword +3 (1d6+1) **Ranged** Longbow) --> 150 ft.': +3 (1d8+1); 600 ft.': +3 (1d8+1)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5/+5 (1d4+2); 60 ft.': +5/+5 (1d4+2) **Melee** *+1 Shortsword* +6/+6 (1d6+3) **Ranged** Longbow) --> 150 ft.': +5/+5 (1d8+2); 600 ft.': +5/+5 (1d8+2)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3) **Melee** *+2 Shortsword* +9/+9 (1d6+5) **Ranged** Longbow) --> 150 ft.': +7/+7 (1d8+3); 600 ft.': +7/+7 (1d8+3)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+4); 60 ft.': +9/+9 (1d4+4) **Melee** *+3 Shortsword* +12/+12 (1d6+7) **Ranged** Longbow) --> 150 ft.': +9/+9 (1d8+4); 600 ft.': +9/+9 (1d8+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Aberrations, Mountain	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Dueling, Aberrations, Constructs, Mountain, Swamp	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Whirlwind Attack, Dueling, Aberrations, Constructs, Forest, Mountain, Swamp	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Superior Hunter's Defense, Vanish, Whirlwind Attack, Dueling, Aberrations, Constructs, Elementals, Forest, Mountain, Swamp
Spell-casting	**Save DC 14; Spell Atk +6** **1st:** *animal friendship; fog cloud; speak with animals*	**Save DC 15; Spell Atk +7** **2nd:** *animal messenger; locate animals or plants; pass without trace* **1st:** *animal friendship; fog cloud; hunter's mark; speak with animals*	**Save DC 16; Spell Atk +8** **3rd:** *conjure animals; plant growth; speak with plants* **2nd:** *animal messenger; locate animals or plants; pass without trace* **1st:** *animal friendship; fog cloud; hunter's mark; speak with animals*	**Save DC 17; Spell Atk +9** **4th:** *conjure woodland beings* **3rd:** *conjure animals; plant growth; speak with plants* **2nd:** *animal messenger; locate animals or plants; pass without trace* **1st:** *animal friendship; fog cloud; hunter's mark; speak with animals*
Equipment	Shortsword; dagger; studded leather armor; longbow; arrows (20x)	*+1 shortsword;* dagger; *+1 studded leather armor;* longbow; arrows (20x)	*+2 shortsword;* dagger; *+2 studded leather armor;* longbow; arrows (20x)	*+3 shortsword;* dagger; *+3 studded leather armor;* longbow; arrows (20x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can

try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Horde Breaker Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Steel Will You have advantage on saving throws against being frightened.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Aberrations Advantage on Wisdom (Survival) checks to track Aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Constructs Advantage on Wisdom (Survival) checks to track Constructs, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Elementals Advantage on Wisdom (Survival) checks to track Elementals, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Ulfgarre Thorngage

Herbalist/Apothecary
CR 7; XP 3,200



Overview

A gruff, no-nonsense halfling, Ulfgarre is a competent, if unusual and uncaring, herbalist, who ably, if not charismatically, addresses the Enclave's apothecarial needs.

Appearance & Demeanor

Ulfgarre is more dwarflike in demeanor than halfling: short, curt words, often in monosyllables, comprise much of her speech, and she is ever focused on her craft, not on sales or in interacting with his customers.

As she would point out, if someone's coming into her shop, they need something; Ulfgarre can't and has no interest in changing that. A customer needs healing potions, regardless of whether she's nice or mean to them.

Her hair is often unkempt, and her face bears the smudges of a dozen different hues and concoctions from absent-minded ingredient preparation.

Background

Growing up, Ulfgarre wanted to be a blacksmith, but was laughed at by family and friends alike. To add insult to injury, her attempts at adopting the craft regardless of peer pressure resulted in the depressing realization that she utterly lacked talent for it.

She turned out to be as bad a blacksmith as everyone around her had theorized in mockery.

Sullen and dejected, she tried his hand at numerous professions, apprenticing here and there until happening upon herbalism. In a petty twist of fate, it appeared that she was quite good at it... but hated it and derived no pleasure from the trade.

At this point in her growth, she was out on her own, and needed a steady job and income to support herself, so she settled down and took to the job to pay the bills.

Nowadays, Ulfgarre has managed to change her attitude: she embraces the work and commits fully to its execution.

She would, however, in her heart of hearts, still rather be hammering out a piece of plate mail on an anvil... however ineptly she might go about it!

Combat Tactics

Ulfgarre has never known combat, and will shy away from it as an immediate reaction. If forced into a fight, she will take it as an affront, feeling annoyed and angry that she might even be put in the situation, and will find an inner rage that she had not quite known was present.

Faction Memberships

Liquid Guardians.

Doing Business

Ulfgarre will sell potions of any Ranger spell, as follows:

- **1st**-level spells; **105%** of retail value
- **1st**- or **2nd**-level spells; **110%** of retail value
- **1st-, 2nd-,** or **3rd**-level spells; **120%** of retail value
- **1st- through 4th-**level spells; **125%** of retail value

Habits and Logistics

In the daytime, there is an **80%** chance she is at her shop (p 190); this decreases to **40%** in the evenings.

When not in the Herbalist shop, she will be out and about in the Druid Forest outside of town, collecting ingredients or foraging for food.

Conversation

Ulfgarre hates customers, and resents the distraction from her work. She keeps conversations short and sweet wherever possible.

What do you think of the Enclave?

"It's fine. Plenty of business. That's the good and the bad, in one, right there."

What do you think of the Council of Elders?

"They're fine. Keep the peace, which means more work."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"Ore comes from there. Sometimes get a rare trinket, some fungus or other ingredients. Odd, though: I've not seen anyone from there in a while now. Usually a few times a week someone pops through from there; it's been a month or more now."

Additional Attitude Modifiers

Modifier	Circumstance
-1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-3	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-4	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Harvesting Help

Summary: The PCs can help Ulfgarre by harvesting ingredients from the Druid Forest outside of town.

Rewards: Special (see below); up to **1 Reward Star**; up to **25% discount** on purchases.

Locations: Herbalist shop.

Key NPCs: Ulfgarre Thorngage.

Kickoff: In conversation with Ulfgarre, if any of the PCs comes from a discipline that uses material components, or has the ability to craft magical potions (e.g., has the **Brew Potion** feat), she will mention that she hates going out into the forest and risking monster attacks just to gather ingredients, and would value some help in that regard.

Description:

Attempting to harvest ingredients in the Druid Forest is pursued in one-hour increments. During this time, roll for random encounters as you normally would, resolving them as you typically would. Any time the party flees, or otherwise has to or chooses to cut the harvesting short, the attempt is spoiled and does not bear results.

If the PCs can commit to an entire hour, and can resolve any threats that present themselves during that time, they will gather ingredients that the Herbalist will reimburse them for, as follows.

The "Skill Check Value" listed is a skill check that can be added to the effort. Pick one PC who has either ranks in **Survival**, **Spellcraft**, or similarly relevant skill; roll 1d20 and add their skill rank value and any applicable bonuses.

Alternately, you may pick one PC with the ability to brew magical potions, and make a caster level check (typically 1d20+caster level).

5 lbs; 2d20 gp + (1d4 x Skill Check Value)

10 lbs; 4d20 gp + (1d6 x Skill Check Value)

15 lbs; 6d20 gp + (1d8 x Skill Check Value)

15 lbs; 2d100 gp + (1d10 x Skill Check Value)

The party may continue gathering using the above approach for as long as they like, up to their tolerance for wandering monsters, their attention span for wandering NPCs, and their ability to haul mushrooms and herbs.

The party can ignore this Quest, to no impact. They may return to it at any time, for as many repetitions as they desire.

Once the PCs have gathered and sold enough ingredients to Ulfgarre, she will give them a discount to all items she sells. This discount is equal to **one percent** for every full **500 gp** worth of ingredients sold to her.

When the PCs have sold **1,000 gp** worth of ingredients to the herablist, they will earn **1 Reward Star** as well.

Ulfgarre Thorngage

LN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Small LN Halfling (Lightfoot)	Small LN Halfling (Lightfoot)	Small LN Halfling (Lightfoot)	Small LN Halfling (Lightfoot)
HP	28	52	86	111
Armor Class	13	15	17	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 6 (-2) **DEX** 15 (+4) **CON** 13 (+1) **INT** 17 (+5) **WIS** 13 (+1) **CHA** 11 (+0)	**STR** 6 (-2) **DEX** 17 (+6) **CON** 13 (+1) **INT** 17 (+6) **WIS** 13 (+1) **CHA** 11 (+0)	**STR** 6 (-2) **DEX** 19 (+8) **CON** 13 (+1) **INT** 17 (+7) **WIS** 13 (+1) **CHA** 11 (+0)	**STR** 9 (-1) **DEX** 20 (+10) **CON** 13 (+1) **INT** 17 (+8) **WIS** 13 (+1) **CHA** 11 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 Armor - Disad on Stealth +4 Thieves' Tools	Passive Perception 11 Armor - Disad on Stealth +6 Thieves' Tools	Passive Perception 11 Armor - Disad on Stealth +8 Thieves' Tools	Passive Perception 11 Armor - Disad on Stealth +10 Thieves' Tools
Languages	Common, Halfling			
Attacks	**Ranged** Crossbow, Light (Small)) --> 80 ft.': -2 (1d8+2); 320 ft.': -2 (1d8+2) **Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** Dagger (Small) +6 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Ranged** *+1 Crossbow, Light*) --> 80 ft.': +1 (1d8+4); 320 ft.': +1 (1d8+4)	**Melee** Dagger (Small) +8 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Ranged** *+2 Crossbow, Light*) --> 80 ft.': +4 (1d8+6); 320 ft.': +4 (1d8+6)	**Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** *+3 Crossbow, Light*) --> 80 ft.': +7 (1d8+8); 320 ft.': +7 (1d8+8)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Light crossbow (small); crossbow bolts (10x); dagger (small); padded armor	*+1 light crossbow (small);* crossbow bolts (10x); dagger (small); *+1 padded armor*	*+2 light crossbow (small);* crossbow bolts (10x); dagger (small); *+2 padded armor*	*+3 light crossbow (small);* crossbow bolts (10x); dagger (small); *+3 padded armor*

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Seddyn

Provisioner
CR 7; XP 3,200



Overview

Seddyn is a rare, altruistic sort of businessman, interested in making sure everyone in the Enclave has the supplies they need to be successful and content, and still emotionally invested in the ideal of the city.

Appearance & Demeanor

Seddyn is happy, content, and bubbly—not quite what one might expect from a provisioner in what is effectively the town's only option for most types of equipment.

Cynical customers might guess that the man is frequently drunk or high on pipeweed... and they would be correct. Fortunately, Seddyn is a friendly, competent drunk, and he seems pleasantly surprised and affectionate in a comradely manner when under the influence.

Background

Once upon a time, a few decades back, Seddyn has been an adventurer, a caravan driver, and even a caravan escort for a time. He never quite found his place in any of these activities, and was just good enough to not force the issue of needing to choose an alternate career.

Advancing age and one too many close blows with monsters, however, forced him to realize that he needed to stabilize around a less violent enterprise. Buying low and selling high seemed straightforward enough, and would let him justify buying items of the rare and the exotic as a business expense, so he happened into the profession.

As luck would have it, when he came into the Enclave, the owner of the general store had died a few months earlier, and so the town was in desperate need of someone to fill the gap. The Council of Elders sold the general store building to him for a single gold piece, on the condition that he would remain in town for five years afterward.

That was 15 years ago. Seddyn could not think of a better life, and would never even try to seek one absent some major interruption of his lifestyle.

Combat Tactics

Seddyn was once an adventurer, it's true, but even then, he never took to well to an outright fight. He prefers to sneak up on his enemies, and to ambush them—or, better yet, to simply evade violence and spring a trap, or get something larger and pointier to do his fighting for him.

Habits and Logistics

In the daytime, there is a **65%** chance he is at the General Store (p 205); this decreases to **50%** in the evenings.

When not in the store, Seddyn will be out of town shopping for rare items, or re-negotiating trade contracts.

Doing Business

Seddyn's shop contains all mundane and common equipment the PCs might desire.

For any given rare, non-magical item, there is a **25%** chance the shop carries it.

Magical items are still quite rare, and limited, in the shop, but it's worth asking: Seddyn will carry specific magical items as follows:

- Masterwork **15%** chance
- Masterwork **30%** chance;
  +1 enhancement bonus (or up to 5,000 gp value) **5%** chance
- Masterwork **50%** chance;
  +1 enhancement bonus (or up to 5,000 gp value) 15% chance;
  +2 enhancement bonus (or up to 10,000 gp value) **5%** chance
- Masterwork **100%** chance;
  +1 enhancement bonus (or up to 5,000 gp value) **25%** chance;

+2 enhancement bonus (or up to 10,000 gp value)
10% chance;
+3 enhancement bonus (or up to 20,000 gp value)
5% chance

Conversation

Seddyn is frequently (**55%**) drunk or high; the GM is encouraged to roleplay this effect to hopefully interesting results!

What do you think of the Enclave?

"A marvelous place, is it not? I've never seen the like. Sure, it's not without its issues, and crime on occasion, but the ideal, the thought, of so many from so different backgrounds coming together and being one with the surrounding terrain... inspires you, you know, to do your best at things, I think."

What do you think of the Council of Elders?

"They do a great job running the place. Just really effective, really solid work, making sure there's peace, allowing businessess such as mine to thrive."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I get ore and other special items—fungus, little critters, sometimes a monster's weapon or armor—from Mondaria. But weirdly, I've not had any shipments in the last month or so. I've been meaning to take it up with the Council but haven't had much time to do so, I'm afraid."

Additional Attitude Modifiers

Modifier	Circumstance
+2	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-8	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-1	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+3	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: The Rare & Exotic

Summary: The PCs can sell unusual items to Seddyn, to mutual profit.

Rewards: Special (see below); up to **2 Reward Stars**.

Locations: General Store.

Key NPCs: Seddyn.

Kickoff: The first (and, indeed, every) time the PCs talk with Seddyn, he will mention his interest in purchasing rare or unusual items from the party if they come across such in their travels.

Description:

The PCs can show high-quality items to Seddyn to see if the shopkeeper is interested in them.

If he is interested in an item using the checks below, then he will pay extra for the item: he will pay **100%** of full normal value, plus **1d20%.** Check separately for each item that qualifies.

For each masterwork or magical item the PCs show Seddyn, there is a chance that he may consider the item of interest, as follows:

Masterwork Items: **10%**
+1 enhancement bonus / magical up to **5k gp**: **70%**
+2 enhancement bonus / magical **5k-10k gp**: **80%**
+3 enhancement bonus / magical **10k-20k gp**: **90%**
+4 enhancement bonus+ / magical **>20k gp**: **100%**

Masterwork Items: **5%**
+1 enhancement bonus / magical up to **5k gp**: **50%**
+2 enhancement bonus / magical **5k-10k gp**: **70%**
+3 enhancement bonus / magical **10k-20k gp**: **75%**
+4 enhancement bonus+ / magical **>20k gp**: **80%**

+1 enhancement bonus / magical up to **5k gp**: **30%**
+2 enhancement bonus / magical **5k-10k gp**: **50%**
+3 enhancement bonus / magical **10k-20k gp**: **65%**
+4 enhancement bonus+ / magical **>20k gp**: **75%**

+1 enhancement bonus / magical up to **5k gp**: **5%**
+2 enhancement bonus / magical **5k-10k gp**: **25%**
+3 enhancement bonus / magical **10k-20k gp**: **40%**
+4 enhancement bonus+ / magical **>20k gp**: **55%**

Once the PCs sell 5 or more items that qualify using the above check, they will receive **1 Reward Star**.

Additionally, if the PCs sell 5 or more items that qualify using the above check, that all come from the city of Mondaria and its mines (see the ***Dark Obelisk 2 Adventure Book***), they will receive **1 Reward Star**; this stacks with the other similar reward above.

Seddyn

LE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium LE Human	Medium LE Human	Medium LE Human	Medium LE Human
HP	20	38	60	84
Armor Class	15	16	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+0) DEX 18 (+6) CON 10 (+0) INT 16 (+5) WIS 11 (+0) CHA 16 (+3)	STR 12 (+1) DEX 18 (+7) CON 10 (+0) INT 16 (+6) WIS 11 (+0) CHA 16 (+3)	STR 14 (+2) DEX 20 (+9) CON 10 (+0) INT 16 (+7) WIS 11 (+0) CHA 16 (+3)	STR 16 (+3) DEX 20 (+10) CON 10 (+0) INT 16 (+8) WIS 11 (+0) CHA 16 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 +4 Thieves' Tools	Passive Perception 10 +6 Thieves' Tools	Passive Perception 10 +8 Thieves' Tools	Passive Perception 10 +10 Thieves' Tools
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Mace +2 (1d6) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+4); 320 ft.': +6 (1d8+4)	**Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *+1 Mace* +5 (1d6+2) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+4); 320 ft.': +7 (1d8+4)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Mace* +8 (1d6+4) **Ranged** Crossbow, Light) --> 80 ft.': +9 (1d8+5); 320 ft.': +9 (1d8+5)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Mace* +11 (1d6+6) **Ranged** Crossbow, Light) --> 80 ft.': +10 (1d8+5); 320 ft.': +10 (1d8+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; mace; leather armor; light crossbow; crossbow bolts (10x)	Dagger; *+1 mace;* *+1 leather armor;* light crossbow; crossbow bolts (10x)	Dagger; *+2 mace;* *+2 leather armor;* light crossbow; crossbow bolts (10x)	Dagger; *+3 mace;* *+3 leather armor;* light crossbow; crossbow bolts (10x)

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Plakk

Mercenary
CR 7; XP 3,200



Overview

Plakk is a competent mercenary, and a kind one; although skilled in battle and enjoys it, he longs for a life free of combat and violence and looks forward to it the way that we of the present age wistfully anticipate retirement.

PC Replacement: Plakk

Plakk's long-term goal may be to retire, but for right now, he's a sword (or at least morningstar) for hire. Fallen PC Fighters or Rangers might pick things back up with Plakk, and those joining the group anew can do far worse than this able-bodied warrior.

Appearance & Demeanor

Plakk does not seem a mercenary at first. Though garbed for battle, he speaks softly, and kindly. The barbed morningstar he wields seems most incongruous to his demeanor, which is muted and soft.

Background

Plakk was forced into a militant lifestyle from a young age, when a combination of peer pressure and simple monetary need resulted in him joining an orcish warband. Pillaging and looting were profitable to his purse, but not to his heart: he had no interest in such endeavors, talented though he may have been at them.

He jumped around a little from one career to another, but the soldierly manner was difficult to shake: how does one neglect the endeavor to which one's skills seem ideally and profitably suited?

These days, he sells his combat talents for coin, preferring to act as a guard rather than to accompany adventurers, finding that although the latter option tends to be more profitable, it's the mercenaries in a party that always get left behind or fed to the dragon first.

Plakk is trying to save up enough money to "retire" from his mercenary lifestyle. He dreams of opening a tavern and running it until he is no longer physically able to do so.

Combat Tactics

Plakk is a seasoned veteran, and is well used to seeing any fight that erupts in his presence as his duty to engage in. As a result, he will tend to insert himself into battles that he sees, whether he himself is a target of the violence or not.

Doing Business

Plakk is available for hire at the rate of **50 gp**, per class level he has, per day. If the PCs find him, he is available, and they can hire him for any length of time.

Faction Memberships

The Moss.

Habits and Logistics

In the daytime, there is a **70%** chance he is roaming about town, typically in the lower levels of the Enclave; this decreases to **50%** in the evenings.

When not in the Enclave itself, he will be outside, either roaming the Druid Forest, provisioning himself in another city, or out on assignment guarding a caravan, noble, or adventuring party.

Conversation

Plakk is soft-spoken and kind.

What do you think of the Enclave?

"The Enclave is a good enough place to find work, though it's often too peaceful for its own good, at least for a mercenary like me. For others, I imagine it's a bit

of the paradise that it purports and aspires to be."

What do you think of the Council of Elders?

"They keep the peace, and try hard to make things better. Much of what we value about the Enclave, they've brought to be, over the years. There will always be infighting and conflit and politics when you have more than just one ruler trying to make sense of things; this bunch handles it as well as any I've seen."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I know it's basically a prison for the dwarves, and the Elves rule with an iron gauntlet. I speak a lot to the folks from the mines who come back to the Enclave, usually we get a few groups in each week. But come to think of it, I've not seen anyone or the regular ore shipments in a month or two. That's odd."

Additional Attitude Modifiers

Modifier	Circumstance
+3	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-8	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-3	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+3	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: One Last Job

Summary: The PCs can help secure Plakk's future... if they are comfortable with him leaving the Enclave forever.

Rewards: Up to **2 Reward Stars**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: Plakk.

Kickoff: Speaking with Plakk for any length of time reveals the half-orc's desires for retirement. He's amassed a small fortune (at least, for him) in coin from his mercenary endeavors, and feels he needs only a bit more capital to invest.

If he's able to secure a bit more funding, then he knows a cousin a few days' ride from the Enclave who can sell him a building cheaply, and help him re-establish it as a tavern, fulfilling the aging mercenary's lifelong dream.

Description:

There are three ways that the party can help Plakk meet his objectives here. Any of these scenarios will end in a reward for the party, and Plakk leaving the Enclave forever to start his new life in another city. It also increases the mercenary's **Attitude Tracker** rating by **+20** toward the party.

Upon successful completion of this quest via any of these means, Plakk may occasionally return to the Enclave, but it is rare. Once he has left, reroll any situation in which you are determining which NPC is present, and Plakk results; if it is Plakk again, then the mercenary is indeed present; otherwise, abide by the rerolled result.

- The party can simply give Plakk the rest of the money he needs. This requires a gift of 2,000 gp / 4,000 gp / 6,000 gp / 8,000 gp. Giving of themselves in this manner benefits the party **2 Reward Stars**; the mercenary departs the very next morning for his new life.

- The party can convince the Council to give Plakk a loan for the money he needs. This requires an audience with the Council, and a Skill Challenge consisting of up to five skill checks, of which the party must win three. These skill checks are each the party's **Diplomacy,** opposed by the Council's **Bluff**. Failure means the party must pursue one of the other options if they wish to fulfill the half-orc's dream. Success means the Council grants him the money, the party benefits from **1 Reward Star**, and the mercenary leaves within the week.

- Finally, the party can help Plakk earn the money by hiring him (see **Doing Business**, earlier). If they hire him at a rate that is at least **20%** higher than his asking price, as a means of nicely helping him reach his goal more quickly, they will earn **1 Reward Star** upon completion of a contract that helps him earn the amount listed above.

- Alternately, the PCs can simply ignore the Quest altogether, either in combination with hiring Plakk as a mercenary, or ignoring that option as well. The party may return to the half-orc at any time to take him up on either offer.

Plakk

CN; Medium Humanoid (Half-Orc)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc
HP	37	65	99	148
Armor Class	17	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 18 (+6) DEX 13 (+1) CON 14 (+4) INT 9 (-1) WIS 16 (+3) CHA 7 (-2)	STR 20 (+8) DEX 15 (+2) CON 14 (+5) INT 9 (-1) WIS 16 (+3) CHA 7 (-2)	STR 20 (+9) DEX 17 (+3) CON 14 (+6) INT 9 (-1) WIS 16 (+3) CHA 7 (-2)	STR 20 (+10) DEX 19 (+4) CON 16 (+8) INT 9 (-1) WIS 16 (+3) CHA 7 (-2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 Armor - Disad on Stealth	Passive Perception 13 Armor - Disad on Stealth	Passive Perception 13 Armor - Disad on Stealth	Passive Perception 13 Armor - Disad on Stealth
Languages	Common, Orc			
Attacks	**Melee** Morningstar +6 (1d8+6) **Ranged** Crossbow, Heavy) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1) **Melee** Dagger +6 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Melee** *+1 Morningstar* +9/+9 (1d8+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +5/+5 (1d10+2); 400 ft.': +5/+5 (1d10+2) **Melee** Dagger +8/+8 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *+2 Morningstar* +11/+11/+11 (1d8+9) **Ranged** Crossbow, Heavy) --> 100 ft.': +7/+7/+7 (1d10+3); 400 ft.': +7/+7/+7 (1d10+3) **Melee** Dagger +9/+9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5)	**Melee** *+3 Morningstar* +13/+13/+13 (1d8+10) **Ranged** Crossbow, Heavy) --> 100 ft.': +9/+9/+9 (1d10+4); 400 ft.': +9/+9/+9 (1d10+4) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Morningstar; scale mail; shield; heavy crossbow; crossbow bolts (10x); dagger	*+1 morningstar;* *+1 scale mail;* shield; heavy crossbow; crossbow bolts (10x); dagger	*+2 morningstar;* *+2 scale mail;* shield; heavy crossbow; crossbow bolts (10x); dagger	*+3 morningstar;* *+3 scale mail;* shield; heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

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

Gaeryn

Mercenary
CR 7; XP 3,200



Overview

Gaeryn is a scummy, dirty, and vile mercenary, but one only too willing to put these attributes to work in service to anyone willing to pay.

PC Replacement: Gaeryn

Although most PCs are not evil, Gaeryn is... and a player playing Gaeryn as a Replacement opportunity can safely ignore that aspect of his profile for convenience. The mercenary is a very solid and able Rogue for those wishing to replace a fallen PC in that vein, or to start that class as a new addition to the gaming group.

Appearance & Demeanor

The human is grimy, rarely washing and never doing anything with his thick, tangled, long hair—a habit he fell into on the road on length adventuring posts. He does keep his weaponry and armor clean and in good service, however, and has a habit of sharpening blades whenever there are moments of rest on the road (or, less popularly, in a tavern).

Never truly having belonged anywhere, he feels out of place everywhere, though he would fit right in in most places. He fidgets, continually looks around at his surroundings, and generally looks uncomfortable whenever he is in a tavern, store, or other civilized building or context.

Background

Gaeryn has always been a bit of a loner, foraging in the woods of his childhood home rather than joining his peers in play. He's also always had a mean streak: in his forages, he would find creatures and torture, then kill them. Although this habit started with spiders out of self-defense, it soon escalated to insects in general, and later to foxes and even bears.

It was upon slaying his first bear, after torturing the poor beast for a few hours, that he realized all his time in the woods had made him quite skilled in combat. Knowing this was a skill of value, he swiftly thereafter became a mercenary, loaning himself out to adventuring parties.

After a time, he would start stealing from his comrades when adventuring, a habit he still indulges in. A gem here, a platinum piece there—with all of the chaos involved in a typical adventure, who keeps count on the road?

Combat Tactics

Gaeryn relishes combat, but relishes living even more. He will fight, and fight well, in service to whomever hires him, but he will not risk his life in a suicidal situation. Any time he is reduced beneath 25% of his maximum hit points, or upon entering any situation he feels is unwinnable, he will flee.

Doing Business

Gaeryn is available for hire at the rate of **45 gp**, per class level he has, per day. If the PCs find him, he is available, and they can hire him for any length of time.

Faction Memberships

The Moss.

Habits and Logistics

In the daytime, there is a **60%** chance he is roaming about town, typically in the lower levels of the Enclave; this decreases to **40%** in the evenings.

When not in the Enclave itself, he will be outside, either roaming the Druid Forest, provisioning himself in another city, or out on assignment guarding a caravan, noble, or adventuring party.

Conversation

Gaeryn only truly has interest for those who will hire him. Casual conversation, gossip, or rumor has no appeal for the man.

What do you think of the Enclave?

"It's fine. Good place for work, peaceful though it tends to be."

What do you think of the Council of Elders?

"Goody-goodies, you ask me. They try to hard to control people's nature."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"No. I mean, I've heard of it, sure. But no idea what might be going on there."

Additional Attitude Modifiers

Modifier	Circumstance
-2	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-4	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Gareyn

NE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium NE Human	Medium NE Human	Medium NE Human	Medium NE Human
HP	29	48	65	89
Armor Class	16	17	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 12 (+1) DEX 18 (+6) CON 12 (+1) INT 13 (+3) WIS 9 (-1) CHA 12 (+1)	STR 14 (+2) DEX 18 (+7) CON 12 (+1) INT 13 (+4) WIS 9 (-1) CHA 12 (+1)	STR 16 (+3) DEX 20 (+9) CON 12 (+1) INT 13 (+5) WIS 9 (-1) CHA 12 (+1)	STR 18 (+4) DEX 20 (+10) CON 12 (+1) INT 13 (+6) WIS 9 (+4) CHA 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 +4 Thieves' Tools	Passive Perception 9 +6 Thieves' Tools	Passive Perception 9 +8 Thieves' Tools	Passive Perception 9 +10 Thieves' Tools
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Shortsword +6 (1d6+4) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+4); 120 ft.': +6 (1d6+4)	**Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *+1 Shortsword* +8 (1d6+5) **Ranged** Shortbow) --> 30 ft.': +7 (1d6+4); 120 ft.': +7 (1d6+4)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Shortsword* +11 (1d6+7) **Ranged** Shortbow) --> 30 ft.': +9 (1d6+5); 120 ft.': +9 (1d6+5)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Shortsword* +13 (1d6+8) **Ranged** Shortbow) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Shortsword; dagger; studded leather armor; shortbow; arrows (20x)	*+1 shortsword;* dagger; *+1 studded leather armor;* shortbow; arrows (20x)	*+2 shortsword;* dagger; *+2 studded leather armor;* shortbow; arrows (20x)	*+3 shortsword;* dagger; *+3 studded leather armor;* shortbow; arrows (20x)

Special Abilities

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Tultokka

Mercenary
CR 7; XP 3,200



Overview

This tiefling has a score to settle with the Council, but is going about it in a very sneaky manner, trying to accumulate gossip and rumor as much as possible in order to blackmail any Elders she can get leverage on.

PC Replacement: Tultokka

For a fallen Barbarian PC, Tultokka is an ideal replacement for a player wishing to get back into the action. Similarly, newly-joining players who want a combative warrior need look no further.

Appearance & Demeanor

Tultokka is a burly, almost monstrous tiefling, bulging with muscles. She chooses garb that flaunts this feature, making her seem much more formidable than she is. She makes her competence known, and is not shy about offering her services.

Background

Tultokka came to the Enclave eight years ago, looking for work. The Council at the time—and still even now, to great extent—had prejudices against tieflings, and took advantage of their position and Tultokka's desperation for work.

They assigned her to toil in the Mondarian mines alongside the dwarves. And if the Council Elders had racist predilictions toward tieflings, it was nothing compared to what the Elven Administration dished out.

Tultokka suffered greatly at the hands of dwarven miners and elven administrators alike, until she could take no more. She fought back one day against would-be elven rapists, and slew two of them in so doing.

Thanks to the testimony of the small handful of dwarves and even one elf who had witnessed the encounter, Tultokka was not punished as a result of the accidental murders, and was set free from service in the mines.

Rather than get as far away from the situation as she could, Tultokka settled down into the Enclave and its surrounding territory. She knew that an out-and-out assault against one of the Elders would be treated as an assassination, and that she herself would be put to death, even if she were successful.

So, rather than take her revenge directly, she began to amass information.

Her dream is to accumulate enough evidence and rumor against at least one of the Elders so that she can blackmail them and make them to suffer.

Combat Tactics

The tiefling is ruthless in battle, and will fight to the death in service to the melee.

Doing Business

Tultokka is available for hire at the rate of **60 gp**, per class level she has, per day. If the PCs find her, she is available, and they can hire her for any length of time.

In addition, the party can "purchase rumor" from her, up to **6** times total in their relationship with the tiefling mercenary. This costs the party **75 gp** per attempt. Roll on the Rumors and Lore table and convey the result.

The fee is still incurred regardless of whether the rumor is true, and/or if the party has heard that rumor already.

Finally, the party may "sell information" to Tultokka. She will pay 100 gp for any rumor involving one or more of the Council Elders; she will still pay 5 gp for any other rumor.

Perhaps obviously, she will not pay for the same rumor more than once, and for any given rumor the party has heard, there is a **40%** chance the tiefling has heard it already and does not need to pay.

Faction Memberships

The Moss.

Habits and Logistics

In the daytime, there is a **80%** chance she is roaming about town, typically in the lower levels of the Enclave; this decreases to **60%** in the evenings.

When not in the Enclave itself, she will be outside, either roaming the Druid Forest, provisioning herself in another city, or out on assignment guarding a caravan, noble, or adventuring party.

Conversation

Tultokka is always interested in rumors and work.

What do you think of the Enclave?

"A false vision. A mirage, obscuring a cesspool of corruption, evil, and abuse."

What do you think of the Council of Elders?

"Miscreants or pathetic dolts, all of them. They're either blind to the abuse suffered at their own hands, or they're willingly ignoring it and allowing it to continue. Not sure which is worse, especially for leaders who are supposed to be keeping things peaceful."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"All too well. The miners suffer and the administration runs roughshod over everyone's livelihood. There is systemic torture, abuse, theft, and rape, and it's all ignored unless something truly horrific happens."

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-1	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-4	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
-2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Cultokka

CG; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Barbarian 4	Barbarian 8	Barbarian 12	Barbarian 16
Size / Aln	Medium CG Tiefling	Medium CG Tiefling	Medium CG Tiefling	Medium CG Tiefling
HP	40	60	102	130
Armor Class	14	15	16	17
Speed	Walk 30'	Walk 40'	Walk 40'	Walk 40'
Ability Scores / Saves	**STR** 18 (+6) **DEX** 14 (+2) **CON** 14 (+4) **INT** 9 (-1) **WIS** 6 (-2) **CHA** 10 (+0)	**STR** 20 (+8) **DEX** 14 (+2) **CON** 14 (+5) **INT** 9 (-1) **WIS** 6 (-2) **CHA** 10 (+0)	**STR** 20 (+9) **DEX** 16 (+3) **CON** 14 (+6) **INT** 9 (-1) **WIS** 6 (-2) **CHA** 10 (+0)	**STR** 20 (+10) **DEX** 18 (+4) **CON** 14 (+7) **INT** 9 (-1) **WIS** 6 (-2) **CHA** 10 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 11	Passive Perception 12	Passive Perception 13
Languages	Common, Infernal			
Attacks	**Melee** Greatsword +6 (2d6+4) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2)	**Melee** *+1 Greatsword* +9/+9 (2d6+6) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Ranged** Crossbow, Light) --> 80 ft.': +5/+5 (1d8+2); 320 ft.': +5/+5 (1d8+2)	**Melee** *+2 Greatsword* +11/+11 (2d6+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Ranged** Crossbow, Light) --> 80 ft.': +7/+7 (1d8+3); 320 ft.': +7/+7 (1d8+3)	**Melee** *+3 Greatsword* +13/+13 (2d6+8) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5) **Ranged** Crossbow, Light) --> 80 ft.': +9/+9 (1d8+4); 320 ft.': +9/+9 (1d8+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Danger Sense, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense	Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greatsword; hide armor; light crossbow; crossbow bolts (10x); dagger	*+1 greatsword;* *+1 hide armor;* light crossbow; crossbow bolts (10x); dagger	*+2 greatsword;* *+2 hide armor;* light crossbow; crossbow bolts (10x); dagger	*+3 greatsword;* *+3 hide armor;* light crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 13.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Persistent Rage Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 4. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Wubafix

Black Market Leader
CR 7; XP 3,200



Overview

Wubafix is an industrial, enterprising human Rogue, despite having kind of happened into his current role of Black Market Leader for the Druid Enclave.

Appearance & Demeanor

Wubafix does not, at first, seem the sort of man capable of leading others. Selfish, preoccupied, and easily distracted do not always make for an attentive captain of industry.

However, his sheer ruthlessness and cutthroat approach to the trade of thieving, fencing, and enforcement have given rise to a powerful player. He dresses in blacks and dark greys, and keeps his hair and beard thick and long. It seems impossible to estimate his age, though most would say that he is but a dozen seasons short of middle age.

Background

Wubafix has been a thief, and a cutthroat, and a murderer, for as long as he can remember.

His first kill was mostly accidental, in defense of his sister when he was not yet a teenager: his father, drunk and enraged at some minor perceived slight, had taken some inebriated but still damaging swings at his older sister.

As the abuse seemed likely to turn to sexual violance, Wubafix grabbed whatever weapon was at hand and swung it in his sister's defense. It turned out to have been a cleaver, and the wound dropped his father to his hands and knees immediately. A quick glance at his sister to confirm—a nod of the head, there, sad and tear-stained, but definitely intentional—and a second blow delivered them both from abuse, and his father from the shackles of life.

Young and at a loss to explain the death, and fearful of retaliation, they fled home to make a life for themselves.

Wubafix's older sister would soon find a lower-class merchant, and convince her to marry her, securing her immediate future.

The man himself, however, could no more settle down into a normal life than he could stay his murderous hand, those years ago. He turned to a life of crime with intent, purpose, and ambition, and never looked back.

Combat Tactics

In recent years, thanks to his position, Wubafix has become accustomed to others fighting for him. Faced with a violent challenge, he will summon reinforcements.

Anywhere in the Druid Enclave, he can summon **3d6 Black Market Guards** (p 630) to his side within **1d4** rounds of shouting.

If the occasion directs, he can also summon **2d4 Informants** (p 686), and **2d6 Thieves** (p 727) to his aid.

Faction Memberships

The Moss.

Doing Business

The criminal underworld has a way of obtaining the rare and exocit, at least inasmuch as such items are currently in the possession of law-abiding citizens.

The PCs may ask Wubafix's help in obtaining any piece of equipment they see any NPC wielding or wearing. They may instead also request any piece of equipment in general, up to the following limits:

Up to 250 gp value; Up to 2,500 gp value;
Up to 7,500 gp value; Up to 15,000 gp value

For Wubafix's network of thieves, enforcers, and informants to get their hands on the item requires 1 day for every 2,000 gp of value or fraction thereof, and will cost the PCs **125%** of the normal retail value of the item in question.

Habits and Logistics

Wubafix only appears in an area if a random encounter table dictates his presence, or if the GM inserts him intentionally as part of a Quest or other desire.

Conversation

Wubafix always seems as though he has four other things on his mind, and constantly gazes above the party's shoulders, as though there was something of greater interest right behind and above them.

What do you think of the Enclave?

"It's a pit of chaos. Those in charge purport to aim it true, but end up fostering greater evil as a result. Those such as ourselves actually help to steer things back on course. You cannot have peace without an active underbelly to society; it helps stem the flow of disorganized crimes."

What do you think of the Council of Elders?

"They see us as a nuisance, and in so doing, discount both the magnitude of our influence, and the value of the role we play in society. Just as guards and laws keep the peace in the light, so too does organized crime keep a sort of peace in the darkness. Without one of these forces, the other is weakened, and shown to be rotten and without merit."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I understand the workers toil amidst abuse and neglect. Disadvantageous conditions to be sure. I wish we had more of a presence in the mines; it would correct so very much of what makes Mondaria an evil place."

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
+3	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-4	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
-2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Elder Theft

Summary: The PCs may gain favor with the underworld by pilfering something from the Council Elders.

Rewards: 500 gp / 1,200 gp / 2,500 gp / 5,000 gp; up to **1 Reward Star**; discount on stolen goods (see below)

Locations: Anywhere in the Druid Enclave; must locate Wubafix first.

Key NPCs: Wubafix.

Kickoff: In speaking with Wubafix, PCs can steer the conversation toward offering to help the Black Market Leader.

This Quest is not an option for Lawful Good characters, making it a roleplaying challenge for groups that include Paladins or similarly-oriented characters.

Description:

Wubafix asks the party to steal something from one of the Council Elders. What exactly is not as important as the symbolism: not only to throw dirt in the eyes of the Council, but to demonstrate that the PCs are in league with the black market.

Once engaged in this Quest, the party may locate Wubafix merely by speaking his name to any common citizen; the black market leader will appear around a corner an hour afterwards.

Ignoring the Quest has no impact, and the PCs may return to complete it at any later time.

The PCs can steal an item from a Council Elder in the traditional manner. Being detected will have criminal consequences; success means they can give the item to Wubafix.

Enterprising PCs can try to convince an Elder to give up a possession voluntarily. The party can use the argument that this will get the PCs in good with Wubafix, and that they will feed information back to the Council once engaged. The ruse requires that the party A) have the idea themselves, and B) succeed in a **Diplomacy** check, opposed by the Councilmember's **Sense Motive**.

This approach merits **1 Reward Star** in addition to the other rewards below.

Success in any manner means the party receives the monetary reward listed, plus an ongoing discount on fenced items they request: instead of items costing the party **125%** of retail value, they will instead only cost **85%** of retail value.

It also grants the party a **+8 bonus** to Wubafix' **Attitude Tracker**.

Wubafix

LE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium LE Human	Medium LE Human	Medium LE Human	Medium LE Human
HP	22	36	50	66
Armor Class	16	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 12 (+1) **DEX** 18 (+6) **CON** 10 (+0) **INT** 15 (+4) **WIS** 7 (-2) **CHA** 15 (+2)	**STR** 14 (+2) **DEX** 18 (+7) **CON** 10 (+0) **INT** 15 (+5) **WIS** 7 (-2) **CHA** 15 (+2)	**STR** 16 (+3) **DEX** 18 (+8) **CON** 10 (+0) **INT** 15 (+6) **WIS** 7 (-2) **CHA** 17 (+3)	**STR** 18 (+4) **DEX** 18 (+9) **CON** 10 (+0) **INT** 15 (+7) **WIS** 7 (+3) **CHA** 17 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
Languages	Common, Elvish			
Attacks	**Melee** Shortsword +6 (1d6+4) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+4); 120 ft.': +6 (1d6+4)	**Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *+1 Shortsword* +8 (1d6+5) **Ranged** Shortbow) --> 30 ft.': +7 (1d6+4); 120 ft.': +7 (1d6+4)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *+2 Shortsword* +10 (1d6+6) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+4); 120 ft.': +8 (1d6+4)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** *+3 Shortsword* +12 (1d6+7) **Ranged** Shortbow) --> 30 ft.': +9 (1d6+4); 120 ft.': +9 (1d6+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	⚔ Low	⚔ Moderate	⚔ Advanced	⚔ Elite
Special Qualities	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Shortsword; dagger (3x); studded leather armor; shortbow; arrows (20x)	*+1 shortsword;* dagger (3x); *+1 studded leather armor;* shortbow; arrows (20x)	*+2 shortsword;* dagger (3x); *+2 studded leather armor;* shortbow; arrows (20x)	*+3 shortsword;* dagger (3x); *+3 studded leather armor;* shortbow; arrows (20x)

Special Abilities

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Kerrithe

Blackmail Leader
CR 7; XP 3,200



Overview

Small in stature, stern in speech, and looming large in influence, this halfling leads an army of informants, and commands a vast stock of useful information.

Appearance & Demeanor

Kerrithe appears ever at the ready to do battle, or do venture into the woods and hunt something much larger than herself. In truth she rarely fights, but has learned that appearance is most of any situation.

She lends all hear ear, but few her voice, recognizing that most people will fill uncomfortable silences with their own information.

There is no greater font of unexpected information, she has often said, than the quiet moments in between intended statements.

In order to ensure that she retains all information she hears, and to guarantee that what she does remember is accurate, she has foresworn alcoholic drinks and other inducers of chemical highs. She also applies this standard to all of her informants, who must remain clean and sober or face her wrath.

Background

Kerrithe's background is described, conflictingly, by many in her employ.

She was born on a merchant ship, and raised on the seas, to set foot on land a mere year ago and immediately establish herself as a font of unheard knowledge.

Or, they say, she was born in the gutter to parents who abandoned her, growing up on her own volition and action, organizing gang fights one against the other until only her troupe of informants remained.

And so on. The truth of the matter, however, is that Kerrithe was born to upper-middle-class merchants in a town far away. The halfling always had a knack for games, and an ideographic memory, a combination that made her hopelessly formidable when playing against her family and peers.

As soon as she could, she traveled, and sought out competition. She took on all comers, in any game or contest. She won much more often than she lost, but it was in the quiet moments between and leading up to the games where she found her true calling: information gathering.

Those about to compete, or focused on competition, she found, were much more likely to be chatterboxes, spilling information unrelated to the contest at hand without much of a thought.

A decade later, she had grown this talent for listening into a formal organization she refers to as the Horde of Whispers: a network of informants who feed Kerrithe information, in exchange for a combination of protection, money, and other information in trade.

To join her Horde of Whispers, a possible Informant must approach Kerrithe, and describe their reasoning for acting in the desired capacity. Then, they must provide three secret truths, with proper name assignations withheld.

Two of these truths must apply to citizens of the Druid Enclave. One of the truths must apply to the applicant themselves.

None of the three truths can be common knowledge. At the time of presentment, the prospective Informant must themselves believe that they are the only ones who know each of the truths.

The interaction between the applicant and Kerrithe is private, so part of the process involves Kerrithe gaining a vital piece of unknown information about the applicant. This is by deisgn: should the new Informant ever disappoint or threaten Kerrithe, the whispermistress can use that information as a shield or weapon against them.

Combat Tactics

Kerrithe is a tactician and analyst. Unless she is surprised or ambushed, by the time fighting takes place, she will have assessed each enemy's capabilities and position, and have a plan in mind to fight or escape.

If reduced to fewer than half her maximum hit points, she will favor defense and try to effect an escape if such an approach seems feasible and safe.

Faction Memberships

The Moss.

Habits and Logistics

Kerrithe spends much of her time in secrecy, and travels quite extensively. In terms of game mechanics, she will only "appear" if a specific random NPC table result dictates her presence, or if the GM "places" her as desired.

Conversation

Kerrithe aims to spend a great deal more time listening than speaking, and views every time she opens her mouth as a risk of saying something that is unintentionally useful to the other party.

What do you think of the Enclave?

"A good city. I find there's a great deal of different people here, and lots of different perspetives and ambitions. What do you think of it?"

What do you think of the Council of Elders?

"They run the city well enough. It seems that everyone has a strong opinion about the Council, or about particular Elders. What are your own thoughts on the matter?"

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I understand Mondaria and its mines are useful to the Enclave. Have you heard anything regarding the mines lately?"

Additional Attitude Modifiers

Modifier	Circumstance
+3	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-2	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-2	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.
+2	Party conveys a Rumor, piece of trivia, or personal information about one or more other NPCs. Double this if the information relates to one or more Council Elders. *(Applicable each occurence; lifetime limit of +10.)*

Quests & Encounters

Quest: Whispermistress

Summary: The PCs can sell or trade information to the Whispermistress.

Rewards: Special (see below); up to **2 Reward Stars**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: Kerrithe.

Kickoff: In speaking with Kerrithe, if at least one PC has at least the following ranks in **Diplomacy** or similar skill, Kerrithe will volunteer that she dabbles in information:

2 ranks / 5 ranks / 8 ranks / 12 ranks

She will offer to buy or trade Rumors with the party.

Description:

Kerrithe will pay only if the Rumor is new to her. After the party tells Kerrithe their information, roll to determine if she's already aware of it: there is a **40%** chance she knows it already.

If it's new to her, the party has a choice: sell or trade the information.

Selling is straightforward: Kerrithe will pay 50 gp / 250 gp / 750 gp / 1,250 gp.

Trading is more complicated: Kerrithe will part with one Rumor (randomly determined from the Rumors & Lore tables) for every two new pieces of information the party trades her.

There is no limit on these exchanges.

The party may ignore, and return to, this Quest at any time with no impact beyond the above.

Once the party has sold or traded 5 new pieces of information to the Whispermistress, they benefit from **1 Reward Star.**

Once the party has sold or traded 10 new pieces of information to the Whispermistress, they benefit from an additional **1 Reward Star**, which stacks with the aforementioned one.

Kerrithe

CN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)	Small CN Halfling (Lightfoot)
HP	24	42	63	76
Armor Class	14	16	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 8 (-1) DEX 15 (+4) CON 10 (+0) INT 15 (+4) WIS 8 (-1) CHA 17 (+3)	STR 8 (-1) DEX 17 (+6) CON 10 (+0) INT 15 (+5) WIS 8 (-1) CHA 17 (+3)	STR 10 (+0) DEX 19 (+8) CON 10 (+0) INT 15 (+6) WIS 8 (-1) CHA 17 (+3)	STR 10 (+0) DEX 19 (+9) CON 10 (+0) INT 15 (+7) WIS 8 (+4) CHA 19 (+4)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 +4 Thieves' Tools	Passive Perception 9 +6 Thieves' Tools	Passive Perception 9 +8 Thieves' Tools	Passive Perception 9 +10 Thieves' Tools
Languages	Common, Halflling			
Attacks	**Melee** Rapier (Small) +4 (1d8+2) **Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Shortbow (Small)) --> 30 ft.': +4 (1d6+2); 120 ft.': +4 (1d6+2)	**Melee** Dagger (Small) +6 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** *+1 Rapier* +7 (1d8+4) **Ranged** Shortbow (Small)) --> 30 ft.': +6 (1d6+3); 120 ft.': +6 (1d6+3)	**Melee** Dagger (Small) +8 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *+2 Rapier* +10 (1d8+6) **Ranged** Shortbow (Small)) --> 30 ft.': +8 (1d6+4); 120 ft.': +8 (1d6+4)	**Melee** Dagger (Small) +9 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** *+3 Rapier* +12 (1d8+7) **Ranged** Shortbow (Small)) --> 30 ft.': +9 (1d6+4); 120 ft.': +9 (1d6+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Rapier (small); dagger (small); studded leather armor (small); shortbow (small); arrows (20x)	*+1 rapier (small);* dagger (small); *+1 studded leather armor (small);* shortbow (small); arrows (20x)	*+2 rapier (small);* dagger (small); *+2 studded leather armor (small);* shortbow (small); arrows (20x)	*+3 rapier (small);* dagger (small); *+3 studded leather armor (small);* shortbow (small); arrows (20x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Darrlie

Assassin
CR 7; XP 3,200



Overview

Darrlie is a lethal half-elf assassin who sells her services to the highest bidder. The only moral objection she has to her work is if it places her in too much legal jeopardy, a situation she endeavors to avoid.

Appearance & Demeanor

Darrlie dresses in dark colors, and her armor is elaborately spiked and padded. She dresses to effect: in the dark, she's nearly invisible; in the light, she terrifies the unsuspecting.

She is not mute, but speaks very little, preferring to avoid all personal details or noteworthy attributes so that she is never remembered by those not actively seeking her services.

Background

Darrlie more or less happened upon the life of an assassin. She was born into an upper-middle-class merchant family, who knew the risks of traveling with a child.

At a very early age, Darrlie was trained in combat: initially for defensive purposes, so that she would be safe while the family traveled in service to their business interests.

At puberty, she took a part-time job helping manage the logistics of her family's fledgeling mercantile empire. From this, she spent all of her income hiring trainers on the sly, to further enhance her fighting abilities.

When discovered, her parents forced her to choose: a life of merchant enterprise, or the life of combat. Darrlie shocked herself just as much as her parents that day by choosing the abandon her favorable position as the only child of a successful business, and strike out on her own to join a local army.

Years passed, and although she re-established a friendly relationship with her parents and kept in touch, she continued to train and fight in the service of others. It didn't pay very well, compared to her other options at least, but it kept her healthy and able, and honed her latent talents greatly.

One day, a rival commercial enterprise hired thugs to attack her parents' warehouse. In the fighting, a fire began, and it soon engulfed not only the family business but her parents themselves.

When she learned of the disaster, Darrlie wept, not only for the loss, but for her own role in not being there to have helped.

She abandoned the armies of her employ, and struck out on her own once again, this time to serve vengeance to those involved in her parents' murder.

It took three years, but in the end, the dozen or so people involved in the plot all lay day by her hand.

Her mission fulfilled, Darrlie kept on with the murderous behavior, now selling her abilities and focusing on it full-time... more now a business than a passion.

Combat Tactics

Darrlie prefers to assassinate, to surprise, and to ambush; she abhors a straight head-to-head conflit and will flee so as to maneuver to a better position.

When forced into combat, she will flee when reduced to even 3/4 of her maximum hit points if it seems feasible.

If the party fights her in any context, and she escapes, she will ambush them within 2 days, striking to greatest advantage.

Faction Memberships

The Moss.

Habits and Logistics

Darrlie lives and operates in shadow and secrecy. She appears to the party's visibility only if specifically called upon to do so by the result of a random NPC table, or by the GM's decision to introduce her.

Conversation

Darrlie has no interest in conversation that does not immediately pertain to hiring her assassination skills.

What do you think of the Enclave?

"It's fine. Bit scummy for us to claim it's a haven or utopia when there's so much evil."

What do you think of the Council of Elders?

"Hypocrites. Claim they're above us, but do little to stop crime and violence. They're helpless to truly control people's natures."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I've heard the name, and have met some folk from the city, but nothing more."

Additional Attitude Modifiers

Modifier	Circumstance
-1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-2	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-6	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
-1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Survive the Night

Summary: Someone hires Darrlie to assassinate the PCs.

Rewards: 1,500 gp / 4,000 gp / 8,000 gp / 15,000 gp; up to **2 Reward Stars**.

Locations: Anywhere in the Druid Enclave or the surrounding forest.

Key NPCs: Darrlie, any one other Evil-aligned NPC or Council Elder.

Kickoff: This Quest triggers when the Attitude Tracker of at least one Evil-aligned NPC or non-Good-aligned Council Elder dips to the Hostile level. That NPC hires Darrlie to kill the PCs.

Description:

Darrlie will ambush the party, preferably at night, possibly while they sleep. Although formidable in battle and highly trained, she is but one person, and the party many; she knows that it is an unlikely victory, and will escape if possible.

The reward money listed is the amount paid to Darrlie to execute the contract; if the PCs are successful in their efforts to face the assassin, they may end up with the money themselves.

If the PCs slay Darrlie, they will find the gold listed on her person, paid in the form of gemstones. They also receive **1 Reward Star** for their combat prowess.

Subduing Darrlie is challenging, and the attempt may be dangerous. No amount of skill checks will force her to stay her blade, but through magical means, if the party places her under their control, she will give up the name of the person who hired her if it is under magical compulsion or to save her own life.

If the party prevents their own assassination, and gains the name of the person who hired Darrlie, they benefit from **2 Reward Stars**. In addition, they may force the asssassin to hand over the contract money.

Darrlie

NE; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf	Medium NE Half-Elf
HP	22	37	62	81
Armor Class	17	18	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 12 (+1) DEX 20 (+7) CON 10 (+0) INT 15 (+4) WIS 10 (+0) CHA 8 (-1)	STR 14 (+2) DEX 20 (+8) CON 10 (+0) INT 15 (+5) WIS 10 (+0) CHA 8 (-1)	STR 16 (+3) DEX 20 (+9) CON 12 (+1) INT 15 (+6) WIS 10 (+0) CHA 8 (-1)	STR 18 (+4) DEX 20 (+10) CON 12 (+1) INT 15 (+7) WIS 10 (+5) CHA 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 +4 Thieves' Tools	Passive Perception 10 +6 Thieves' Tools	Passive Perception 10 +8 Thieves' Tools	Passive Perception 10 +10 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Shortsword +7 (1d6+5) **Ranged** Shortbow) --> 30 ft.': -3 (1d6+5); 120 ft.': -3 (1d6+5) **Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	**Ranged** Shortbow) --> 30 ft.': -2 (1d6+5); 120 ft.': -2 (1d6+5) **Melee** *+1 Shortsword* +9 (1d6+6) **Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5)	**Ranged** Shortbow) --> 30 ft.': -1 (1d6+5); 120 ft.': -1 (1d6+5) **Melee** *+2 Shortsword* +11 (1d6+7) **Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Ranged** Shortbow) --> 30 ft.': +0 (1d6+5); 120 ft.': +0 (1d6+5) **Melee** *+3 Shortsword* +13 (1d6+8) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Shortsword; shortbow; arrows (20x); studded leather armor; dagger (4x)	*+1 shortsword;* shortbow; arrows (20x); *+1 studded leather armor;* dagger (4x)	*+2 shortsword;* shortbow; arrows (20x); *+2 studded leather armor;* dagger (4x)	*+3 shortsword;* shortbow; arrows (20x); *+3 studded leather armor;* dagger (4x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

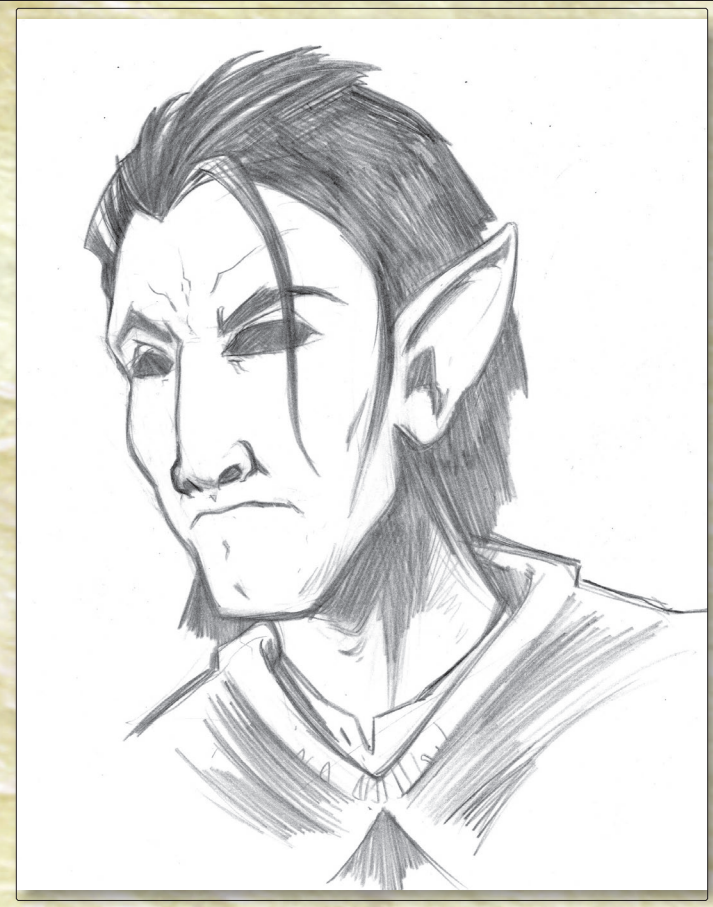
Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Rannos Rannthak

Noble
CR 7; XP 3,200



Overview

Rannos is a tough but fair aristocrat who feels his elite status is a duty, not a weapon to wield over others.

Appearance & Demeanor

Rannos keeps his dress and manner normal—which is to say, commonplace, and not ostentatious. He wears leather armor that is fitted very well, but does not appear of high quality.

He tries to be, or at least interact well with, the common person.

Background

Rannos was raised by noble parents who valued what they had, in both wealth and power, and aspired to little more. Rather than scheme and plot to grow in stature, they instead focused on their son, endeavoring to ensure that he knew his place in the world both in terms of the power they wielded, as well as how that power affected the lives of real people.

At least one day a week, Rannos toiled in a common job. The nature of this job rotated: one month, he would be a fisherman's apprentice; the next, he would work under a seamstress; and so on.

The intent here was threefold: first, keep Rannos humble, and remind him the value of hard work. Second, expose him to a number of different professions, that he might draw upon a diversity of experiences in his decision-making when fully grown.

And, third, a remnant of the scheming of their youth: establish a broad base of connections in a variety of levels of society.

Rannos values this experience, but values even more the honesty with which it was presented to him: from the start, his parents told him openly about what they were doing, and why, and why it mattered not only to them, but to Rannos himself, and how it might help him in life.

He carries these lessons with him today, and through that experience, feels his widespread and firsthand empathy grants him a unique perspective on most every situation.

Combat Tactics

Rannos is trained as a combatant, but only in theory: he himself has never been in an actual act of violence that was not part of training.

He will threaten a fight in defense of the innocent or of himself, but will in practice only do battle if pressed to do so through unavoidable necessity.

When a battle is at hand, he will fight competently and bravely until reduced to fewer than 3/4 his maximum hit points. At that point, he will shift to a more defensive nature.

At half his maximum hit points, he will attempt to flee. At 1/4 his max HP, he will panic, drop his weapon, and run away, regardless of whether that presents a safe exit or not.

Faction Memberships

Adamantium Trail.

Habits and Logistics

In the daytime, there is a **60%** chance he is in his residence (p 341); this increases to **90%** in the evenings.

When not in his residence, he will be out and about, either in the Enclave's Ground Level, or outside the city.

Conversation

Rannos endeavors to speak with any and all who may wish to converse with him, and tries to make them feel not rushed.

What do you think of the Enclave?

"A wondrous place, though not without its ills or faults. Still, though, it tries harder than many cities I've been to. And more often than not, succeeds in fulfilling the ideal to which it strives."

What do you think of the Council of Elders?

"They're a noble bunch, though prone to more infighting than one might expect from those who purport to rule a harmonious city such as this."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"Mondaria's mines and its people deserve more recognition, and fair treatment, than they receive. I'm aware enough of things to know that it's a bad situation, though not, I'm afraid, powerful enough to effect any sort of change along those lines."

Additional Attitude Modifiers

Modifier	Circumstance
+2	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-8	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-1	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+3	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Cleanup Underground

Summary: Rannos asks the party's help in establishing law and order in the levels under the surface of the Enclave.

Rewards: 750 gp / 1,500 gp / 3,000 gp / 4,500 gp; up to **1 Reward Star**.

Locations: Rannos' residence.

Key NPCs: Rannos Rannthak.

Kickoff: In speaking with Rannos, if any of the PCs is Lawfully aligned, the noble will intuit this, and ask the party to help improve the rule of law in the zones underneath the surface of the Enclave.

Description:

Specifically, Rannos asks the party's help in apprehending **Thieves** (p 727), or "resolving the situation", as he describes it.

It is clear that by this latter description, he means that the party should feel free to slay any Thieves who do not come willingly.

In game mechanics, once this Quest is in play, the party sees more Thieves in their travels. When entering a new area in the underground levels of the Enclave, there is a **20%** chance that the party immediately sees **1d4 Thieves** and has the opportunity of apprehending them.

Rannos will reward the party each time they "resolve" a Thief: whether they turn a Thief in to Enclave Guards, or if they slay a Thief, he will pay them **1/10th** the total reward money listed. In addition, his **Attitude Tracker** gains **+1** for each Thief resolved, up to a maximum of **+10**.

The party can speak with Rannos at any time amidst their dealing with the Thief problem: he will pay them for the total Thieves they have resolved since the last time they spoke with him.

After they "resolve" 10 Thieves, Rannos will commend the party for their help and commitment, and the party will benefit from **1 Reward Star**.

At this point, the additional random chance of Thieves being seen described above disappears.

Rannos has no more coin to give the party for additional Thieves resolved, but he will thank them for any further such work undertaken on their own initiative.

Rannos Rannthak

LN; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Size / Aln	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf
HP	32	54	93	106
Armor Class	12	13	14	16
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 9 (+1) DEX 13 (+3) CON 10 (+0) INT 8 (-1) WIS 14 (+2) CHA 17 (+3)	STR 11 (+3) DEX 13 (+4) CON 10 (+0) INT 8 (-1) WIS 14 (+2) CHA 17 (+3)	STR 13 (+5) DEX 13 (+5) CON 10 (+0) INT 8 (-1) WIS 14 (+2) CHA 17 (+3)	STR 13 (+6) DEX 15 (+7) CON 10 (+0) INT 8 (-1) WIS 14 (+2) CHA 17 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
Languages	Common, Dwarvish, Elvish, Goblin			
Attacks	**Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Rapier +3 (1d8+1) **Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8+1); 320 ft.': +3 (1d8+1)	**Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4/+4 (1d4+1); 60 ft.': +4/+4 (1d4+1) **Melee** *+1 Rapier* +5/+5 (1d8+2) **Ranged** Crossbow, Light) --> 80 ft.': +4/+4 (1d8+1); 320 ft.': +4/+4 (1d8+1)	**Melee** Dagger +5 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +5/+5 (1d4+1); 60 ft.': +5/+5 (1d4+1) **Melee** *+2 Rapier* +7/+7 (1d8+3) **Ranged** Crossbow, Light) --> 80 ft.': +5/+5 (1d8+1); 320 ft.': +5/+5 (1d8+1)	**Melee** Dagger +7 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+2); 60 ft.': +7/+7 (1d4+2) **Melee** *+3 Rapier* +10/+10 (1d8+5) **Ranged** Crossbow, Light) --> 80 ft.': +7/+7 (1d8+2); 320 ft.': +7/+7 (1d8+2)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Monstrosities, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Humanoids, Monstrosities, Coast, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Whirlwind Attack, Dueling, Humanoids, Monstrosities, Coast, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Stand Against the Tide, Superior Hunter's Defense, Vanish, Whirlwind Attack, Dueling, Beasts, Humanoids, Monstrosities, Coast, Grassland, Mountain
Spell-casting	**Save DC 12; Spell Atk +4** **1st:** *alarm; detect magic; fog cloud*	**Save DC 13; Spell Atk +5** **2nd:** *barkskin; locate object; silence* **1st:** *alarm; detect magic; fog cloud; longstrider*	**Save DC 14; Spell Atk +6** **3rd:** *nondetection; water walk; wind wall* **2nd:** *barkskin; locate object; silence* **1st:** *alarm; detect magic; fog cloud; longstrider*	**Save DC 15; Spell Atk +7** **4th:** *freedom of movement; stoneskin* **3rd:** *nondetection; water walk; wind wall* **2nd:** *barkskin; locate object; silence* **1st:** *alarm; detect magic; fog cloud; longstrider*
Equipment	Dagger; rapier; leather armor; light crossbow; crossbow bolts (10x)	Dagger; *+1 rapier;* *+1 leather armor;* light crossbow; crossbow bolts (10x)	Dagger; *+2 rapier;* *+2 leather armor;* light crossbow; crossbow bolts (10x)	Dagger; *+3 rapier;* *+3 leather armor;* light crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Escape the Horde Opportunity attacks against you are made with disadvantage.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural

environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Stand Against the Tide When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Monstrosities Advantage on Wisdom (Survival) checks to track Monstrosities, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Anastrianna Liadon

Noble
CR 7; XP 3,200



Overview

Anastrianna is a prototypical aristocrat: lofty, looking down upon the common man, and ever aspiring to higher stature. She has a penchant for fanciful stories, and collects novels.

Appearance & Demeanor

This elven artistocrat dresses provocatively and expensively, which often dictates her route of passage in her travels so as to avoid muddy patches.

She acts haughtily and airily, as though much of the affairs of the common folk are so far beneath her experience and understanding that she is simply unable to understand it.

Background

Anastrianna affects as though she doesn't understand normal people, but this is not entirely an act: born into a noble and ancient household, she lacked for nothing in her upbringing. As the middle of three daughters, little was expected of her, so she took to neglecting her studies and ignoring the advice and pressures of everyone else in her life in favor of reading as many fanciful stories as she could get her hands on.

She would send servants far and wide, laden with coin, to procure books she had not yet seen. The servants, and eventually herself and others, would refer to this process as sending "pages for pages".

This constant pursuit of new written entertainment soon became the most sought-after responsibility for servants in the household, as Anastrianna would pay very well... and, as rumor spun, would find other ways to show her appreciation as well.

Her family, however, grew tired of her antics, and her laid-back and zero-responsibility approach to life. As her sisters grew and took on professions and politics, Anastrianna herself never seemed to grow up, stuck in the lifestyle to which she had become accustomed. Loathe to cut her off entirely, the family did however insist that she move out of the family estate. She wasn't exiled from home, so much as given a stipend to support her in the hopes that a change of venue would effect a change.

Unfortunately, Anastrianna has not seen this change as an opportunity, and has nothing but resentment for her family as a result.

Nearly immediately, she joined the Scarlet Path as a means of securing additional income. Privy to secrets of state and gossip as a result of her continuing communication with her sisters and family, she sells secrets for coin with no thought as to the consequences.

This is more or less where we find the noblewoman today.

Combat Tactics

Anastrianna is well-provisioned and equipped, and has even taken classes and training in combat. She has never once, however, been involved in an act of violence, even as a witness.

Forced to fight, she will attempt to apply what she has learned, but the first time she suffers damage, she will try to flee.

Faction Memberships

Scarlet Path.

Habits and Logistics

In the daytime, there is a **80%** chance she is in her residence (p 343); this increases to **95%** in the evenings.

When not in her residence, she will be out and about. As she has servants to send for provisions and such, the only reason she leaves her home is typically to wander in the Druid Forest and take some fresh air.

Conversation

Anastrianna sees herself as above everyone else, and is an airy, lighthearted creature, seldom taking any matter or person too seriously. She gossips only to fuel her sales of the information to the Scarlet Path; she truly only cares about her stories and the occasional tryst.

What do you think of the Enclave?

"Oh, it's quite beautiful, both inside and out. Though I lament the loss of my family estate, I could hardly have hoped for a nicer place to rest my head."

What do you think of the Council of Elders?

"Those are the folks who rule here, correct? I don't have much to do with them. I suppose they do a well enough job, seeing as how there's very little crime here."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I've heard the name, but know less than you, it would seem."

Additional Attitude Modifiers

Modifier	Circumstance
+2	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-4	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-4	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.
+2	Party provides a Rumor or Lore that Anastrianna has not yet heard. *(Bonus granted each time it occurs, up to a lifetime limit of +10.)*
+5	Party gives the noblewoman a book she has not read. *(Bonus granted each time it occurs, up to a lifetime limit of +20.)*

Quests & Encounters

Quest: Pages for Pages

Summary: The party can fetch information and/or novels for the noblewoman, who will reward them.

Rewards: 500 gp / 1,250 gp / 2,000 gp / 3,500 gp per book; up to **3 Reward Stars**, plus **affection** (see below).

Locations: Anastrianna's residence.

Key NPCs: Anastrianna Liadon.

Kickoff: Each time the party speaks with Anastrianna, the noblewoman will make her passion for novels plain, and will ask for their help in procuring more.

She will also show an interest in information, and offers to pay coin for either resource.

Description:

Anastrianna will pay the party for each piece of information or book that is new to her. She will pay the amount listed above for each book, and will pay half that amount for a Rumor, each time the party presents new things to her, with no lifetime limit.

Each Rumor or piece of Lore that the party presents to her has a **40%** chance of being new to the noblewoman.

Each novel or entertainment book has a **60%** chance of being new to the noblewoman.

To model the presence of books in life mechanically, once the party is aware of Anastrianna's request, they can search residences in their travels. Depending on the nature of the building, there is a chance of finding books of interest, as described below.

Note that the results below refer to books that Anastrianna might be interested in, not in total physical volumes; for example, a Library may have dozens or even hundreds of tomes, but only a handful or so of novels.

Library or Scholar's House/Office:
80% chance of **2d4+1** books

Office or Business:
15% chance of **1d4-1** books (minimum 0)

Residence:
25% chance of **1d4-1** books (minimum 0)

Default / Other Building:
5% chance of **1d4-1** books (minimum 0)

If the party ignores the request, there is no immediate impact; they may return to the endeavor at any point.

If at any point Anastrianna's **Attitude Tracker** toward the party raises to **Friendly** status, and if there is at least one PC with a **Charisma** score of at least **15**, she will attempt to seduce or offer physical affection to the PC of either sex with the highest Charisma score. In the event of a tie, she will prefer a male PC.

Turning the offer down inflicts a **-2 penalty** to her **Attitude Tracker**, but will not prevent the PCs from taking her up on the offer at any later point so long as her Attitude is **Friendly** at the time.

Consummating the offer of physical affection grants an additional bonus to Anastrianna's **Attitude Tracker** equal to **+1**, plus **+1** for each point of Charisma for the PC invovled above **15**.

Once the party provides **5** new pieces of information and/or novels, they gain **1 Reward Star.** This reward repeats at 10 and at 15 new items, and stacks, for a possible total of **3 Reward Stars** overall.

Annastrianna Liadon

NE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)
HP	14	27	43	57
Armor Class	13	14	16	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 13 (+1) DEX 14 (+4) CON 9 (-1) INT 16 (+5) WIS 8 (-1) CHA 15 (+2)	STR 15 (+2) DEX 14 (+5) CON 9 (-1) INT 16 (+6) WIS 8 (-1) CHA 15 (+2)	STR 17 (+3) DEX 16 (+7) CON 9 (-1) INT 16 (+7) WIS 8 (-1) CHA 15 (+2)	STR 17 (+3) DEX 18 (+9) CON 9 (-1) INT 16 (+8) WIS 8 (+4) CHA 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 +4 Thieves' Tools	Passive Perception 15 +6 Thieves' Tools	Passive Perception 17 +8 Thieves' Tools	Passive Perception 19 +10 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Shortsword +4 (1d6+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Longbow) --> 150 ft.': +4 (1d8+2); 600 ft.': +4 (1d8+2)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** *+1 Shortsword* +6 (1d6+3) **Ranged** Longbow) --> 150 ft.': +5 (1d8+2); 600 ft.': +5 (1d8+2)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Melee** *+2 Shortsword* +9 (1d6+5) **Ranged** Longbow) --> 150 ft.': +7 (1d8+3); 600 ft.': +7 (1d8+3)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** *+3 Shortsword* +12 (1d6+7) **Ranged** Longbow) --> 150 ft.': +9 (1d8+4); 600 ft.': +9 (1d8+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Shortsword; dagger; leather armor; longbow; arrows (20x)	*+1 shortsword;* dagger; *+1 leather armor;* longbow; arrows (20x)	*+2 shortsword;* dagger; *+2 leather armor;* longbow; arrows (20x)	*+3 shortsword;* dagger; *+3 leather armor;* longbow; arrows (20x)

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 16; Spell attack modifier +8

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Meliannthe

Socialite
CR 7; XP 3,200



Overview

Meliannthe is a working-class entertainer who aspires to lofty social heights. She's been able to rise quite successfully, but may have found her limit, capped as it is by her lack of established and regular funding.

Appearance & Demeanor

Meliannthe is an ethereal beauty, and uses her looks to effect wherever possible.

She attempts to dress regally and in high fashion, but cannot typically afford the latest designs. So she will buy an ordinary dress, and work her own skill on it, or pay a tailor in physical favors to produce something that seems much more expensive than it was, at least in terms of coin.

Meliannthe affects airy graces and gestures, but commoner and noble alike can detect her slip-ups quite easily. The effect is rather like someone poorly attempting a regional accent, while suffering under their own natural regional accent when they lose focus.

Background

Meliannthe was born in the gutter, and has raised herself up quite far from that starting point thanks to her charm and smarts.

Her early life was difficult, as she and her mother had only each other to rely upon, and neither had a profession to speak of. Her mother would take odd jobs here and there scrubbing pots or clothes, but nothing stuck for more than a month or two at a time. The pair were always on the move from one place to another.

Things worsened considerably when Meliannthe's mother took ill, and her condition worsened. Desperate for aid, the very young Meliannthe took to singing and performing on the streets for coppers. Despite her best efforts, her mother died of the disease which had afflicted her.

Determined to look on the bright side of things, Meliannthe recognized that out of this dark situation had been born a new talent: performance. She focused on this to growing exclusion of other more traditional endeavors, and along the way, met many others who shared her talents and had sad backgrounds of their own.

One day, there was a masked ball in town. She and two of her friends and fellow performers had taken a job at a seamstress; a noblewoman came in and demanded immediate work on her dress, and left without payment or even looking Meliannthe in the face.

Her friends urged and dared her to steal the dress. Meliannthe went one better: she wore it to the ball, and pretened as though she were a wealthy heiress. Though she undertook the deception as an extension of the play-acting she did frequently on the streets, a combination of her skill and the inebriation of the crowd saw her through a successful evening.

Pretend though it may have been, that evening stayed with Meliannthe. She daydreamed about it a lot, and even as she moved on to another city, she couldn't help but wonder if it was something she could pull off more often, even full-time, if possible.

Fast forward twenty years, and we find Meliannthe in a position of relative height and social stature.

Combat Tactics

Meliannthe grew up on the streets, and considers the occasional act of violence through necessity commonplace.

If pressed to a battle, she will fight back, but will flee if reduced to half or fewer of her maximum hit points.

Habits and Logistics

In the daytime, there is a **50%** chance she is in her residence (p 353); this increases to **80%** in the evenings.

When not in her residence, she is out and about, performing, stocking up on provisions, or working with a seamstress or tailor to spruce up common garb.

Conversation

Meliannthe affects airs, but is easily seen through by sober conversation companions. The GM is encouraged to have fun with roleplaying her dialogue along these lines.

What do you think of the Enclave?

"Ah, 'tis a noble endeavor, dost thou not thinketh? 'Tis a wondrous town, that aspires to so loftily-ly a height as the Enclave, I would venture to sayeth."

What do you think of the Council of Elders?

"They doeth their best part of trying to keep order. But you know it's hard, making people obey the law. 'Tis in each of our character to be chaos... and to have fun!"

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I've heard it mentioned by folk, but knoweth not why it is important. Is it important, after all?"

Additional Attitude Modifiers

Modifier	Circumstance
+4	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-3	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-4	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+3	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.
+3	Party shares a piece of Rumor or Lore with Meliannthe. *(Bonus accrued each time it occurs; lifetime limit of +9.)*

Quests & Encounters

Quest: Putting on Airs

Summary: The PCs can take garments to the tailor on Meliannthe's behalf.

Rewards: 150 gp / 500 gp / 750 gp / 1,500 gp per occasion; up to **1 Reward Star**.

Locations: Meliannthe's residence; Tailor Shop (p 203).

Key NPCs: Meliannthe, Forsythar (p 528).

Kickoff: If the PCs notice, and then mention, the obvious discrepancy between Meliannthe's affected manner and background, she will admit to the ruse, but then ask the party's help in maintaining it.

Description:

First, the party must detect the deception. Any PC with any skill ranks in **Knowledge (Nobility)**, **Craft (Clothing)**, any class levels in **Aristocrat**, or similar background, character properties, class levels or abilities, will detect the disconnect in Meliannthe's demeanor and/or dress after a few minutes interacting with her.

Next, the party must mention it to her, or confront her with what they suspect.

Meliannthe will admit to her background, but proclaim pride in what she has accomplished, and asks the party's help in furthering her cause.

The problem is, she can go to the tailor only so many times before Forsythar will clearly pick up on what she is doing. The man probably knows already, but she would feel much more comfortable if an intermediary took dresses to the tailor to have them worked on per her instructions.

The PCs can shuttle any number of dresses back and forth between Meliannthe and the Tailor; the would-be socialite will compensate the party each time they come back with a completed dress.

Each commission requires **1d4** days of work to turn around.

Each dress is valued at **2d100 gp**; the commissioned changes Meliannthe requests result in a garment worth **1d10** times that initial value. If at any point the PCs steal a garment, either before or after the alterations, Meliannthe's **Attitude Tracker** suffers a hit of **-10** points, and she will refuse to interact with the party again.

There is no lifetime limit to the number of times the PCs may engage in this Quest.

The party can ignore or refuse the request; this damages Meliannthe's **Attitude Tracker** toward the PCs by **-1**, but has no other impact. The party may return at any time to take the socialite up on her request; this does not repair the initial Attitude damage of their refusal.

Each piece taken to the tailor and returned will gain the party the monetary reward listed, as well as a **+2 bonus** on Meliannthe's **Attitude Tracker** (up to a lifetime maximum of **+10**).

After taking and returning 5 garments, the party benefits from **1 Reward Star**.

Meliannthe

LG; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Bard 4	Bard 8	Bard 12	Bard 16
Size / Aln	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf
HP	18	38	61	82
Armor Class	13	15	17	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 8 (-1) DEX 15 (+4) CON 11 (+0) INT 16 (+3) WIS 7 (-2) CHA 20 (+7)	STR 8 (-1) DEX 17 (+6) CON 11 (+0) INT 16 (+3) WIS 7 (-2) CHA 20 (+8)	STR 8 (-1) DEX 19 (+8) CON 11 (+0) INT 16 (+3) WIS 7 (-2) CHA 20 (+9)	STR 9 (-1) DEX 20 (+10) CON 11 (+0) INT 16 (+3) WIS 7 (-2) CHA 20 (+10)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 Armor - Disad on Stealth +4 Horn, Lute, Lyre	Passive Perception 14 Armor - Disad on Stealth +3 Horn, Lute, Lyre	Passive Perception 16 Armor - Disad on Stealth +4 Horn, Lute, Lyre	Passive Perception 18 Armor - Disad on Stealth +5 Horn, Lute, Lyre
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Mace +1 (1d6-1) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+2); 320 ft.': +4 (1d8+2)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** *+1 Mace* +3 (1d6) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+3); 320 ft.': +6 (1d8+3)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *+2 Mace* +5 (1d6+1) **Ranged** Crossbow, Light) --> 80 ft.': +8 (1d8+4); 320 ft.': +8 (1d8+4)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Mace* +7 (1d6+2) **Ranged** Crossbow, Light) --> 80 ft.': +10 (1d8+5); 320 ft.': +10 (1d8+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Cutting Words, Expertise, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *calm emotions; detect thoughts; enthrall* **1st:** *charm person; comprehend languages; disguise self; sleep*	**Save DC 16; Spell Atk +8** **4th:** *compulsion; dimension door; greater invisibility* **3rd:** *clairvoyance; fear; major image* **2nd:** *calm emotions; detect thoughts; enthrall* **1st:** *charm person; comprehend languages; disguise self; sleep*	**Save DC 17; Spell Atk +9** **6th:** *mass suggestion* **5th:** *dominate person; hold monster* **4th:** *compulsion; dimension door; greater invisibility* **3rd:** *clairvoyance; fear; major image* **2nd:** *calm emotions; detect thoughts; enthrall* **1st:** *charm person; comprehend languages; disguise self; sleep*	**Save DC 18; Spell Atk +10** **8th:** *glibness* **7th:** *mirage arcane* **6th:** *mass suggestion* **5th:** *dominate person; hold monster* **4th:** *compulsion; dimension door; greater invisibility* **3rd:** *clairvoyance; fear; major image* **2nd:** *calm emotions; detect thoughts; enthrall* **1st:** *charm person; comprehend languages; disguise self; sleep*
Equipment	Dagger; mace; padded armor; light crossbow; crossbow bolts (10x)	Dagger; *+1 mace;* *+1 padded armor;* light crossbow; crossbow bolts (10x)	Dagger; *+2 mace;* *+2 padded armor;* light crossbow; crossbow bolts (10x)	Dagger; *+3 mace;* *+3 padded armor;* light crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can

choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Magical Secrets By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Phaelynne Helliar

Merchant Queen
CR 7; XP 3,200



Overview

Phaelynne is a ruthless businesswoman preoccupied with the concept of immortality.

Though successful, she increasingly measures her worth against the unreasonable standard of perfection.

Appearance & Demeanor

Phaelynne is a stately matriarch of a woman, advancing in age gracefully but certainly despite her elven heritage.

In speech and manner, she is an odd mixture of calm and anxious: calm because given her longevity, she is accustomed to taking the long view on things. Because of her obsession with immortality, she is ever aware of the approach of death, be it ever so far off, and so she carries a certain anxiety to all proceedings.

She is kind in strangers in generally speaking to others, but cutthroat to business partners, and murderous to competitors. It is this ironclad combination, she would say, that has made her so successful.

Background

Phaelynne comes from a middle-class family of leather-workers and apothecaries. All in her family have some musical talent, a trait which carried through to Phaelynne herself, whose voice and musical abilities made her a favorite at family gatherings.

One day, after decades of saving, her parents made an investment in a mercantile interest. The owners of the enterprise celebrated the arrangement by going out on the town. As bad luck would have it, they drank too much and ran afoul of a group of card-players who cheated, and the evening concluded with all of the elven family's money having been gambled away.

Though faultless on their own, Phaelynne's parents were devastated. That money had been their nest egg, and they had gone into some considerable debt themselves besides in order to come up with the money. That the money had disappeared, but that they now owed a great deal on top of the loss, was inconceivable.

Her family's fortunes sunk that season, and they never truly recovered. Though they continued to scrape out a living, their indulgences diminished, and Phaelynne's prospects dimmed.

Phaelynne took it upon herself to resolve the matter. Mercantile interests ruined the family, so she reasoned that she would do well to master the art and apply it to restoring her family's fate.

It took decades of careful, patient, and hard work. But in the end, Phaelynne grew a commercial empire to the point where she could let her parents retire, and then strike out on her own to seek out further fortunes.

Combat Tactics

Phaelynne is no stranger to the odd fight, often necessary to establish dominance in business, and even sometimes required to ensure the compliance of workers who threaten to rebel. Battle should be, however, on her own terms, and if the conditions are unfavorable, she will flee to fight another day.

If ever reduced to fewer than half her maximum hit points, she will attempt to flee.

Faction Memberships

Platinum Flag.

Habits and Logistics

In the daytime, there is a **40%** chance she is in her residence (p 347); this increases to **80%** in the evenings.

When not in her residence, Phaelynne will be out establishing contacts, monitoring her enterprise, accompanying or greeting a caravan, and so on in service to her business.

Conversation

Phaelynne greets all warmly, but tires quickly of conversation that does not immediately relate to her business, or offer potential such opportunity down the road.

It is unlikely the PCs offer such opportunity in her eyes unless they too are connected to merchant or trading interests.

What do you think of the Enclave?

"It's a wonderous place, it must be said. Decent folk, all aiming to make a living, but in harmony with nature. I do not care so much for the nature component, but harmony, that tends to be good for business."

What do you think of the Council of Elders?

"They keep the peace well. Peace is good for business. I value that of them, if little else."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"Typically we take a piece of ore shipments from Mondaria, but it's been months since such an opportunity has taken place. It used to be so regular. I'm growing greatly concerned that something dark and sinister might have happened there. Do you have any information?"

Additional Attitude Modifiers

Modifier	ircumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-4	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-5	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.
+8	Party conveys firsthand information about Mondaria City and its mines. *(Bonus applies only to the first such piece of information.)*
+2	Party conveys secondhand information about Mondaria City and its mines—via rumor, for example. *(Bonus applies to each such piece of information; lifetime maximum +6.)*

Quests & Encounters

Quest: Enterprising Information

Summary: Phaelynne will pay well for information about the events in Mondaria City.

This Quest can apply regardless of your gaming group's interaction with the events of the ***Dark Obelisk 2*** adventure, or lack thereof.

Rewards: 250 gp / 500 gp / 1,000 gp / 2,000 gp per piece of information.

Locations: Phaelynne's residence.

Key NPCs: Phaelynne Helliar.

Kickoff: If the PCs introduce the topic of Mondaria City or its mine in conversation, the merchant queen will ask their help in recovering as much information about the city and its mines as possible

Description:

Phaelynne will pay the listed amount for each piece of Rumor or Lore the PCs convey related to the city of Mondaria and its mines.

Despite her connections, the merchant queen has had no information about the city for months, so each piece of information the party obtains is new to her. This frustrates her greatly, but greater than her frustration is her relief in receiving information from the PCs.

If the PCs have been to Mondaria City, and describe it firsthand, Phaelynne will pay double the amount for the account.

If the PCs have been to the mines underneath the city, and describe them firsthand, Phaelynne will pay five times the listed amount the amount for the account. This stacks with the doubled amount above for the city's description.

If the PCs have completed the Dark Obelisk 2 adventure, and have resolved the situation at the heart of the mines within the city, Phaelynne will reward them handsomely indeed for the information: ten times the listed reward.

The PCs may ignore the Quest, or simply not have any information that's relevant; they may return to Phaelynne at any future point.

Phaelynne Helliar

CE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Bard 4	Bard 8	Bard 12	Bard 16
Size / Aln	Medium CE Elf (High)	Medium CE Elf (High)	Medium CE Elf (High)	Medium CE Elf (High)
HP	17	37	53	66
Armor Class	13	14	16	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 12 (+1) DEX 13 (+3) CON 9 (-1) INT 12 (+1) WIS 13 (+1) CHA 18 (+6)	STR 12 (+1) DEX 13 (+4) CON 9 (-1) INT 12 (+1) WIS 13 (+1) CHA 20 (+8)	STR 12 (+1) DEX 15 (+6) CON 9 (-1) INT 12 (+1) WIS 13 (+1) CHA 20 (+9)	STR 12 (+1) DEX 17 (+8) CON 9 (-1) INT 12 (+1) WIS 13 (+1) CHA 20 (+10)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 +2 Drum, Horn, Shawm	Passive Perception 17 +3 Drum, Horn, Shawm	Passive Perception 19 +4 Drum, Horn, Shawm	Passive Perception 21 +5 Drum, Horn, Shawm
Languages	Common, Dwarish, Elvish			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -7 (1d8+1); 320 ft.': -7 (1d8+1) **Melee** Quarterstaff +3 (1d6+1) (1d8) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Ranged** *+1 Crossbow, Light*) --> 80 ft.': -5 (1d8+2); 320 ft.': -5 (1d8+2) **Melee** Quarterstaff +4 (1d6+1) (1d8) **Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1)	**Ranged** *+2 Crossbow, Light*) --> 80 ft.': -3 (1d8+3); 320 ft.': -3 (1d8+3) **Melee** Quarterstaff +5 (1d6+1) (1d8) **Melee** Dagger +5 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+1); 60 ft.': +5 (1d4+1)	**Ranged** *+3 Crossbow, Light*) --> 80 ft.': -1 (1d8+4); 320 ft.': -1 (1d8+4) **Melee** Quarterstaff +6 (1d6+1) (1d8) **Melee** Dagger +6 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+1); 60 ft.': +6 (1d4+1)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Cutting Words, Expertise, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *calm emotions; hold person; invisibility* **1st:** *charm person; disguise self; illusory script; sleep*	**Save DC 16; Spell Atk +8** **4th:** *compulsion; dimension door; greater invisibility* **3rd:** *clairvoyance; dispel magic; fear* **2nd:** *calm emotions; hold person; invisibility* **1st:** *charm person; disguise self; illusory script; sleep*	**Save DC 17; Spell Atk +9** **6th:** *true seeing* **5th:** *dominate person; hold monster; mislead* **4th:** *compulsion; dimension door; greater invisibility* **3rd:** *clairvoyance; dispel magic; fear* **2nd:** *calm emotions; hold person; invisibility* **1st:** *charm person; disguise self; illusory script; sleep*	**Save DC 18; Spell Atk +10** **8th:** *power word stun* **7th:** *teleport* **6th:** *true seeing* **5th:** *dominate person; hold monster; mislead* **4th:** *compulsion; dimension door; greater invisibility* **3rd:** *clairvoyance; dispel magic; fear* **2nd:** *calm emotions; hold person; invisibility* **1st:** *charm person; disguise self; illusory script; sleep*
Equipment	Shortsword; dagger; studded leather armor; light crossbow; crossbow bolts (10x)	*+1 shortsword;* dagger; *+1 studded leather armor;* light crossbow; crossbow bolts (10x)	*+2 shortsword;* dagger; *+2 studded leather armor;* light crossbow; crossbow bolts (10x)	*+3 shortsword;* dagger; *+3 studded leather armor;* light crossbow; crossbow bolts (10x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A

noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Klasandrel Sullidan

Merchant Prince
CR 7; XP 3,200



Overview

Klasandrel is a ranger who happened upon a fortune, and now runs the remnants of another's merchant empire.

Appearance & Demeanor

Klasandrel looks ill-suited to his garb: rich leathers and cloaks and furs, but none of it fits well. This is because he wears the trappings of a dead man's wardrobe, and has no interest in fitting in any more than he does.

The half-elf always seems beleagured, and exhausted, as though the day-to-day running of his small merchant empire tires him beyond his ability to cope with it. His every interaction comes with sighs.

As it would happen, this is not far from the truth.

Background

Klasandrel began his adult life as a ranger. Abandoned at an early age, he's always been a loner, though quite capable and self-sufficient as a result. He's lived much of his adulthood in the forests around the Enclave; though he roams farther on occasion, the Druid Forests are rich with both wildlife and challenge, so he keeps coming back to them.

Five years ago, he came across a bizarre scene: a richly-dressed merchant lay dying amidst a pile of treasure. Faced with numerous assassination threats in the Enclave, the merchant had packed his valuables and set forth in an attempt to re-establish much of his enterprise in another city.

Unfortunately, the very wildlife Klasandrel so valued came across an ill-prepared obese merchant; though his guards were successful in fending most of the threat off, the guards and the merchant himself suffered mortal blows.

Knowing he was near death, and with no real heir or close friends, the merchant suggested that Klasandrel begin a new life, taking over for the merchant and assuming his role at the head of the company.

Klasandrel didn't even reply, so stunned and uninterested was he. He reflects now upon the encounter, and the years that have passed since, and concludes that he took the merchant upon up on th epossibility mostly out of sheer inertia.

Combat Tactics

Klasandrel is used to hunting game and wildlife, for food and sport. He's unused to urban combat, or battle against multiple sentient opponents.

As a result, he will rarely, if ever, initiate combat. If faced with its necessity, he will fight bravely and competently, but when reduced to fewer than half his maximum hit points, he will try to make a tactical escape.

Faction Memberships

Platinum Flag.

Habits and Logistics

In the daytime, there is a **30%** chance he is in his residence (p 349); this increases to **80%** in the evenings.

When not in his residence, Klasandrel is out in the Druid Forest, hunting game or merely taking in the woods as a means of staying sane amidst the bizarre situation he's found himself in.

Conversation

Klasandrel abhors discussion and will avoid it if he can.

What do you think of the Enclave?

"It's an odd place. Many folk here but there's a great deal of peace for such a combination of people."

What do you think of the Council of Elders?

"They keep the peace, and seem to be interested in improving things. I wish them well and would not want to swap places for all the platinum in the Realm."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I've heard the name. Not involved in any way."

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-6	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-4	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Neglect of Negotiations

Summary: Klasandrel asks the party's help in conducting negotiations, for which he has neither stomach nor talent.

Rewards: 750 gp / 1,500 gp / 3,000 gp / 5,000 gp; up to **2 Reward Stars**.

Locations: Klasandrel's residence.

Key NPCs: Klasandrel Sullidan.

Kickoff: In discussions with Klasandrel, if one or more PCs has any ranks in Diplomacy, the ranger-turned-merchant will pick up on this fact. He will admit that he is terrible at neogitations, and asks the party's help in negotiating on his behalf with a business partner.

Description:

Klasandrel describes his business contact, and explains the circumstances: the merchant prince buys a certain herb from this contact, and resells it in smaller batches for a profit. The trouble is, this supplier is demanding five times the usual price for the herb, citing the fact that recent storms have destroyed much of the crop and therefore driven supply down overall.

While Klasandrel does recognize the economc reality, and expects to end up paying a bit more than he currently does, a multiplier of five isn't acceptable to him.

The party can turn the merchant prince down. This applies a **-2 penalty** on his **Attitude Tracker** toward the party. The PCs can return at any later point and take him up on the offer, though doing so does not repair this initial Attitude damage.

To complete the Quest, the party must meet with the business contact and navigate the following **Skill Challenge**:

Neglect of Negotiations

First Check: DC 14 / 16 / 18 / 20 **Diplomacy** to initiate the conversation.

Success advances to the **Second Check**. Success by 5 or more points advances directly to the **Third Check**.

Failure means the **First Check** must be re-attempted, with a **-1 circumstance penalty** to the PCs.

Failure by **5** or more points on any iteration of the **First Check** fails the challenge means the PCs fail the challenge entirely (see below).

Second Check: DC 14 / 16 / 18 / 20 **Sense Motive** to determine the true nature of the business partner's jacking up of the prices.

Success advances to the Third Check.

Failure by **4** or fewer points reverts to having to re-attempt the **First Check**.

Failure by **5** or more points fails the **Skill Challenge** entirely (see below).

Third Check: DC 16 / 18 / 20 / 22 **Diplomacy** or **Intimidate** to convince the business partner of a more favorable rate for Klasandrel.

Success concludes the **Skill Challenge** successfully.

Failure or **4** or fewer points reverts to re-attempting the **Second Check**.

Failure by **5** or more points reverts back to the **First Check**.

If the PCs successfully navigate the Skill Challenge above, Klasandrel will reward them with the money described above.

The party may return to Klasandrel on subsequent days to see if he has additional negotiations they can help manage. Each of the the first two times they complete this Quest successfully, the PCs benefit from **1 Reward Star.**

Although there is no limit to the number of times the PCs can repeat this Quest, the party must wait at least **1 full day** in between attempts, and the total limit for experience rewards is **2 Reward Stars**.

If the PCs fail one of these Skill Challenges, the negotiations fall apart, and Klasandrel is forced to speak with the business contact himself.

This damages his **Attitude Tracker** toward the PCs by **-1** each time, but does not prevent the PCs from making subsequent attempts or receiving future rewards from completing iterations of this Quest.

Klasandrel Sullidan

LG; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Ranger 4	Ranger 8Ranger 4	12	Ranger 16
Size / Aln	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf
HP	25	47	75	110
Armor Class	13	15	17	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 11 (+2) **DEX** 13 (+3) **CON** 13 (+1) **INT** 8 (-1) **WIS** 18 (+4) **CHA** 15 (+2)	**STR** 11 (+3) **DEX** 15 (+5) **CON** 13 (+1) **INT** 8 (-1) **WIS** 18 (+4) **CHA** 15 (+2)	**STR** 11 (+4) **DEX** 17 (+7) **CON** 13 (+1) **INT** 8 (-1) **WIS** 18 (+4) **CHA** 15 (+2)	**STR** 11 (+5) **DEX** 19 (+9) **CON** 13 (+1) **INT** 8 (-1) **WIS** 18 (+4) **CHA** 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 16	Passive Perception 17	Passive Perception 18	Passive Perception 19
Languages	Common, Elvish, Giant, Gnomish, Halfling			
Attacks	**Melee** Rapier +3 (1d8+1) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Ranged** Longbow) --> 150 ft.': +5 (1d8+1); 600 ft.': +5 (1d8+1)	**Melee** Rapier +5/+5 (1d8+2) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5/+5 (1d4+2); 60 ft.': +5/+5 (1d4+2) **Ranged** *+1 Longbow*) --> 150 ft.': +8/+8 (1d8+3); 600 ft.': +8/+8 (1d8+3)	**Melee** Rapier +7/+7 (1d8+3) **Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3) **Ranged** *+2 Longbow*) --> 150 ft.': +11/+11 (1d8+5); 600 ft.': +11/+11 (1d8+5)	**Melee** Rapier +9/+9 (1d8+4) **Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+4); 60 ft.': +9/+9 (1d4+4) **Ranged** *+3 Longbow*) --> 150 ft.': +14/+14 (1d8+7); 600 ft.': +14/+14 (1d8+7)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Monstrosities, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Dragons, Monstrosities, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Volley, Archery, Dragons, Monstrosities, Forest, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Superior Hunter's Defense, Uncanny Dodge, Vanish, Volley, Archery, Constructs, Dragons, Monstrosities, Forest, Grassland, Mountain
Spell-casting	**Save DC 14; Spell Atk +6** **1st:** *cure wounds; detect magic; fog cloud*	**Save DC 15; Spell Atk +7** **2nd:** *barkskin; find traps; silence* **1st:** *cure wounds; detect magic; fog cloud; longstrider*	**Save DC 16; Spell Atk +8** **3rd:** *nondetection; protection from energy; water breathing* **2nd:** *barkskin; find traps; silence* **1st:** *cure wounds; detect magic; fog cloud; longstrider*	**Save DC 17; Spell Atk +9** **4th:** *freedom of movement; stoneskin* **3rd:** *nondetection; protection from energy; water breathing* **2nd:** *barkskin; find traps; silence* **1st:** *cure wounds; detect magic; fog cloud; longstrider*
Equipment	Rapier; dagger; studded leather armor; longbow; arrows (20x)	Rapier; dagger; *+1 studded leather armor;* *+1 longbow;* arrows (20x)	Rapier; dagger; *+2 studded leather armor;* *+2 longbow;* arrows (20x)	Rapier; dagger; *+3 studded leather armor;* *+3 longbow;* arrows (20x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Defensive Tactics At 7th level, you gain one of the following features of your choice.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack Defense When a creature hits you with an attack, you gain a

+4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Uncanny Dodge When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

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

Constructs Advantage on Wisdom (Survival) checks to track Constructs, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Dragons Advantage on Wisdom (Survival) checks to track Dragons, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Monstrosities Advantage on Wisdom (Survival) checks to track Monstrosities, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Lia Ilphur

Lone Crusader
CR 7; XP 3,200



Overview

Lia is utterly convinced of the purpose and value of the Enclave, and strives to fulfill and enforce it, though her methods may not appeal to all citizens.

Appearance & Demeanor

Lia is stern, unrelenting, and passionate, but prone to acts of spontenaity and violence. She will chalk this up to her warring passions of civility and purpose, but it's fundamentally an anger management issue that she has never fully come to grips with.

She is ever in battle dress, even when relaxing in a tavern.

Background

Lia was born to fervently religious parents, and was raised in worship and devotion to others. While young, she accepted these principles and this approach to life without questioning it much.

Then, one day not too far into her adolescence, a rival but opposing church began to encroach into the territory of her parents' temple. It began with subtle methods, but within a few years, had progressed to explicit opposition, with protesters and even a few acts of violence.

Some churchgoers from both sides fled the region entirely, fearful of a coming armed and outright conflict between the two sides. Lia's parents, devout until the end, opted to stay, telling Lia that to leave would be to abandon not only the citizens who worshipped alongisde them, but the church and their god as well.

The conflict that many had anticipated occurred at last, when militants on both sides armed themselves and protested near each other's places of worship. Heated words were exchanged and tempers flared, and then one bolt from one crossbow was loosed by accident.

It was enough, and too late. The resulting violence left dozens dead, hundreds wounded, and both churches burned nearly to the ground.

Lia's parents were regrettably among those slain in the disaster.

Many came out the other side of the event with a shocked awakening, a realization that slavish devotion to a cause, however worthy its aims may seem, may lead to conflict without being balanced with reconciliation and compassion. Most recognized that the opportunities to have averted the disaster were many, and would truly not have taken very much effort to effect.

Lia learned none of these lessons.

Lia learned that conflict is inevitable, that one's principles would constantly be under attack, and that to prevail, one must be stronger, in ability and conviction, than one's enemies.

She traveled extensively following the disaster, lending her talents and violence to various factions. Happening upon the Enclave, she discovered an institution that seemed equal in conviction and vision to herself, and it seemed a natural alliance.

Combat Tactics

Lia is brutal and unrelenting in combat. She will pick the weakest target if possible, and will keep at that target until it is slain, and will then move to the next weakest enemy.

If reduced to fewer than 1/4 her maximum hit points, she will consider fleeing, but only if the battle was not her own idea to begin with—otherwise, she will fight to the death.

Faction Memberships

Antimagic Shell.

Habits and Logistics

Lia appears in the Druid Enclave and its surrounding territory when a random NPC table dictates her presence, or when the GM "places" her.

Conversation

Lia speaks crisply and loudly, as though her voice carried automatic authority.

What do you think of the Enclave?

"It is noble to think of others, rather than solely of one's self. It is virtuous to aspire to something greater than what is. It is right to want more for the community and its citizens. The Enclave encompasses all of these attributes, and we are all much the better for it."

What do you think of the Council of Elders?

"They run a good government, despite the self-interest that runs rampant among its ranks and those whom they represent. I find that most of the infighting we witness is the result of squabbling among citizens, not the leaders we see."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"It's of vital importance to the Enclave, and its many workers should be rewarded perhaps better than they are. I've not heard lately how things are going, but I assume all is well."

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-5	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-2	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+1	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Purge the Weak

Summary: Assist Lia in her aim to improve the standing of the Enclave by destroying that which afflicts it.

Rewards: 250 gp / 500 gp / 750 gp / 1,250 gp; up to **2 Reward Stars**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: Lia Ilphur.

Kickoff: In conversation with Lia, if there is at least one PC with a Lawful alignment component, she will pick up on this and request the party's aid in purging the city of its evil.

In practice, this means hunting down Evil characters and eliminating them.

Description:

Once this Quest is triggered by talking to Lia and receiving her offer, the party starts to run afoul of a great many more Evil NPCs.

When entering a new major map area, roll on the Random Miscreant Encounters table below to see if a Miscreant Encounter is spawned.

If a Miscreant is indicated by the result, this takes the place of Random Encounters.

If "None" results, then you may still roll on the normal Random Encounters table that applies to the map region being entered.

Table 37: Random Miscreant Encounters

D20	Miscreant(s) Encountered
1-12	None
13-15	**1d6 Black Market Guards** (p 355)
16	**1d4 Cataclysts** (p 645)
17	**1d4-1 Earthwalkers** (minimum 1; p 651)
17-20	**1d4+1 Thieves** (p 727)

The PCs are under no obligation to fulfill the request. They may ignore, or return to pursue, the Quest's parameters at any time.

Once activated, the Quest's increased likelihood of miscreant behavior persists, however.

Upon returning to Lia, she will reward the party with the monetary reward noted for each encounter's worth of miscreants eliminated, up to a maximum of 10 total encounters' worth of miscreants.

In addition to the monetary reward, after eliminating two encounters' worth of miscreants, Lia's **Attitude Tracker** increases by **+5** toward the party, and they receive **1 Reward Star**.

In a similar vein, upon resolving 5 encounters' worth of miscreants, the same reward repeats, and its results stack. Thus there is a total reward of **+10 Attitude Tracker** for Lia, and **2 Reward Stars**.

Lia Ilphur

CG; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Cleric 4	Cleric 8	Cleric 12	Cleric 16
Size / Aln	Medium CG Elf (High)	Medium CG Elf (High)	Medium CG Elf (High)	Medium CG Elf (High)
HP	26	43	61	81
Armor Class	18	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 11 (+0) DEX 13 (+1) CON 10 (+0) INT 13 (+1) WIS 17 (+5) CHA 15 (+4)	STR 11 (+0) DEX 13 (+1) CON 10 (+0) INT 13 (+1) WIS 19 (+7) CHA 15 (+5)	STR 13 (+1) DEX 13 (+1) CON 10 (+0) INT 13 (+1) WIS 19 (+8) CHA 15 (+6)	STR 15 (+2) DEX 13 (+1) CON 10 (+0) INT 13 (+1) WIS 19 (+9) CHA 15 (+7)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 Armor - Disad on Stealth	Passive Perception 17 Armor - Disad on Stealth	Passive Perception 18 Armor - Disad on Stealth	Passive Perception 19 Armor - Disad on Stealth
Languages	Common, Elvish, Gnomish			
Attacks	**Melee** Mace +2 (1d6) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Ranged** Shortbow) --> 30 ft.': +3 (1d6+1); 120 ft.': +3 (1d6+1)	**Melee** *+1 Mace* +4 (1d6+1) **Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1) **Ranged** Shortbow) --> 30 ft.': +4 (1d6+1); 120 ft.': +4 (1d6+1)	**Melee** *+2 Mace* +7 (1d6+3) **Melee** Dagger +5 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+1); 60 ft.': +5 (1d4+1) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+1); 120 ft.': +5 (1d6+1)	**Melee** *+3 Mace* +10 (1d6+5) **Melee** Dagger +7 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+2); 60 ft.': +7 (1d4+2) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+1); 120 ft.': +6 (1d6+1)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
Spell-casting	**Save DC 13; Spell Atk +5** **2nd:** *aid; gentle repose; spiritual weapon* **1st:** *bless; command; guiding bolt; sanctuary*	**Save DC 15; Spell Atk +7** **4th:** *banishment; guardian of faith; stone shape* **3rd:** *beacon of hope; dispel magic; glyph of warding* **2nd:** *aid; gentle repose; spiritual weapon* **1st:** *bless; command; guiding bolt; sanctuary*	**Save DC 16; Spell Atk +8** **6th:** *forbiddance* **5th:** *commune; flame strike* **4th:** *banishment; guardian of faith; stone shape* **3rd:** *beacon of hope; dispel magic; glyph of warding* **2nd:** *aid; gentle repose; spiritual weapon* **1st:** *bless; command; guiding bolt; sanctuary*	**Save DC 17; Spell Atk +9** **8th:** *holy aura* **7th:** *divine word* **6th:** *forbiddance* **5th:** *commune; flame strike* **4th:** *banishment; guardian of faith; stone shape* **3rd:** *beacon of hope; dispel magic; glyph of warding* **2nd:** *aid; gentle repose; spiritual weapon* **1st:** *bless; command; guiding bolt; sanctuary*
Equipment	Mace; chain mail; shield; dagger; shortbow	*+1 mace;* *+1 chain mail;* shield; dagger; shortbow	*+2 mace;* *+2 chain mail;* shield; dagger; shortbow	*+3 mace;* *+3 chain mail;* shield; dagger; shortbow

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 80. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the

creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

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

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 16, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Clarida

Ranger / Druid
CR 7; XP 3,200



Overview

Nimble and confident, Clarida is actually the younger sister of Wyrida.

PC Replacement: Clarida

Clarida's motivation is linked to her older sister, but within that context, she is very flexible in how she pursues her life. This flexibility and the fact that she can be found anywhere in the Enclave allows her to be a useful replacement for deceased PCs, or as an opportunity for newly-joining players to take control of a PC.

Appearance & Demeanor

Clarida has intentionally styled her hair and dress so as to seem less like her sister. She typically lives and sleeps in leather, either armor or flexible clothing that she has fashioned from animals herself.

The ranger will eagerly engage in conversation with adventurers, or those who seem more interesting than her day-to-day life tends to be.

Background

Clarida feels as though she has ever lived in the shadow of her older sister's accomplishments. She enjoys no favor with the Council as her sister does, and has struggled hard to make sure she makes her own way in life.

It pains her that her sister has secured her current residence for her as a reward from the Council for a mission a few years ago.

Her goal is to establish a consistent, secure means of supporting herself in a way that is professionally satisfying... one that in no way involves her older sister!

Combat Tactics

Clarida seems confident, and will describe her many accomplishments with gusto. In reality, however, she has very little experience in battle, and her morale suffers quickly as a result.

When reduced to fewer than half her maximum hit points, she will falter, and consider running away if she can.

When at lower than 1/4 her max hp, she will flee regardless of how dangerous or ill-advised such an attempt may be.

Faction Memberships

Treekeepers.

Habits and Logistics

In the daytime, there is a **70%** chance she is roving about the Druid Forest outside the Enclave; this decreases to **40%** in the evenings.

When not outside the Enclave, she will be in her residence (p 357).

Conversation

Clarida will eagerly chat about just about any topic with the party.

What do you think of the Enclave?

"It's a lovely place. Beautiful, ever-growing, and filled with life, both within and outside. The Forests outside are among the most lush and wonderful environments I've ever seen."

What do you think of the Council of Elders?

"They're stuck up, think too highly of themselves, and

are more prone to infighting and serving their own agendas than in actually improving life in the Enclave."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"I know they mine the ore that makes the Enclave possible. What else have you heard?"

(Despite her sister's connections to the Council, and involvement in the Dark Obelisk 2 adventure, Clarida herself is blissfully unaware that anything disastrous has taken place in the mining city.)

Additional Attitude Modifiers

Modifier	Circumstance
+3	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-6	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-1	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+2	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: On Her Own Steam

Summary: Upon hearing about the possibility that an ill fate has befallen the mining town of Mondaria, Clarida will run away from the Enclave in a personal quest to discover what has occurred. The PCs can join her, or if they do not, are asked to follow her and rescue her.

Rewards: 1,000 gp / 2,500 gp / 5,000 gp / 8,000 gp; up to **2 Reward Stars**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: Clarida.

Kickoff: If the PCs have, and share with Clarida, any information about the city of Mondaria, her curiosity will be sparked. She will leave the very next morning on a journey to Mondaria to figure out what took place there.

Description:

No skill check is required to pick up on the fact that Clarida becomes instantly obsessed with Mondaria. If pressed, she will freely admit her plans.

- Any scenario in which Clarida returns from Mondaria alive rewards them with the full listed rewards.
- If the PCs do not immediately follow Clarida or ask to join her, her older sister Wyrida will approach the party the following day. Wyrida will point out that she heard the party spoke to her sister, and the rumor is that Clarida left for Mondaria. Wyrida tasks the PCs to follow her, and to try and keep her safe.
- If the PCs wish, they may offer to join Clarida in the mines. Treat this as Clarida joining the party in full support; her **Attitude Tracker** improves by **+10** if the party joins her.
- If the PCs do not follow Clarida to the mines, she will die there. If this occurs, Wyrida will know that the party had the chance to follow her, and her **Attitude Tracker** toward the party will suffer a **-15 penalty**.
- If Clarida dies in Mondaria, but the PCs had followed her or joined her initially, Wyrida will still grant the PCs half of the listed monetary reward for their efforts to keep her safe if they follow her. The party also benefits from **1 Reward Star** in this scenario.

Clarida

TN; Medium Humanoid (Half-Orc)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Size / Aln	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf
HP	25	37	63	88
Armor Class	17	18	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 10 (+2) **DEX** 20 (+7) **CON** 9 (-1) **INT** 13 (+1) **WIS** 15 (+1) **CHA** 15 (+2)	**STR** 12 (+4) **DEX** 20 (+8) **CON** 9 (-1) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 15 (+2)	**STR** 12 (+5) **DEX** 20 (+9) **CON** 11 (+0) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 15 (+2)	**STR** 12 (+6) **DEX** 20 (+10) **CON** 13 (+1) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
Languages	Common, Dwarvish, Elvish, Gnomish	Common, Dwarvish, Elvish, Gnomish, Draconic	Common, Dwarvish, Elvish, Gnomish, Draconic	Common, Dwarvish, Elvish, Gnomish, Draconic, Goblin
Attacks	**Melee** Longsword +2 (1d8) **Ranged** Crossbow, Hand) --> 30 ft.': -1 (1d6+5); 120 ft.': -1 (1d6+5) **Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	**Ranged** *+1 Crossbow, Hand*) --> 30 ft.': +1 (1d6+6); 120 ft.': +1 (1d6+6) **Melee** Longsword +4/+4 (1d8+1) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Ranged** *+2 Crossbow, Hand*) --> 30 ft.': +3 (1d6+7); 120 ft.': +3 (1d6+7) **Melee** Longsword +5/+5 (1d8+1) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Ranged** *+3 Crossbow, Hand*) --> 30 ft.': +5 (1d6+8); 120 ft.': +5 (1d6+8) **Melee** Longsword +6/+6 (1d8+1) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Fiends, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Archery, Aberrations, Fiends, Forest, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Volley, Archery, Aberrations, Fiends, Forest, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Stand Against the Tide, Steel Will, Superior Hunter's Defense, Vanish, Volley, Archery, Aberrations, Dragons, Fiends, Forest, Grassland, Mountain
Spell-casting	**Save DC 12; Spell Atk +4** **1st:** *alarm; detect poison and disease; fog cloud*	**Save DC 13; Spell Atk +5** **2nd:** *find traps; lesser restoration; pass without trace* **1st:** *alarm; detect poison and disease; fog cloud; longstrider*	**Save DC 14; Spell Atk +6** **3rd:** *nondetection; protection from energy; water walk* **2nd:** *find traps; lesser restoration; pass without trace* **1st:** *alarm; detect poison and disease; fog cloud; longstrider*	**Save DC 15; Spell Atk +7** **4th:** *freedom of movement; stoneskin* **3rd:** *nondetection; protection from energy; water walk* **2nd:** *find traps; lesser restoration; pass without trace* **1st:** *alarm; detect poison and disease; fog cloud; longstrider*
Equipment	Hand crossbow; crossbow bolts (20x); dagger; studded leather armor; longsword	*+1 hand crossbow;* crossbow bolts (20x); dagger; *+1 studded leather armor;* longsword	*+2 hand crossbow;* crossbow bolts (20x); dagger; *+2 studded leather armor;* longsword	*+3 hand crossbow;* crossbow bolts (20x); dagger; *+3 studded leather armor;* longsword

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are

magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Stand Against the Tide When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Steel Will You have advantage on saving throws against being frightened.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

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

Aberrations Advantage on Wisdom (Survival) checks to track Aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Dragons Advantage on Wisdom (Survival) checks to track Dragons, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Fiends Advantage on Wisdom (Survival) checks to track Fiends, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Wyrida

Ranger / Druid
CR 7; XP 3,200



Overview

Wyrida is a formidable warrior in the Druid Enclave's mission, and privy to much of its secrecy.

A favorite of the Council, she acts as a special operative when discretion is called for acting on the Enclave's will.

Wyrida plays a pivotal role in introducing the PCs to the separate adventure of ***Dark Obelisk 2: The Mondarian Elective***.

If your gaming group has encountered Wyrida in the context of that adventure, they will likely begin their relationship with the ranger much differently than those encountering her fresh within the Enclave itself.

For those gaming groups running **Druid Enclave** and **Dark Obelisk 2** together, running into Wyrida can trigger the Quest below, which integrates with the kickoff described in **DO2**.

Appearance & Demeanor

She is of middling height for a half-elf. Chin-length, straight, brown hair with a tint of green, though whether this effect is natural or cosmetically applied is unclear.

Her hair frames her face and hides her ears; this is intentional, both to hide the slight pointedness of her half-elven ears to obscure her ancestry, and to conceal the scars that besmirch her forehead, cheeks, and neck. They're not deep, but definitely present: they could be from a particularly nasty childhood incident in a poisoned briar patch... or something more sinister and recent.

Either way, she's certainly not telling. She seems a strong and silent type: stern and dedicated.

Background

She's a ranger, a rover, someone used to going alone, to getting the job done, and to returning. The Stranger always seems on a mission, even if that mission is as commonplace as securing an Inn for the evening: there is a manner about her, a resolve, a determination, that brooks few questions and little argument. She may be attractive, or not; it's hard to say, since her demeanor and approach to things speaks little as to her predilections for romance.

Deep within, she yearns in an abstract way for something to return home to—but though whether that means a lover, a spouse, a family, a business, a church, or something else, she couldn't articulate, even if she was given to such discussion.

Wyrida is not taken to beliefs, premonitions, or other divintations. But the hunter, the forager, and the wild traveler within her knows a bad thing when she sees it. She has family, in that city; but for them, this may have been the first mission she refused to undertake, for fear... not of failure, but of what the truth might reveal. Savvy adventurers in the group will read this in her face, as she tries to conceal it like the scars that lie just beneath the wispy covering of her hair.

Combat Tactics

Calculating, experienced, and wise, Wyrida will conquer nearly any foe, and if this seems improbable, will quietly disappear.

Faction Memberships

Leaf Whisperers.

Habits and Logistics

In the daytime, there is an **60%** chance she is roving the wilds outside of the Enclave; this decreases to **30%** in the evenings.

When not in the wild or on assignment, she can be found in her residence (p 355).

Conversation

Wyrida's replies in conversation tend to be short, almost curt; this is typically because she has something else to focus on that she would rather turn her attention to.

What do you think of the Enclave?

"It's a noble ideal. Falls short of that much of the time, and individually, there will always be a variety of personal goals and backgrounds. But it's as righteous a foundation as I've yet encountered."

What do you think of the Council of Elders?

"They are people, individually, but together, they balance out each other's rough edges, and more often than not, end up coalescing to truly try and make life better for citizens of the Enclave. Some may question their methods, or the approaches that they sanction, but their results can hardly be questioned."

Do you know anything about the city of Mondaria, its mines, or the Elven Administration or the Dwarven Mining Union?
(this is only applicable if the PCs are engaged in, or are aware of, Mondaria City in relation to the Dark Obelisk 2 adventure)

"Mondaria is an absolutely essential element of the Enclave. We rely upon the mining city to produce ore, which we use for manufacturing and revenue to help maintain the institution."
(any PC may make a ***Sense Motive*** *check. This is opposed by Wyrida's* ***Bluff****, with a +3 circumstance bonus to the ranger.*

Success on the part of a PC means they sense that Wyrida knows much more than she lets on.

Note that this can trigger the Quest, below.)

Additional Attitude Modifiers

Modifier	Circumstance
+1	Party engages in polite conversation with this NPC, and listens to the response. *(Limited to a single instance.)*
-8	Party takes a direct and explicit action against the Enclave, its leadership, or its security forces, within sight of this NPC.
-3	Party presses for answers where it is clear that the NPC does not wish to engage further on the topic. *(Penalty incurred each time it occurs, with no limit.)*
+3	Party speaks favorably of the Enclave, life here, or something else positive about the city in which the NPC lives their life.

Quests & Encounters

Quest: Mining the Truth

Summary: The PCs can help Wyrida establish the truth about the mining city of Mondaria and the disaster that has befallen it.

It should be noted that this Quest is a hook into the separate mega-adventure ***Dark Obelisk 2: The Mondarian Elective***. This separate adventure book is required to run this Quest in full.

However, you can still run this Quest even if you have no plan to integrate the Druid Enclave with Dark Obelisk 2.

If your gaming group has already encountered Mondaria City in the course of running Dark Obelisk 2, they will already have encountered Wyrida.

Rewards: 1,500 gp / 3,000 gp / 5,000 gp / 7,500 gp; up to **2 Reward Stars**.

Locations: Anywhere in the Druid Enclave.

Key NPCs: Wyrida.

Kickoff: If the PCs have already encountered Wyrida "on the road" to Mondaria in the Dark Obelisk 2 adventure, this Quest is automatically triggered.

Outside of that context, if they speak with Wyrida about Mondaria, and use the skill check mentioned above to detect her hiding information, they can press for more details, and launch this Quest in that manner.

Description:

Wyrida will reward the party for discovering the truth about what happened to the mining city.

Ignoring the Quest has no immediate impact. The PCs may return to pursue the Quest at any later point.

If your gaming group has no intention to run the ***Dark Obelisk 2*** adventure, you can model "discovering the truth" by completing one or more other Quests in this book related to the mining city of Mondaria. Returning to Wyrida with this information fulfills the Quest and grants them the listed rewards.

If the party ventures to Mondaria and determines what took place there, returning to Wyrida (or immediately following the conclusion of that adventure, if the ranger has accompanied them to the mines) grants them the listed rewards.

The party may also request Wyrida's assistance in accompanying them into the mines. This grants the PCs a valuable and capable ally, but requires that they pass a skill check to convince the ranger to join them: **Diplomacy**, opposed by Wyrida's **Bluff**. Success means they have convinced the ranger of the value of her joining them; failure means she stays behind in the Enclave.

The PCs may re-attempt this check, but suffer a stacking **-1 circumstance penalty** to each successive check.

Wyrida

LN; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Size / Aln	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf
HP	23	48	79	103
Armor Class	17	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 14 (+4) DEX 20 (+7) CON 10 (+0) INT 13 (+1) WIS 20 (+5) CHA 13 (+1)	STR 14 (+5) DEX 20 (+8) CON 10 (+0) INT 13 (+1) WIS 20 (+5) CHA 15 (+2)	STR 14 (+6) DEX 20 (+9) CON 10 (+0) INT 13 (+1) WIS 20 (+5) CHA 17 (+3)	STR 16 (+8) DEX 20 (+10) CON 10 (+0) INT 13 (+1) WIS 20 (+5) CHA 17 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 17	Passive Perception 18	Passive Perception 19	Passive Perception 20
Languages	Common, Dwarvish, Elvish, Gnomish			
Attacks	**Ranged** Longbow) --> 150 ft.': +7 (1d8+5); 600 ft.': +7 (1d8+5) **Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5) **Melee** Spear +7 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +7 (1d6+5); 60 ft.': +7 (1d6+5)	**Ranged** *+1 Longbow* --> 150 ft.': +9/+9 (1d8+6); 600 ft.': +9/+9 (1d8+6) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Melee** Spear +8/+8 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +8/+8 (1d6+5); 60 ft.': +8/+8 (1d6+5)	**Ranged** *+2 Longbow*) --> 150 ft.': +11/+11 (1d8+7); 600 ft.': +11/+11 (1d8+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Melee** Spear +9/+9 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +9/+9 (1d6+5); 60 ft.': +9/+9 (1d6+5)	**Ranged** *+3 Longbow*) --> 150 ft.': +13/+13 (1d8+8); 600 ft.': +13/+13 (1d8+8) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5) **Melee** Spear +10/+10 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +10/+10 (1d6+5); 60 ft.': +10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Aberrations, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Aberrations, Monstrosities, Mountain, Underdark	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Whirlwind Attack, Dueling, Aberrations, Monstrosities, Forest, Mountain, Underdark	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Stand Against the Tide, Superior Hunter's Defense, Vanish, Whirlwind Attack, Dueling, Aberrations, Monstrosities, Oozes, Forest, Mountain, Underdark
Spell-casting	**Save DC 15; Spell Atk +7** **1st:** *cure wounds; fog cloud; longstrider*	**Save DC 16; Spell Atk +8** **2nd:** *barkskin; find traps; pass without trace* **1st:** *cure wounds; fog cloud; longstrider; speak with animals*	**Save DC 17; Spell Atk +9** **3rd:** *nondetection; water breathing; wind wall* **2nd:** *barkskin; find traps; pass without trace* **1st:** *cure wounds; fog cloud; longstrider; speak with animals*	**Save DC 18; Spell Atk +10** **4th:** *freedom of movement; stoneskin* **3rd:** *nondetection; water breathing; wind wall* **2nd:** *barkskin; find traps; pass without trace* **1st:** *cure wounds; fog cloud; longstrider; speak with animals*
Equipment	Longbow; studded leather armor; dagger; spear	*+1 longbow;* *+1 studded leather armor;* dagger; spear	*+2 longbow;* *+2 studded leather armor;* dagger; spear	*+3 longbow;* *+3 studded leather armor;* dagger; spear

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Escape the Horde Opportunity attacks against you are made with disadvantage.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

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Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In

addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Stand Against the Tide When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Aberrations Advantage on Wisdom (Survival) checks to track Aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Monstrosities Advantage on Wisdom (Survival) checks to track Monstrosities, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

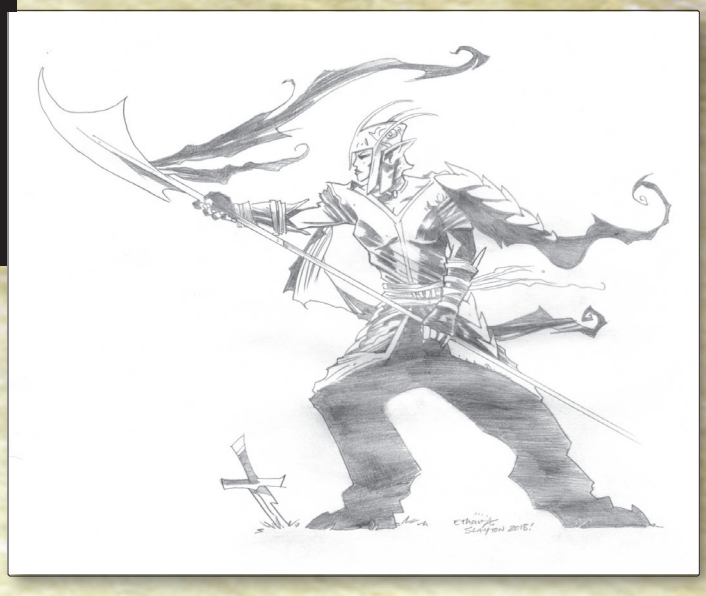
Oozes Advantage on Wisdom (Survival) checks to track Oozes, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Common NPCs

Anointed Guard

Enclave Security

LG; Medium Humanoid (Half-Elf)



	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Paladin 4	Paladin 8	Paladin 12	Paladin 16
Size / Aln	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf
HP	25	53	68	87
Armor Class	16	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 18 (+4) DEX 13 (+1) CON 10 (+0) INT 9 (-1) WIS 9 (+1) CHA 18 (+6)	STR 20 (+5) DEX 13 (+1) CON 10 (+0) INT 9 (-1) WIS 9 (+2) CHA 18 (+7)	STR 20 (+5) DEX 15 (+2) CON 10 (+0) INT 9 (-1) WIS 9 (+3) CHA 18 (+8)	STR 20 (+5) DEX 17 (+3) CON 10 (+0) INT 9 (-1) WIS 9 (+4) CHA 18 (+9)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 Armor - Disad on Stealth	Passive Perception 9 Armor - Disad on Stealth	Passive Perception 9 Armor - Disad on Stealth	Passive Perception 9 Armor - Disad on Stealth
Languages	Common, Dwarvish, Elvish			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** Halberd +6 (1d10+4) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Ranged** Crossbow, Heavy) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1)	**Melee** *+1 Halberd* +9/+9 (1d10+6) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1)	**Melee** *+2 Halberd* +11/+11 (1d10+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6 (1d10+2); 400 ft.': +6/+6 (1d10+2)	**Melee** *+3 Halberd* +13/+13 (1d10+8) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5) **Ranged** Crossbow, Heavy) --> 100 ft.': +8/+8 (1d10+3); 400 ft.': +8/+8 (1d10+3)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Protection	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Protection	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Protection	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Cleansing Touch, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Purity of Spirit, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Protection
Spell-casting	**Save DC 17; Spell Atk +9** **1st:** *command; detect magic; divine favor*	**Save DC 17; Spell Atk +9** **2nd:** *aid; lesser restoration; locate object* **1st:** *command; detect magic; divine favor; heroism*	**Save DC 17; Spell Atk +9** **3rd:** *daylight; dispel magic; remove curse* **2nd:** *aid; lesser restoration; locate object* **1st:** *command; detect magic; divine favor; heroism*	**Save DC 17; Spell Atk +9** **4th:** *death ward; locate creature* **3rd:** *daylight; dispel magic; remove curse* **2nd:** *aid; lesser restoration; locate object* **1st:** *command; detect magic; divine favor; heroism*
Equipment	Halberd; chainmail; heavy crossbow; crossbow bolts (10x); dagger	*+1 halberd;* *+1 chainmail;* heavy crossbow; crossbow bolts (10x); dagger	*+2 halberd;* *+2 chainmail;* heavy crossbow; crossbow bolts (10x); dagger	*+3 halberd;* *+3 chainmail;* heavy crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Aura of Courage Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Aura of Devotion Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

Aura of Protection Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to 4. You must be conscious to grant this bonus.

Channel Divinity Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Cleansing Touch Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can

use this feature 4 times. You regain expended uses when you finish a long rest.

Divine Health By 3rd level, the divine magic flowing through you makes you immune to disease.

Divine Sense The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 5 times. When you finish a long rest, you regain all expended uses.

Divine Smite Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Divine Smite By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Lay on Hands Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 80. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Oath of Devotion The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels-the perfect servants of good-as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

Purity of Spirit Beginning at 15th level, you are always under the effects of a protection from evil and good spell.

Sacred Weapon As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add +4 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

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

Ashleaf Serrator

Thornpriests

LG; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Monk 4	Monk 8	Monk 12	Monk 16
Size / Aln	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf
HP	15	40	57	81
Armor Class	13	13	14	14
Speed	Walk 40'	Walk 45'	Walk 50'	Walk 55'
Ability Scores / Saves	**STR** 11 (+2) **DEX** 13 (+3) **CON** 9 (-1) **INT** 17 (+3) **WIS** 15 (+2) **CHA** 7 (-2)	**STR** 11 (+3) **DEX** 13 (+4) **CON** 11 (+0) **INT** 17 (+3) **WIS** 15 (+2) **CHA** 7 (-2)	**STR** 11 (+4) **DEX** 13 (+5) **CON** 11 (+0) **INT** 17 (+3) **WIS** 17 (+3) **CHA** 7 (-2)	**STR** 13 (+6) **DEX** 13 (+6) **CON** 11 (+5) **INT** 17 (+8) **WIS** 17 (+8) **CHA** 7 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 +2 Flute	Passive Perception 15 +3 Flute	Passive Perception 17 +4 Flute	Passive Perception 18 +5 Flute
Languages	Common, Elvish, Halfling	Common, Elvish, Halfling	Common, Elvish, Halfling	Abyssal, Celestial, Common, Deep Speech, Draconic, Druidic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Infernal, Orc, Primordial, Sylvan, Undercommon
Attacks	**Unarmed** Attack +3 (1d4+1 20/x2; 5 ft.) **Melee** Shortsword +3 (1d6+1) **Ranged** Sling) --> 30 ft.': -7 (1d4+1); 120 ft.': -7 (1d4+1)	**Unarmed** Attack +4/+4 (1d6+1 20/x2; 5 ft.) **Ranged** Sling) --> 30 ft.': -6 (1d4+1); 120 ft.': -6 (1d4+1) **Melee** *+1 Shortsword* +5/+5 (1d6+2)	**Unarmed** Attack +5/+5 (1d8+1 20/x2; 5 ft.) **Ranged** Sling) --> 30 ft.': -5 (1d4+1); 120 ft.': -5 (1d4+1) **Melee** *+2 Shortsword* +7/+7 (1d6+3)	**Unarmed** Attack +5/+5 (1d8+1 20/x2; 5 ft.) **Ranged** Sling) --> 30 ft.': -5 (1d4+1); 120 ft.': -5 (1d4+1) **Melee** *+3 Shortsword* +7/+7 (1d6+3)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Flurry of Blows, Ki, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Unarmored Defense, Unarmored Movement, Way of the Open Hand	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Diamond Soul, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Timeless Body, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body
Spell-casting	-	-	-	-
Equipment	Shortsword; sling; sling bullets (20x)	*+1 shortsword;* sling; sling bullets (20x)	*+2 shortsword;* sling; sling bullets (20x)	*+3 shortsword;* sling; sling bullets (20x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Deflect Missiles Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 5. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

Flurry of Blows Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Ki Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 4 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 12

Martial Arts At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: * You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. * You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. * When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5.

Open Hand Technique Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: * It must succeed on a Dexterity saving throw or be knocked prone. * It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. * It can't take reactions until the end of your next turn.

Patient Defense You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Slow Fall Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by 20.

Step of the Wind You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Defense Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Unarmored Movement Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

Way of the Open Hand Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Barkbringer

Treekeepers

CG; Medium Humanoid (Half-Orc)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Barbarian 4	Barbarian 8	Barbarian 12	Barbarian 16
Size / Aln	Medium CG Half-Orc	Medium CG Half-Orc	Medium CG Half-Orc	Medium CG Half-Orc
HP	29	77	113	158
Armor Class	15	16	17	18
Speed	Walk 30'	Walk 40'	Walk 40'	Walk 40'
Ability Scores / Saves	**STR** 18 (+6) **DEX** 13 (+1) **CON** 13 (+3) **INT** 9 (-1) **WIS** 14 (+2) **CHA** 8 (-1)	**STR** 20 (+8) **DEX** 13 (+1) **CON** 13 (+4) **INT** 9 (-1) **WIS** 14 (+2) **CHA** 8 (-1)	**STR** 20 (+9) **DEX** 13 (+1) **CON** 15 (+6) **INT** 9 (-1) **WIS** 14 (+2) **CHA** 8 (-1)	**STR** 20 (+10) **DEX** 13 (+1) **CON** 17 (+8) **INT** 9 (-1) **WIS** 14 (+2) **CHA** 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
Languages	Common, Orc			
Attacks	**Melee** Greatsword +6 (2d6+4) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Ranged** Longbow) --> 150 ft.': +3 (1d8+1); 600 ft.': +3 (1d8+1)	**Melee** *+1 Greatsword* +9/+9 (2d6+6) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Ranged** Longbow) --> 150 ft.': +4/+4 (1d8+1); 600 ft.': +4/+4 (1d8+1)	**Melee** *+2 Greatsword* +11/+11 (2d6+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Ranged** Longbow) --> 150 ft.': +5/+5 (1d8+1); 600 ft.': +5/+5 (1d8+1)	**Melee** *+3 Greatsword* +13/+13 (2d6+8) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5) **Ranged** Longbow) --> 150 ft.': +6/+6 (1d8+1); 600 ft.': +6/+6 (1d8+1)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Danger Sense, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greatsword; breastplate; longbow; arrows (20x); dagger	*+1 greatsword;* *+1 breastplate;* longbow; arrows (20x); dagger	*+2 greatsword;* *+2 breastplate;* longbow; arrows (20x); dagger	*+3 greatsword;* *+3 breastplate;* longbow; arrows (20x); dagger

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Persistent Rage Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 4. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Barkguard

Treekeepers

CN; Medium Humanoid (Human)



	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Barbarian 4	Barbarian 8	Barbarian 12	Barbarian 16
Size / Aln	Medium CN Human	Medium CN Human	Medium CN Human	Medium CN Human
HP	43	68	99	137
Armor Class	13	14	16	17
Speed	Walk 30'	Walk 40'	Walk 40'	Walk 40'
Ability Scores / Saves	**STR** 18 (+6) **DEX** 13 (+1) **CON** 15 (+4) **INT** 7 (-2) **WIS** 8 (-1) **CHA** 13 (+1)	**STR** 20 (+8) **DEX** 13 (+1) **CON** 15 (+5) **INT** 7 (-2) **WIS** 8 (-1) **CHA** 13 (+1)	**STR** 20 (+9) **DEX** 15 (+2) **CON** 15 (+6) **INT** 7 (-2) **WIS** 8 (-1) **CHA** 13 (+1)	**STR** 20 (+10) **DEX** 17 (+3) **CON** 15 (+7) **INT** 7 (-2) **WIS** 8 (-1) **CHA** 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-

	Low	Moderate	Advanced	Elite
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Dwarvish			
Attacks	**Melee** Greatclub +6 (1d8+4) **Melee** Light Hammer +6 (1d4+4) **Ranged** Light Hammer (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Melee** *+1 Greatclub* +9/+9 (1d8+6) **Melee** Light Hammer +8/+8 (1d4+5) **Ranged** Light Hammer (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *+2 Greatclub* +11/+11 (1d8+7) **Melee** Light Hammer +9/+9 (1d4+5) **Ranged** Light Hammer (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Greatclub* +13/+13 (1d8+8) **Melee** Light Hammer +10/+10 (1d4+5) **Ranged** Light Hammer (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Ability Score Increase, Languages, Ability Score Improvement, Danger Sense, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Languages, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense	Ability Score Increase, Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greatclub; hide armor; light hammer (3x)	*+1 greatclub;* *+1 hide armor;* light hammer (3x)	*+2 greatclub;* *+2 hide armor;* light hammer (3x)	*+3 greatclub;* *+3 hide armor;* light hammer (3x)

Special Abilities

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Persistent Rage Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 4. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Black Market Guard

The Moss

LE; Medium Humanoid (Dwarf)



	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)
HP	26	44	98	90
Armor Class	16	17	19	20
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 13 (+1) DEX 18 (+6) CON 13 (+1) INT 13 (+3) WIS 9 (-1) CHA 8 (-1)	STR 15 (+2) DEX 18 (+7) CON 13 (+1) INT 13 (+4) WIS 9 (-1) CHA 8 (-1)	STR 17 (+3) DEX 20 (+9) CON 13 (+1) INT 13 (+5) WIS 9 (-1) CHA 8 (-1)	STR 19 (+4) DEX 20 (+10) CON 13 (+1) INT 13 (+6) WIS 9 (-1) CHA 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11 +4 Thieves' Tools	Passive Perception 12 +6 Thieves' Tools	Passive Perception 13 +8 Thieves' Tools	Passive Perception 14 +10 Thieves' Tools

	Low	Moderate	Advanced	Elite
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Mace +3 (1d6+1) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+4); 320 ft.': +6 (1d8+4)	**Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *+1 Mace* +6 (1d6+3) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+4); 320 ft.': +7 (1d8+4)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Mace* +9 (1d6+5) **Ranged** Crossbow, Light) --> 80 ft.': +9 (1d8+5); 320 ft.': +9 (1d8+5)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Mace* +12 (1d6+7) **Ranged** Crossbow, Light) --> 80 ft.': +10 (1d8+5); 320 ft.': +10 (1d8+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Warhammer			
Special Qualities	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Mace; dagger; studded leather armor; light crossbow; crossbow bolts (10x)	*+1 mace;* dagger; *+1 studded leather armor;* light crossbow; crossbow bolts (10x)	*+2 mace;* dagger; *+2 studded leather armor;* light crossbow; crossbow bolts (10x)	*+3 mace;* dagger; *+3 studded leather armor;* light crossbow; crossbow bolts (10x)

Special Abilities

Brewer's Supplies Proficient with Artisan Brewer's Supplies.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Bladedancer

Katkalls

NE; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Bard 4	Bard 8	Bard 12	Bard 16
Size / Aln	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)	Medium NE Elf (High)
HP	31	43	79	93
Armor Class	17	18	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 11 (+0) DEX 20 (+7) CON 10 (+0) INT 14 (+2) WIS 7 (-2) CHA 15 (+4)	STR 11 (+0) DEX 20 (+8) CON 10 (+0) INT 14 (+2) WIS 7 (-2) CHA 17 (+6)	STR 13 (+1) DEX 20 (+9) CON 10 (+0) INT 14 (+2) WIS 7 (-2) CHA 17 (+7)	STR 15 (+2) DEX 20 (+10) CON 10 (+0) INT 14 (+2) WIS 7 (-2) CHA 17 (+8)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 +2 Bagpipes, Drum, Lute	Passive Perception 11 +3 Bagpipes, Drum, Lute	Passive Perception 16 +4 Bagpipes, Drum, Lute	Passive Perception 18 +5 Bagpipes, Drum, Lute
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5) **Melee** Rapier +7 (1d8+5) **Ranged** Shortbow) --> 30 ft.': +7 (1d6+5); 120 ft.': +7 (1d6+5)	**Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Melee** *+1 Rapier* +9 (1d8+6) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+5); 120 ft.': +8 (1d6+5)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Rapier* +11 (1d8+7) **Ranged** Shortbow) --> 30 ft.': +9 (1d6+5); 120 ft.': +9 (1d6+5)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Rapier* +13 (1d8+8) **Ranged** Shortbow) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Cutting Words, Expertise, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
Spell-casting	**Save DC 12; Spell Atk +4** **2nd:** *enhance ability; invisibility; knock* **1st:** *charm person; faerie fire; lonstrider; jump*	**Save DC 14; Spell Atk +6** **4th:** *dimension door; freedom of movement; greater invisibility* **3rd:** *hypnotic pattern; nondetection; stinking cloud* **2nd:** *enhance ability; invisibility; knock* **1st:** *charm person; faerie fire; lonstrider; jump*	**Save DC 15; Spell Atk +7** **6th:** *irresistible dance* **5th:** *mislead; seeming* **4th:** *dimension door; freedom of movement; greater invisibility* **3rd:** *hypnotic pattern; nondetection; stinking cloud* **2nd:** *enhance ability; invisibility; knock* **1st:** *charm person; faerie fire; lonstrider; jump*	**Save DC 16; Spell Atk +8** **8th:** *power word stun* **7th:** *teleport* **6th:** *irresistible dance* **5th:** *mislead; seeming* **4th:** *dimension door; freedom of movement; greater invisibility* **3rd:** *hypnotic pattern; nondetection; stinking cloud* **2nd:** *enhance ability; invisibility; knock* **1st:** *charm person; faerie fire; lonstrider; jump*
Equipment	Rapier; dagger; studded leather armor; shortbow arrows (20x)	*+1 rapier;* dagger; *+1 studded leather armor;* shortbow arrows (20x)	*+2 rapier;* dagger; *+2 studded leather armor;* shortbow arrows (20x)	*+3 rapier;* dagger; *+3 studded leather armor;* shortbow arrows (20x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 3. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Bladeranger

Elven Administration

CN; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Size / Aln	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf
HP	18	43	79	116
Armor Class	17	18	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 10 (+2) **DEX** 20 (+7) **CON** 10 (+0) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 8 (-1)	**STR** 12 (+4) **DEX** 20 (+8) **CON** 10 (+0) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 8 (-1)	**STR** 12 (+5) **DEX** 20 (+9) **CON** 12 (+1) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 8 (-1)	**STR** 14 (+7) **DEX** 20 (+10) **CON** 12 (+1) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
Languages	Common, Dwarvish, Elvish, Goblin			
Attacks	**Ranged** Longbow) --> 150 ft.': +9 (1d8+5); 600 ft.': +9 (1d8+5) **Melee** Shortsword +7 (1d6+5) **Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	**Ranged** *+1 Longbow*) --> 150 ft.': +11/+11 (1d8+6); 600 ft.': +11/+11 (1d8+6) **Melee** Shortsword +8/+8 (1d6+5) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Ranged** *+2 Longbow*) --> 150 ft.': +13/+13 (1d8+7); 600 ft.': +13/+13 (1d8+7) **Melee** Shortsword +9/+9 (1d6+5) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Ranged** *+3 Longbow*) --> 150 ft.': +15/+15 (1d8+8); 600 ft.': +15/+15 (1d8+8) **Melee** Shortsword +10/+10 (1d6+5) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Plants, Desert	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Monstrosities, Plants, Desert, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Volley, Archery, Monstrosities, Plants, Coast, Desert, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Superior Hunter's Defense, Uncanny Dodge, Vanish, Volley, Archery, Dragons, Monstrosities, Plants, Coast, Desert, Forest
Spell-casting	**Save DC 12; Spell Atk +4** **1st:** *cure wounds; fog cloud; jump*	**Save DC 13; Spell Atk +5** **2nd:** *barkskin; lesser restoration; silence* **1st:** *cure wounds; fog cloud; jump; speak with animals*	**Save DC 14; Spell Atk +6** **3rd:** *daylight; plant growth; water breathing* **2nd:** *barkskin; lesser restoration; silence* **1st:** *cure wounds; fog cloud; jump; speak with animals*	**Save DC 15; Spell Atk +7** **4th:** *freedom of movement; stoneskin* **3rd:** *daylight; plant growth; water breathing* **2nd:** *barkskin; lesser restoration; silence* **1st:** *cure wounds; fog cloud; jump; speak with animals*
Equipment	Longbow; arrows (20x); studded leather armor; shortsword; dagger	*+1 longbow;* arrows (20x); *+1 studded leather armor;* shortsword; dagger	*+2 longbow;* arrows (20x); *+2 studded leather armor;* shortsword; dagger	*+3 longbow;* arrows (20x); *+3 studded leather armor;* shortsword; dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Escape the Horde Opportunity attacks against you are made with disadvantage.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural

environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Uncanny Dodge When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

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

Dragons Advantage on Wisdom (Survival) checks to track Dragons, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Monstrosities Advantage on Wisdom (Survival) checks to track Monstrosities, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Plants Advantage on Wisdom (Survival) checks to track Plants, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Blightbringer

Treekeeper, Dwarven Mining Union

NE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Druid 4	Druid 8	Druid 12	Druid 16
Size / Aln	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)	Medium NE Dwarf (Hill)
HP	28	56	84	109
Armor Class	13	14	15	16
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 15 (+2) **DEX** 8 (-1) **CON** 11 (+0) **INT** 7 (+0) **WIS** 20 (+7) **CHA** 12 (+1)	**STR** 17 (+3) **DEX** 8 (-1) **CON** 11 (+0) **INT** 7 (+1) **WIS** 20 (+8) **CHA** 12 (+1)	**STR** 19 (+4) **DEX** 8 (-1) **CON** 11 (+0) **INT** 7 (+2) **WIS** 20 (+9) **CHA** 12 (+1)	**STR** 20 (+5) **DEX** 9 (-1) **CON** 11 (+0) **INT** 7 (+3) **WIS** 20 (+10) **CHA** 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 +2 Herbaliskm Kit	Passive Perception 15 +3 Herbaliskm Kit	Passive Perception 15 +4 Herbaliskm Kit	Passive Perception 15 +5 Herbaliskm Kit
Languages	Common, Druidic, Dwarvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Spear +4 (1d6+2) **Ranged** Spear (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2) **Ranged** Sling) --> 30 ft.': +1 (1d4-1); 120 ft.': +1 (1d4-1)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Ranged** Sling) --> 30 ft.': +2 (1d4-1); 120 ft.': +2 (1d4-1) **Melee** *+1 Spear* (+7 (1d6+4) **Melee** *+1 Spear* 20 ft.': +7 (1d6+4); 60 ft.': +7 (1d6+4)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Ranged** Sling) --> 30 ft.': +3 (1d4-1); 120 ft.': +3 (1d4-1) **Melee** *+2 Spear* +10 (1d6+6) **Ranged** *+2 Spear* 20 ft.': +10 (1d6+6); 60 ft.': +10 (1d6+6)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** Sling) --> 30 ft.': +4 (1d4-1); 120 ft.': +4 (1d4-1) **Melee** *+3 Spear* +13 (1d6+8) **Ranged** *+3 Spear* 20 ft.': +13 (1d6+8); 60 ft.': +13 (1d6+8)
Special	-	-	-	-
Proficiencies	Battleaxe, Club, Dagger, Dart, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear, Warhammer			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *flame blade; gust of wind; hold person* **1st:** *entangle; fog cloud; speak with animals; thunderwave*	**Save DC 16; Spell Atk +8** **4th:** *dominate beast; giant insect; ice storm* **3rd:** *dispel magic; sleet storm; wind wall* **2nd:** *flame blade; gust of wind; hold person* **1st:** *entangle; fog cloud; speak with animals; thunderwave*	**Save DC 17; Spell Atk +9** **6th:** *sunbeam* **5th:** *insect plague; tree stride* **4th:** *dominate beast; giant insect; ice storm* **3rd:** *dispel magic; sleet storm; wind wall* **2nd:** *flame blade; gust of wind; hold person* **1st:** *entangle; fog cloud; speak with animals; thunderwave*	**Save DC 18; Spell Atk +10** **8th:** *sunburst* **7th:** *fire storm* **6th:** *sunbeam* **5th:** *insect plague; tree stride* **4th:** *dominate beast; giant insect; ice storm* **3rd:** *dispel magic; sleet storm; wind wall* **2nd:** *flame blade; gust of wind; hold person* **1st:** *entangle; fog cloud; speak with animals; thunderwave*
Equipment	Dagger; hide armor; shield; sling; sling bullets (20x); spear	Dagger; *+1 hide armor;* shield; sling; sling bullets (20x); *+1 spear*	Dagger; *+2 hide armor;* shield; sling; sling bullets (20x); *+2 spear*	Dagger; *+3 hide armor;* shield; sling; sling bullets (20x); *+3 spear*

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 8. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Branchwalker

Treekeeper

NG; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Druid 4	Druid 8	Druid 12	Druid 16
Size / Aln	Medium NG Human	Medium NG Human	Medium NG Human	Medium NG Human
HP	22	40	45	71
Armor Class	14	16	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+0) DEX 13 (+1) CON 9 (-1) INT 13 (+3) WIS 18 (+6) CHA 13 (+1)	STR 10 (+0) DEX 15 (+2) CON 9 (-1) INT 13 (+4) WIS 18 (+7) CHA 13 (+1)	STR 10 (+0) DEX 17 (+3) CON 9 (-1) INT 13 (+5) WIS 18 (+8) CHA 13 (+1)	STR 10 (+0) DEX 17 (+3) CON 11 (+0) INT 13 (+6) WIS 18 (+9) CHA 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 +2 Herbalism Kit	Passive Perception 14 +3 Herbalism Kit	Passive Perception 14 +4 Herbalism Kit	Passive Perception 14 +5 Herbalism Kit
Languages	Common, Druidic, Dwarvish			
Attacks	**Melee** Spear +3 (1d6+1) **Ranged** Spear (Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1) **Ranged** Sling) --> 30 ft.': +3 (1d4+1); 120 ft.': +3 (1d4+1) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** *+1 Spear* +6 (1d6+3) **Ranged** *+1 Spear* 20 ft.': +6 (1d6+3); 60 ft.': +6 (1d6+3) **Ranged** Sling) --> 30 ft.': +5 (1d4+2); 120 ft.': +5 (1d4+2) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Melee** *+2 Spear* +9 (1d6+5) **Ranged** *+2 Spear* 20 ft.': +9 (1d6+5); 60 ft.': +9 (1d6+5) **Ranged** Sling) --> 30 ft.': +7 (1d4+3); 120 ft.': +7 (1d4+3) **Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3)	**Melee** *+3 Spear* +11 (1d6+6) **Ranged** *+3 Spear* 20 ft.': +11 (1d6+6); 60 ft.': +11 (1d6+6) **Ranged** Sling) --> 30 ft.': +8 (1d4+3); 120 ft.': +8 (1d4+3) **Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *flame blade; lesser restoration; moonbeam* **1st:** *cure wounds; fog cloud; jump; thunderwave*	**Save DC 15; Spell Atk +7** **4th:** *blight; conjure woodland beings; giant insect* **3rd:** *conjure animals; speak with plants; water walk* **2nd:** *flame blade; lesser restoration; moonbeam* **1st:** *cure wounds; fog cloud; jump; thunderwave*	**Save DC 16; Spell Atk +8** **6th:** *move earth* **5th:** *contagion; tree stride* **4th:** *blight; conjure woodland beings; giant insect* **3rd:** *conjure animals; speak with plants; water walk* **2nd:** *flame blade; lesser restoration; moonbeam* **1st:** *cure wounds; fog cloud; jump; thunderwave*	**Save DC 17; Spell Atk +9** **8th:** *feeblemind* **7th:** *regenerate* **6th:** *move earth* **5th:** *contagion; tree stride* **4th:** *blight; conjure woodland beings; giant insect* **3rd:** *conjure animals; speak with plants; water walk* **2nd:** *flame blade; lesser restoration; moonbeam* **1st:** *cure wounds; fog cloud; jump; thunderwave*
Equipment	Spear; leather armor; shield; sligh; sling bullets (20x); dagger	*+1 spear;* *+1 leather armor;* shield; sligh; sling bullets (20x); dagger	*+2 spear;* *+2 leather armor;* shield; sligh; sling bullets (20x); dagger	*+3 spear;* *+3 leather armor;* shield; sligh; sling bullets (20x); dagger

Special Abilities

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 17. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 8. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example,

if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Cataclyst

Thornpriest

LE; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Sorcerer 4	Sorcerer 8	Sorcerer 12	Sorcerer 16
Size / Aln	Small LE Halfling (Lightfoot)	Small LE Halfling (Lightfoot)	Small LE Halfling (Lightfoot)	Small LE Halfling (Lightfoot)
HP	22	44	58	90
Armor Class	15	17	18	18
Speed	Walk 25’	Walk 25’	Walk 25’	Walk 25’; Fly 25’
Ability Scores / Saves	**STR** 10 (+0) **DEX** 14 (+2) **CON** 10 (+2) **INT** 7 (-2) **WIS** 15 (+2) **CHA** 17 (+5)	**STR** 8 (-1) **DEX** 18 (+4) **CON** 10 (+3) **INT** 7 (-2) **WIS** 15 (+2) **CHA** 17 (+6)	**STR** 8 (-1) **DEX** 20 (+5) **CON** 10 (+4) **INT** 7 (-2) **WIS** 15 (+2) **CHA** 17 (+7)	**STR** 8 (-1) **DEX** 20 (+5) **CON** 12 (+6) **INT** 7 (-2) **WIS** 15 (+2) **CHA** 17 (+8)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12	Passive Perception 12	Passive Perception 12	Passive Perception 12
Languages	Common, Draconic, Halfling			
Attacks	**Ranged** Dart (Small)) --> 20 ft.’: -2 (1d4+2); 80 ft.’: -2 (1d4+2) **Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.’: +4 (1d4+2); 60 ft.’: +4 (1d4+2)	**Ranged** Dart (Small)) --> 20 ft.’: +1 (1d4+4); 80 ft.’: +1 (1d4+4) **Melee** *+1 Dagger* +8 (1d4+5) **Ranged** *+1 Dagger* 20 ft.’: +8 (1d4+5); 60 ft.’: +8 (1d4+5)	**Ranged** Dart (Small)) --> 20 ft.’: +3 (1d4+5); 80 ft.’: +3 (1d4+5) **Melee** *+2 Dagger* +11 (1d4+7) **Ranged** *+2 Dagger* 20 ft.’: +11 (1d4+7); 60 ft.’: +11 (1d4+7)	**Ranged** Dart (Small)) --> 20 ft.’: +4 (1d4+5); 80 ft.’: +4 (1d4+5) **Melee** *+3 Dagger* +13 (1d4+8) **Ranged** *+3 Dagger* 20 ft.’: +13 (1d4+8); 60 ft.’: +13 (1d4+8)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting
Spell-casting	**Save DC 13; Spell Atk +5** **2nd:** *blur; invisibility; scorching ray* **1st:** *charm person; color spray; fog cloud; magic missile*	**Save DC 14; Spell Atk +6** **4th:** *dimension door; dominate beast; ice storm* **3rd:** *fireball; haste; lightning bolt* **2nd:** *blur; invisibility; scorching ray* **1st:** *charm person; color spray; fog cloud; magic missile*	**Save DC 15; Spell Atk +7** **6th:** *chain lightning* **5th:** *cloudkill; cone of cold* **4th:** *dimension door; dominate beast; ice storm* **3rd:** *fireball; haste; lightning bolt* **2nd:** *blur; invisibility; scorching ray* **1st:** *charm person; color spray; fog cloud; magic missile*	**Save DC 16; Spell Atk +8** **8th:** *incendiary cloud* **7th:** *prismatic spray* **6th:** *chain lightning* **5th:** *cloudkill; cone of cold* **4th:** *dimension door; dominate beast; ice storm* **3rd:** *fireball; haste; lightning bolt* **2nd:** *blur; invisibility; scorching ray* **1st:** *charm person; color spray; fog cloud; magic missile*
Equipment	Dart (small, 4x); dagger (small)	Dart (small, 4x); *+1 dagger (small)*	Dart (small, 4x); *+2 dagger (small)*	Dart (small, 4x); *+3 dagger (small)*

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Careful Spell When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to 3. A chosen creature automatically succeeds on its saving throw against the spell.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Distant Spell When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Copper, Damage Type Acid. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to

accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 3 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Quickened Spell When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Sorcery Points You have 16 sorcery points. You can never have more sorcery points than 16 at once. You regain all spent sorcery points when you finish a long rest.

Changemaiden

Thornpriest

LN; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Wizard 4	Wizard 8	Wizard 12	Wizard 16
Size / Aln	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)
HP	17	27	36	49
Armor Class	14	15	16	7
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 7 (-2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 20 (+7) **WIS** 12 (+3) **CHA** 15 (+2)	**STR** 7 (-2) **DEX** 15 (+2) **CON** 10 (+0) **INT** 20 (+8) **WIS** 12 (+4) **CHA** 15 (+2)	**STR** 7 (-2) **DEX** 17 (+3) **CON** 10 (+0) **INT** 20 (+9) **WIS** 12 (+5) **CHA** 15 (+2)	**STR** 7 (-2) **DEX** 19 (+4) **CON** 10 (+0) **INT** 20 (+10) **WIS** 12 (+6) **CHA** 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13	Passive Perception 14	Passive Perception 15	Passive Perception 16
Languages	Common, Dwarvish, Elvish			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -3 (1d8+1); 320 ft.': -3 (1d8+1) **Melee** Dagger +3 (1d4+1) **Ranged** *Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** *+1 Crossbow, Light*) --> 80 ft.': +0 (1d8+3); 320 ft.': +0 (1d8+3)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Ranged** *+2 Crossbow, Light*) --> 80 ft.': +3 (1d8+5); 320 ft.': +3 (1d8+5)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Ranged** *+3 Crossbow, Light*) --> 80 ft.': +6 (1d8+7); 320 ft.': +6 (1d8+7)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *alter self; hold person; invisibility; ray of enfeeblement* **1st:** *charm person; color psray; disguise self; hideous laughter*	**Save DC 16; Spell Atk +8** **4th:** *confusion; dimension door; polymorph* **3rd:** *fear; hypnotic pattern; vampiric touch* **2nd:** *alter self; hold person; invisibility; ray of enfeeblement* **1st:** *charm person; color psray; disguise self; hideous laughter*	**Save DC 17; Spell Atk +9** **6th:** *flesh to stone* **5th:** *dominate person; seeming* **4th:** *confusion; dimension door; polymorph* **3rd:** *fear; hypnotic pattern; vampiric touch* **2nd:** *alter self; hold person; invisibility; ray of enfeeblement* **1st:** *charm person; color psray; disguise self; hideous laughter*	**Save DC 18; Spell Atk +10** **8th:** *dominate monster* **7th:** *forcecage* **6th:** *flesh to stone* **5th:** *dominate person; seeming* **4th:** *confusion; dimension door; polymorph* **3rd:** *fear; hypnotic pattern; vampiric touch* **2nd:** *alter self; hold person; invisibility; ray of enfeeblement* **1st:** *charm person; color psray; disguise self; hideous laughter*
Equipment	Light crossbow; crossbow bolts (10x); dagger	*+1 light crossbow;* crossbow bolts (10x); dagger	*+2 light crossbow;* crossbow bolts (10x); dagger	*+3 light crossbow;* crossbow bolts (10x); dagger

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's

damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Earthwalker

Mace & Blade

CE; Medium Humanoid (Half-Orc)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc
HP	28	52	91	142
Armor Class	13	15	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 18 (+6) **DEX** 13 (+1) **CON** 10 (+2) **INT** 8 (-1) **WIS** 15 (+2) **CHA** 10 (+0)	**STR** 20 (+8) **DEX** 15 (+2) **CON** 10 (+3) **INT** 8 (-1) **WIS** 15 (+2) **CHA** 10 (+0)	**STR** 20 (+9) **DEX** 15 (+2) **CON** 12 (+5) **INT** 8 (-1) **WIS** 15 (+2) **CHA** 10 (+0)	**STR** 20 (+10) **DEX** 17 (+3) **CON** 14 (+7) **INT** 8 (-1) **WIS** 15 (+2) **CHA** 10 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12	Passive Perception 12	Passive Perception 12	Passive Perception 12
Languages	Common, Orc			
Attacks	**Melee** Greataxe +6 (1d12+4) **Ranged** Crossbow, Heavy) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1) **Melee** Handaxe +6 (1d6+4) **Ranged** Handaxe (Thrown) 20 ft.': +6 (1d6+4); 60 ft.': +6 (1d6+4)	**Melee** *+1 Greataxe* +9/+9 (1d12+6) **Ranged** Crossbow, Heavy) --> 100 ft.': +5/+5 (1d10+2); 400 ft.': +5/+5 (1d10+2) **Melee** Handaxe +8/+8 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +8/+8 (1d6+5); 60 ft.': +8/+8 (1d6+5)	**Melee** *+2 Greataxe* +11/+11/+11 (1d12+7) **Ranged** Crossbow, Heavy) --> 100 ft.': +6/+6/+6 (1d10+2); 400 ft.': +6/+6/+6 (1d10+2) **Melee** Handaxe +9/+9/+9 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +9/+9/+9 (1d6+5); 60 ft.': +9/+9/+9 (1d6+5)	**Melee** *+3 Greataxe* +13/+13/+13 (1d12+8) **Ranged** Crossbow, Heavy) --> 100 ft.': +8/+8/+8 (1d10+3); 400 ft.': +8/+8/+8 (1d10+3) **Melee** Handaxe +10/+10/+10 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +10/+10/+10 (1d6+5); 60 ft.': +10/+10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Defense, Great Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Greataxe; hide armor; heavy crossbow; crossbow bolts (10x); handaxes (3x)	*+1 greataxe;* *+1 hide armor;* heavy crossbow; crossbow bolts (10x); handaxes (3x)	*+2 greataxe;* *+2 hide armor;* heavy crossbow; crossbow bolts (10x); handaxes (3x)	*+3 greataxe;* *+3 hide armor;* heavy crossbow; crossbow bolts (10x); handaxes (3x)

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Defense While you are wearing armor, you gain a +1 bonus to AC.

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

Elite Council Guard

Enclave Security

LG; Medium Humanoid (Half-Elf)



	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Paladin 4	Paladin 8	Paladin 12	Paladin 16
Size / Aln	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf	Medium LG Half-Elf
HP	23	40	62	85
Armor Class	14	20	21	22
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 17 (+3) DEX 14 (+2) CON 10 (+0) INT 8 (-1) WIS 8 (+1) CHA 18 (+6)	STR 19 (+4) DEX 14 (+2) CON 10 (+0) INT 8 (-1) WIS 8 (+2) CHA 18 (+7)	STR 20 (+5) DEX 15 (+2) CON 10 (+0) INT 8 (-1) WIS 8 (+3) CHA 18 (+8)	STR 20 (+5) DEX 17 (+3) CON 10 (+0) INT 8 (-1) WIS 8 (+4) CHA 18 (+9)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-

	Low	Moderate	Advanced	Elite
Senses	Passive Perception 9 Armor - Disad on Stealth	Passive Perception 9 Armor - Disad on Stealth	Passive Perception 9 Armor - Disad on Stealth	Passive Perception 9 Armor - Disad on Stealth
Languages	Common, Elvish, Giant			
Attacks	**Melee** Longsword +5 (1d8+5) **Melee** Dagger +5 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Longsword* +8/+8 (1d8+7) **Melee** Dagger +7/+7 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** *+2 Longsword* +11/+11 (1d8+9) **Melee** Dagger +9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Longsword* +13/+13 (1d8+10) **Melee** Dagger +10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Cleansing Touch, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Purity of Spirit, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling
Spell-casting	**Save DC 14; Spell Atk +6** **1st:** *bless; command; cure wounds*	**Save DC 15; Spell Atk +7** **2nd:** *aid; lesser restoration; zone of truth* **1st:** *bless; command; cure wounds; divine favor*	**Save DC 16; Spell Atk +8** **3rd:** *dispel magic; magic circle; revivify* **2nd:** *aid; lesser restoration; zone of truth* **1st:** *bless; command; cure wounds; divine favor*	**Save DC 17; Spell Atk +9** **4th:** *death ward; locate creature* **3rd:** *dispel magic; magic circle; revivify* **2nd:** *aid; lesser restoration; zone of truth* **1st:** *bless; command; cure wounds; divine favor*
Equipment	Longsword; half-plate armor; shield; dagger	*+1 longsword;* *+1 half-plate armor;* shield; dagger	*+2 longsword;* *+2 half-plate armor;* shield; dagger	*+3 longsword;* *+3 half-plate armor;* shield; dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Aura of Courage Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Aura of Devotion Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

Aura of Protection Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to 4. You must be conscious to grant this bonus.

Channel Divinity Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Cleansing Touch Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can

use this feature 4 times. You regain expended uses when you finish a long rest.

Divine Health By 3rd level, the divine magic flowing through you makes you immune to disease.

Divine Sense The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 5 times. When you finish a long rest, you regain all expended uses.

Divine Smite Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Divine Smite By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Lay on Hands Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 80. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Oath of Devotion The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels-the perfect servants of good-as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

Purity of Spirit Beginning at 15th level, you are always under the effects of a protection from evil and good spell.

Sacred Weapon As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add +4 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

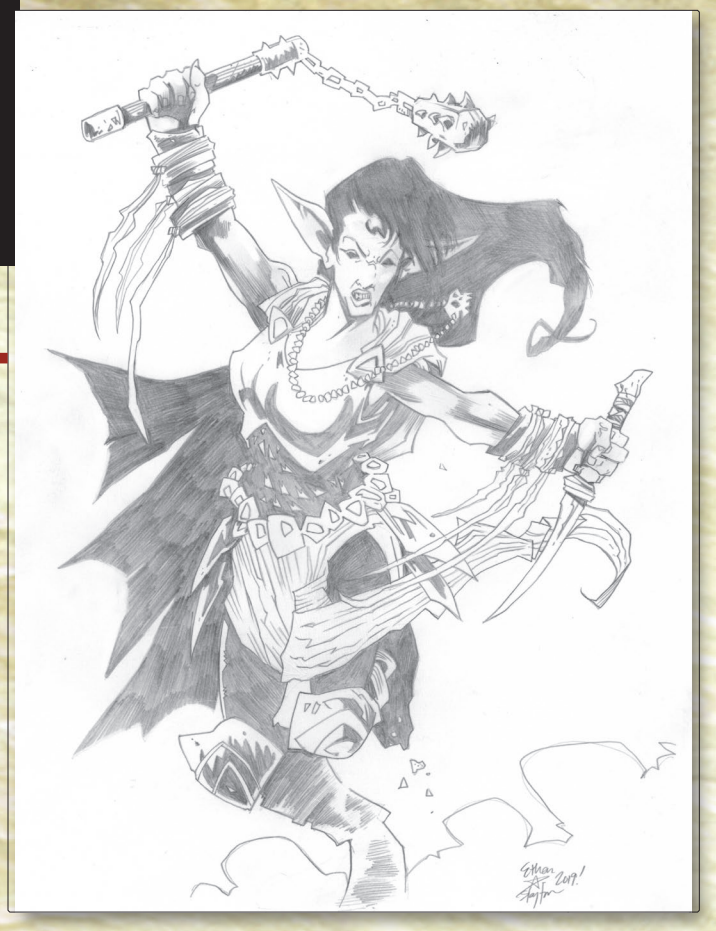
Turn the Unholy As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Enclave Elite Guard

Enclave Security

LN; Medium Humanoid (Elf)



	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)	Medium LN Elf (High)
HP	17	47	74	132
Armor Class	19	20	21	22
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 18 (+6) DEX 17 (+3) CON 11 (+2) INT 11 (+0) WIS 9 (-1) CHA 12 (+1)	STR 20 (+8) DEX 17 (+3) CON 11 (+4) INT 11 (+0) WIS 9 (-1) CHA 12 (+1)	STR 20 (+9) DEX 19 (+4) CON 13 (+5) INT 11 (+0) WIS 9 (-1) CHA 12 (+1)	STR 20 (+10) DEX 19 (+4) CON 17 (+8) INT 11 (+0) WIS 9 (-1) CHA 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-

	Low	Moderate	Advanced	Elite
Senses	Passive Perception 11 Armor - Disad on Stealth	Passive Perception 12 Armor - Disad on Stealth	Passive Perception 13 Armor - Disad on Stealth	Passive Perception 14 Armor - Disad on Stealth
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Flail +6 (1d8+4) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+3); 120 ft.': +5 (1d6+3) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Melee** *+1 Flail* +9/+9 (1d8+6) **Ranged** Shortbow) --> 30 ft.': +6/+6 (1d6+3); 120 ft.': +6/+6 (1d6+3) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *+2 Flail* +11/+11/+11 (1d8+9) **Ranged** Shortbow) --> 30 ft.': +8/+8/+8 (1d6+4); 120 ft.': +8/+8/+8 (1d6+4) **Melee** Dagger +9/+9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5)	**Melee** *+3 Flail* +13/+13/+13 (1d8+10) **Ranged** Shortbow) --> 30 ft.': +9/+9/+9 (1d6+4); 120 ft.': +9/+9/+9 (1d6+4) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Protection	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Protection	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Flail; half-plate armor; shield; shortbow; arrows (20x); dagger	*+1 flail;* *+1 half-plate armor;* shield; shortbow; arrows (20x); dagger	*+2 flail;* *+2 half-plate armor;* shield; shortbow; arrows (20x); dagger	*+3 flail;* *+3 half-plate armor;* shield; shortbow; arrows (20x); dagger

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves

on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

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

Enclave Guard

Enclave Security

LG; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Paladin 4	Paladin 8	Paladin 12	Paladin 16
Size / Aln	Medium LG Elf (High)	Medium LG Elf (High)	Medium LG Elf (High)	Medium LG Elf (High)
HP	16	44	72	99
Armor Class	18	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 15 (+2) DEX 10 (+0) CON 13 (+1) INT 13 (+1) WIS 10 (+2) CHA 15 (+4)	STR 17 (+3) DEX 10 (+0) CON 13 (+1) INT 13 (+1) WIS 10 (+3) CHA 15 (+5)	STR 19 (+4) DEX 10 (+0) CON 13 (+1) INT 13 (+1) WIS 10 (+4) CHA 15 (+6)	STR 20 (+5) DEX 11 (+0) CON 13 (+1) INT 13 (+1) WIS 10 (+5) CHA 15 (+7)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 Armor - Disad on Stealth	Passive Perception 13 Armor - Disad on Stealth	Passive Perception 14 Armor - Disad on Stealth	Passive Perception 15 Armor - Disad on Stealth
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Flail +4 (1d8+4) **Ranged** Crossbow, Light) --> 80 ft.': +2 (1d8); 320 ft.': +2 (1d8) **Melee** Dagger +4 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *+1 Flail* +7/+7 (1d8+6) **Ranged** Crossbow, Light) --> 80 ft.': +3/+3 (1d8); 320 ft.': +3/+3 (1d8) **Melee** Dagger +6/+6 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *+2 Flail* +10/+10 (1d8+8) **Ranged** Crossbow, Light) --> 80 ft.': +4/+4 (1d8); 320 ft.': +4/+4 (1d8) **Melee** Dagger +8/+8 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4)	**Melee** *+3 Flail* +13/+13 (1d8+10) **Ranged** Crossbow, Light) --> 80 ft.': +5/+5 (1d8); 320 ft.': +5/+5 (1d8) **Melee** Dagger +10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Divine Sense, Divine Smite, Fighting Style, Lay on Hands, Spellcasting, Spellcasting Focus, Dueling	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Cleansing Touch, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling
Spell-casting	**Save DC 12; Spell Atk +4** **1st:** *bless; cure wounds; detect evil and good; heroism*	**Save DC 13; Spell Atk +5** **2nd:** *aid; lesser restoration; protection from poison* **1st:** *bless; cure wounds; detect evil and good; heroism*	**Save DC 14; Spell Atk +6** **3rd:** *create food and water; daylight; magic circle* **2nd:** *aid; lesser restoration; protection from poison* **1st:** *bless; cure wounds; detect evil and good; heroism*	**Save DC 15; Spell Atk +7** **4th:** *banishment; death ward* **3rd:** *create food and water; daylight; magic circle* **2nd:** *aid; lesser restoration; protection from poison* **1st:** *bless; cure wounds; detect evil and good; heroism*
Equipment	Flail; chain mail; shield; light crossbow; crossbow bolts (10x); dagger	*+1 flail;* *+1 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+2 flail;* *+2 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger	*+3 flail;* *+3 chain mail;* shield; light crossbow; crossbow bolts (10x); dagger

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Aura of Courage Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Aura of Devotion Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

Aura of Protection Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to 2. You must be conscious to grant this bonus.

Channel Divinity Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Cleansing Touch Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature 2 times. You regain expended uses when you finish a long rest.

Divine Health By 3rd level, the divine magic flowing through you makes you immune to disease.

Divine Sense The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense,

but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 3 times. When you finish a long rest, you regain all expended uses.

Divine Smite Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Divine Smite By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Lay on Hands Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 70. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Oath of Devotion The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels-the perfect servants of good-as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

Sacred Weapon As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add +2 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

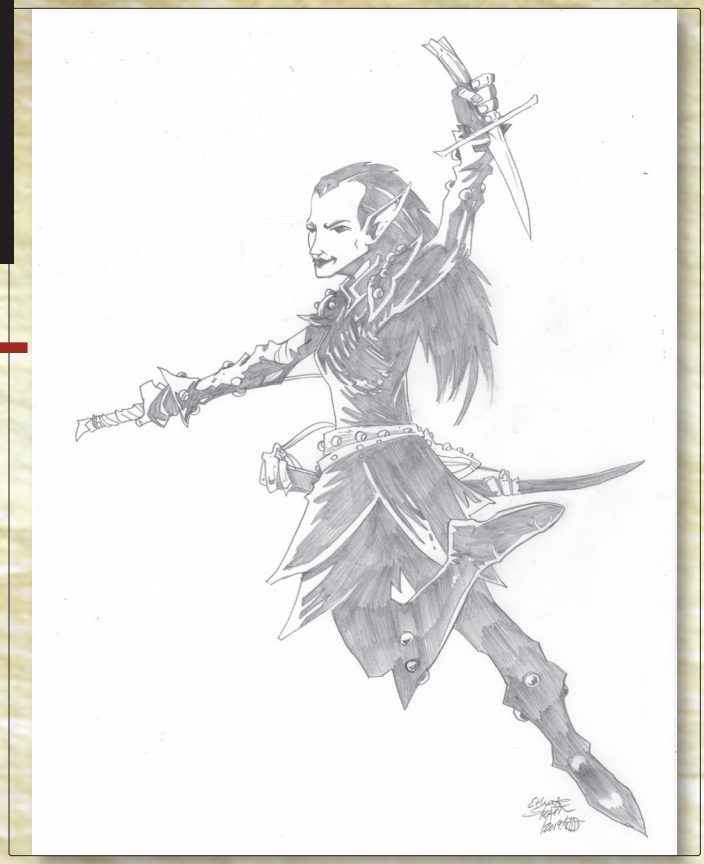
Turn the Unholy As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Enclave Longstrider

Enclave Security

TN; Medium Humanoid (Elf)



	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Size / Aln	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)
HP	22	56	84	99
Armor Class	14	16	18	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+2) DEX 15 (+4) CON 10 (+0) INT 13 (+1) WIS 17 (+3) CHA 11 (+0)	STR 10 (+3) DEX 17 (+6) CON 10 (+0) INT 13 (+1) WIS 17 (+3) CHA 11 (+0)	STR 10 (+4) DEX 19 (+8) CON 10 (+0) INT 13 (+1) WIS 17 (+3) CHA 11 (+0)	STR 10 (+5) DEX 20 (+10) CON 11 (+0) INT 13 (+1) WIS 17 (+3) CHA 11 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15	Passive Perception 16	Passive Perception 17	Passive Perception 18
Languages	Common, Dwarvish, Elvish, Giant			

	Low	Moderate	Advanced	Elite
Attacks	**Ranged** Longbow) --> 150 ft.': +6 (1d8+2); 600 ft.': +6 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Longsword +2 (1d8)	**Ranged** *+1 Longbow*) --> 150 ft.': +9/+9 (1d8+4); 600 ft.': +9/+9 (1d8+4) **Melee** Dagger +6/+6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3) **Melee** Longsword +3/+3 (1d8)	**Ranged** *+2 Longbow*) --> 150 ft.': +12/+12 (1d8+6); 600 ft.': +12/+12 (1d8+6) **Melee** Dagger +8/+8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4) **Melee** Longsword +4/+4 (1d8)	**Ranged** *+3 Longbow*) --> 150 ft.': +15/+15 (1d8+8); 600 ft.': +15/+15 (1d8+8) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5) **Melee** Longsword +5/+5 (1d8)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Monstrosities, Forest	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Humanoids, Monstrosities, Forest, Mountain	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Volley, Archery, Humanoids, Monstrosities, Forest, Grassland, Mountain	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Superior Hunter's Defense, Uncanny Dodge, Vanish, Volley, Archery, Humanoids, Monstrosities, Oozes, Forest, Grassland, Mountain
Spell-casting	**Save DC 13; Spell Atk +5** **1st:** *cure wounds; fog cloud; longstrider*	**Save DC 14; Spell Atk +6** **2nd:** *barkskin; lesser restoration; pass without trace* **1st:** *cure wounds; detect magic; fog cloud; longstrider*	**Save DC 15; Spell Atk +7** **3rd:** *nondetection; speak with plants; water walk* **2nd:** *barkskin; lesser restoration; pass without trace* **1st:** *cure wounds; detect magic; fog cloud; longstrider*	**Save DC 16; Spell Atk +8** **4th:** *locate creature; stoneskin* **3rd:** *nondetection; speak with plants; water walk* **2nd:** *barkskin; lesser restoration; pass without trace* **1st:** *cure wounds; detect magic; fog cloud; longstrider*
Equipment	Longbow; studded leather armor; arrows (20x); dagger; longsword	*+1 longbow;* *+1 studded leather armor;* arrows (20x); dagger; longsword	*+2 longbow;* *+2 studded leather armor;* arrows (20x); dagger; longsword	*+3 longbow;* *+3 studded leather armor;* arrows (20x); dagger; longsword

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same

benefit that a human does from 8 hours of sleep.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Horde Breaker Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Uncanny Dodge When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

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

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Monstrosities Advantage on Wisdom (Survival) checks to track Monstrosities, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Oozes Advantage on Wisdom (Survival) checks to track Oozes, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Enclavefolk

Commoner

LN; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Rogue 1	Rogue 4	Rogue 7	Rogue 10
Size / Aln	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf
HP	8	17	24	33
Armor Class	12	13	14	14
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 9 (-1) DEX 15 (+4) CON 10 (+0) INT 8 (+1) WIS 12 (+1) CHA 15 (+2)	STR 9 (-1) DEX 17 (+5) CON 10 (+0) INT 8 (+1) WIS 12 (+1) CHA 15 (+2)	STR 9 (-1) DEX 17 (+6) CON 10 (+0) INT 8 (+2) WIS 12 (+1) CHA 15 (+2)	STR 11 (+0) DEX 19 (+8) CON 10 (+0) INT 8 (+3) WIS 12 (+1) CHA 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 +4 Thieves' Tools	Passive Perception 15 +4 Thieves' Tools	Passive Perception 17 +6 Thieves' Tools	Passive Perception 19 +8 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Sling) --> 30 ft.': -6 (1d4+2); 120 ft.': -6 (1d4+2)	**Melee** *+1 Dagger* +6 (1d4+4) **Ranged** *+1 Dagger* 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Ranged** Sling) --> 30 ft.': -5 (1d4+3); 120 ft.': -5 (1d4+3)	**Melee** *+2 Dagger* +8 (1d4+5) **Ranged** *+2 Dagger* 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Ranged** Sling) --> 30 ft.': -4 (1d4+3); 120 ft.': -4 (1d4+3)	**Melee** *+3 Dagger* +11 (1d4+7) **Ranged** *+3 Dagger* 20 ft.': +11 (1d4+7); 60 ft.': +11 (1d4+7) **Ranged** Sling) --> 30 ft.': -2 (1d4+4); 120 ft.': -2 (1d4+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge
Spell-casting	-	-	-	-
Equipment	Dagger; sling; sling bullets (20x)	*+1 dagger;* sling; sling bullets (20x)	*+2 dagger;* sling; sling bullets (20x)	*+3 dagger;* sling; sling bullets (20x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

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

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Farmer

Rake & Sickle

TN; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Fighter 1	Fighter 4	Fighter 7	Fighter 10
Size / Aln	Medium TN Human	Medium TN Human	Medium TN Human	Medium TN Human
HP	13	46	79	119
Armor Class	13	15	16	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 13 (+3) DEX 10 (+0) CON 17 (+5) INT 9 (-1) WIS 13 (+1) CHA 13 (+1)	STR 13 (+3) DEX 12 (+1) CON 17 (+5) INT 9 (-1) WIS 13 (+1) CHA 13 (+1)	STR 13 (+4) DEX 12 (+1) CON 19 (+7) INT 9 (-1) WIS 13 (+1) CHA 13 (+1)	STR 14 (+6) DEX 12 (+1) CON 20 (+9) INT 9 (-1) WIS 13 (+1) CHA 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 11	Passive Perception 9	Passive Perception 9
Languages	Common, Elvish			
Attacks	**Melee** Spear +3 (1d6+3) **Ranged** Spear (Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1) **Melee** Dagger +3 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Ranged** Shortbow) --> 30 ft.': +2 (1d6); 120 ft.': +2 (1d6)	**Melee** *+1 Spear* +4 (1d6+4) **Ranged** *+1 Spear* 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2) **Melee** Dagger +3 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Ranged** Shortbow) --> 30 ft.': +3 (1d6+1); 120 ft.': +3 (1d6+1)	**Melee** *+2 Spear* +6/+6 (1d6+5) **Ranged** *+2 Spear* 20 ft.': +6/+6 (1d6+3); 60 ft.': +6/+6 (1d6+3) **Melee** Dagger +4/+4 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +4/+4 (1d4+1); 60 ft.': +4/+4 (1d4+1) **Ranged** Shortbow) --> 30 ft.': +4/+4 (1d6+1); 120 ft.': +4/+4 (1d6+1)	**Melee** *+3 Spear* +9/+9 (1d6+7) **Ranged** *+3 Spear* 20 ft.': +9/+9 (1d6+5); 60 ft.': +9/+9 (1d6+5) **Melee** Dagger +6/+6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+2); 60 ft.': +6/+6 (1d4+2) **Ranged** Shortbow) --> 30 ft.': +5/+5 (1d6+1); 120 ft.': +5/+5 (1d6+1)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Languages, Fighting Style, Second Wind, Dueling	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
Spell-casting	-	-	-	-
Equipment	Spear; leather; shield; shortbow; arrows (20x); dagger	*+1 spear;* *+1 leather;* shield; shortbow; arrows (20x); dagger	*+2 spear;* *+2 leather;* shield; shortbow; arrows (20x); dagger	*+3 spear;* *+3 leather;* shield; shortbow; arrows (20x); dagger

Special Abilities

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 1 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +2.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Farsight Guard

Ever-Present Occulus

LE; Medium Humanoid (Dwarf)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Wizard 3	Wizard 7	Wizard 11	Wizard 15
Size / Aln	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)	Medium LE Dwarf (Hill)
HP	25	49	76	96
Armor Class	14	15	16	17
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 8 (-1) DEX 13 (+1) CON 15 (+2) INT 15 (+4) WIS 10 (+2) CHA 9 (-1)	STR 8 (-1) DEX 15 (+2) CON 15 (+2) INT 15 (+5) WIS 10 (+3) CHA 9 (-1)	STR 8 (-1) DEX 17 (+3) CON 15 (+2) INT 15 (+6) WIS 10 (+4) CHA 9 (-1)	STR 8 (-1) DEX 19 (+4) CON 15 (+2) INT 15 (+7) WIS 10 (+5) CHA 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10	Passive Perception 10	Passive Perception 10	Passive Perception 10
Languages	Common, Dwarvish			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -7 (1d8+1); 320 ft.': -7 (1d8+1) **Melee** Quarterstaff +1 (1d8-1) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Ranged** *+1 Crossbow, Light*) --> 80 ft.': -4 (1d8+3); 320 ft.': -4 (1d8+3) **Melee** Quarterstaff +2 (1d8-1) **Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Ranged** *+2 Crossbow, Light*) --> 80 ft.': -1 (1d8+5); 320 ft.': -1 (1d8+5) **Melee** Quarterstaff +3 (1d8-1) **Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3)	**Ranged** *+3 Crossbow, Light*) --> 80 ft.': +2 (1d8+7); 320 ft.': +2 (1d8+7) **Melee** Quarterstaff +4 (1d8-1) **Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Crossbow (Light), Dagger, Dart, Handaxe, Light Hammer, Quarterstaff, Sling, Warhammer			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting
Spell-casting	**Save DC 12; Spell Atk +4** **2nd:** *blur; hold person; invisibility* **1st:** *alarm; burning hands; magic missile; shield*	**Save DC 13; Spell Atk +5** **4th:** *dimension door; ice storm; phantasmal killer* **3rd:** *fireball; lightning bolt; sleet storm* **2nd:** *blur; hold person; invisibility* **1st:** *alarm; burning hands; magic missile; shield*	**Save DC 14; Spell Atk +6** **6th:** *mass suggestion* **5th:** *contact other plane; dominate person; wall of force* **4th:** *dimension door; ice storm; phantasmal killer* **3rd:** *fireball; lightning bolt; sleet storm* **2nd:** *blur; hold person; invisibility* **1st:** *alarm; burning hands; magic missile; shield*	**Save DC 15; Spell Atk +7** **8th:** *maze* **7th:** *sequester* **6th:** *mass suggestion* **5th:** *contact other plane; dominate person; wall of force* **4th:** *dimension door; ice storm; phantasmal killer* **3rd:** *fireball; lightning bolt; sleet storm* **2nd:** *blur; hold person; invisibility* **1st:** *alarm; burning hands; magic missile; shield*
Equipment	Quarterstaff; light crossbow; crossbow bolts (10x); dagger	Quarterstaff; *+1 light crossbow;* crossbow bolts (10x); dagger	Quarterstaff; *+2 light crossbow;* crossbow bolts (10x); dagger	Quarterstaff; *+3 light crossbow;* crossbow bolts (10x); dagger

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +2 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell

level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Fernguard

Elven Administration

LN; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Monk 4	Monk 8	Monk 12	Monk 16
Size / Aln	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf
HP	14	32	50	68
Armor Class	16	16	17	18
Speed	Walk 40'	Walk 45'	Walk 50'	Walk 55'
Ability Scores / Saves	STR 11 (+2) DEX 17 (+5) CON 10 (+0) INT 9 (-1) WIS 17 (+3) CHA 12 (+1)	STR 13 (+4) DEX 17 (+6) CON 10 (+0) INT 9 (-1) WIS 17 (+3) CHA 12 (+1)	STR 13 (+5) DEX 19 (+8) CON 10 (+0) INT 9 (-1) WIS 17 (+3) CHA 12 (+1)	STR 13 (+6) DEX 19 (+9) CON 10 (+5) INT 9 (+4) WIS 17 (+9) CHA 12 (+6)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 +2 Tinker's Tools	Passive Perception 13 +3 Tinker's Tools	Passive Perception 13 +4 Tinker's Tools	Passive Perception 13 +5 Tinker's Tools
Languages	Common, Dwarvish, Elvish	Common, Dwarvish, Elvish	Common, Dwarvish, Elvish	Abyssal, Celestial, Common, Deep Speech, Draconic, Druidic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Infernal, Orc, Primordial, Sylvan, Undercommon
Attacks	**Unarmed** Attack +5 (1d4+3 20/x2; 5 ft.) **Ranged** Dart) --> 20 ft.': -1 (1d4+3); 80 ft.': -1 (1d4+3) **Melee** Unarmed Strike +5 (1d4+3)	**Unarmed** Attack +5/+5 (1d6+2 20/x2; 5 ft.) **Ranged** Dart) --> 20 ft.': +0/+0 (1d4+3); 80 ft.': +0/+0 (1d4+3) **Melee** Unarmed Strike +6 (1d6+3)	**Unarmed** Attack +7/+7 (1d8+3 20/x2; 5 ft.) **Ranged** Dart) --> 20 ft.': +2/+2 (1d4+4); 80 ft.': +2/+2 (1d4+4) **Melee** Unarmed Strike +8 (1d8+4)	**Unarmed** Attack +8/+8 (1d8+3 20/x2; 5 ft.) **Ranged** Dart) --> 20 ft.': +3/+3 (1d4+4); 80 ft.': +3/+3 (1d4+4) **Melee** Unarmed Strike +9 (1d8+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Flurry of Blows, Ki, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Unarmored Defense, Unarmored Movement, Way of the Open Hand	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Deflect Missiles, Diamond Soul, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Timeless Body, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body
Spell-casting	-	-	-	-
Equipment	Dart (4x)	Dart (4x)	Dart (4x)	Dart (4x)

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Deflect Missiles Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 20. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

Diamond Soul Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Evasion At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Flurry of Blows Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Ki Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 16 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 17

Ki-Empowered Strikes Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Martial Arts At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: * You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. * You can roll a d8 in place of the normal damage of your unarmed strike or monk weapon. * When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5.

Open Hand Technique Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: * It must succeed on a Dexterity saving throw or be knocked prone. * It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. * It can't take reactions until the end of your next turn.

Patient Defense You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Purity of Body At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Slow Fall Beginning at 4th level, you can use your reaction when you fall

to reduce any falling damage you take by 80.

Step of the Wind You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Stillness of Mind Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Stunning Strike Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Timeless Body At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Tongue of the Sun and Moon Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Tranquility Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 17.

Unarmored Defense Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Unarmored Movement Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Way of the Open Hand Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Wholeness of Body At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to 48. You must finish a long rest before you can use this feature again.

Forest War Rider

Enclave Security

CE; Medium Humanoid (Half-Orc)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc
HP	29	54	79	107
Armor Class	17	19	21	22
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 17 (+5) **DEX** 13 (+1) **CON** 10 (+2) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 15 (+2)	**STR** 19 (+7) **DEX** 15 (+2) **CON** 10 (+3) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 15 (+2)	**STR** 19 (+8) **DEX** 17 (+3) **CON** 10 (+4) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 15 (+2)	**STR** 20 (+10) **DEX** 20 (+5) **CON** 10 (+5) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 Armor - Disad on Stealth	Passive Perception 9 Armor - Disad on Stealth	Passive Perception 9 Armor - Disad on Stealth	Passive Perception 9 Armor - Disad on Stealth
Languages	Common, Orc			
Attacks	**Melee** Spear +5 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3) **Ranged** Longbow) --> 150 ft.': +3 (1d8+1); 600 ft.': +3 (1d8+1) **Melee** Dagger +5 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Spear* +8/+8 (1d6+7) **Ranged** *+1 Spear* 20 ft.': +8/+8 (1d6+5); 60 ft.': +8/+8 (1d6+5) **Ranged** Longbow) --> 150 ft.': +5/+5 (1d8+2); 600 ft.': +5/+5 (1d8+2) **Melee** Dagger +7/+7 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** *+2 Spear* +10/+10/+10 (1d6+8) **Ranged** *+2 Spear* 20 ft.': +10/+10/+10 (1d6+6); 60 ft.': +10/+10/+10 (1d6+6) **Ranged** Longbow) --> 150 ft.': +7/+7/+7 (1d8+3); 600 ft.': +7/+7/+7 (1d8+3) **Melee** Dagger +8/+8/+8 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +8/+8/+8 (1d4+4); 60 ft.': +8/+8/+8 (1d4+4)	**Melee** *+3 Spear* +13/+13/+13 (1d6+10) **Ranged** *+3 Spear* 20 ft.': +13/+13/+13 (1d6+8); 60 ft.': +13/+13/+13 (1d6+8) **Ranged** Longbow) --> 150 ft.': +10/+10/+10 (1d8+5); 600 ft.': +10/+10/+10 (1d8+5) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Defense, Dueling
Spell-casting	-	-	-	-
Equipment	Spear; scale mail; shield; longbow; arrows (20x); dagger	*+1 spear;* *+1 scale mail;* shield; longbow; arrows (20x); dagger	*+2 spear;* *+2 scale mail;* shield; longbow; arrows (20x); dagger	*+3 spear;* *+3 scale mail;* shield; longbow; arrows (20x); dagger

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Forest Worshipper

Emerald Garden

NG; Small Humanoid (Halfling)



	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Cleric 4	Cleric 8	Cleric 12	Cleric 16
Size / Aln	Small NG Halfling (Lightfoot)	Small NG Halfling (Lightfoot)	Small NG Halfling (Lightfoot)	Small NG Halfling (Lightfoot)
HP	34	63	94	115
Armor Class	13	14	15	16
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 10 (+0) DEX 13 (+1) CON 15 (+2) INT 8 (-1) WIS 18 (+6) CHA 10 (+2)	STR 12 (+1) DEX 13 (+1) CON 15 (+2) INT 8 (-1) WIS 18 (+7) CHA 10 (+3)	STR 14 (+2) DEX 13 (+1) CON 15 (+2) INT 8 (-1) WIS 18 (+8) CHA 10 (+4)	STR 16 (+3) DEX 13 (+1) CON 15 (+2) INT 8 (-1) WIS 18 (+9) CHA 10 (+5)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 14	Passive Perception 14	Passive Perception 14
Languages	Common, Halfling			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Spear (Small) +3 (1d6+1) **Ranged** Spear (Small/ Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +3 (1d8+1); 320 ft.': +3 (1d8+1)	**Melee** Dagger (Small) +4 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1) **Melee** *+1 Spear* +5 (1d6+2) **Ranged** *+1 Spear* 20 ft.': +5 (1d6+2); 60 ft.': +5 (1d6+2) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1)	**Melee** Dagger (Small) +6 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Melee** *+2 Spear* +8 (1d6+4) **Ranged** *+2 Spear* 20 ft.': +8 (1d6+4); 60 ft.': +8 (1d6+4) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +5 (1d8+1); 320 ft.': +5 (1d8+1)	**Melee** Dagger (Small) +8 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Melee** *+3 Spear* +11 (1d6+6) **Ranged** *+3 Spear* 20 ft.': +11 (1d6+6); 60 ft.': +11 (1d6+6) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +6 (1d8+1); 320 ft.': +6 (1d8+1)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *gentle repose; hold person; silence* **1st:** *bane; bless; inflict wounds; shield of faith*	**Save DC 15; Spell Atk +7** **4th:** *divination; freedom of movement; stone shape* **3rd:** *bestow curse; magic circle; spirit guardians* **2nd:** *gentle repose; hold person; silence* **1st:** *bane; bless; inflict wounds; shield of faith*	**Save DC 16; Spell Atk +8** **6th:** *find the path* **5th:** *flame strike; hallow; scrying* **4th:** *divination; freedom of movement; stone shape* **3rd:** *bestow curse; magic circle; spirit guardians* **2nd:** *gentle repose; hold person; silence* **1st:** *bane; bless; inflict wounds; shield of faith*	**Save DC 17; Spell Atk +9** **8th:** *control weather* **7th:** *etherealness* **6th:** *find the path* **5th:** *flame strike; hallow; scrying* **4th:** *divination; freedom of movement; stone shape* **3rd:** *bestow curse; magic circle; spirit guardians* **2nd:** *gentle repose; hold person; silence* **1st:** *bane; bless; inflict wounds; shield of faith*
Equipment	Dagger (small); spear (small); hide armor (small); light crossbow (small); crossbow bolts (20x)	Dagger (small); *+1 spear (small);* *+1 hide armor (small);* light crossbow (small); crossbow bolts (20x)	Dagger (small); *+2 spear (small);* *+2 hide armor (small);* light crossbow (small); crossbow bolts (20x)	Dagger (small); *+3 spear (small);* *+3 hide armor (small);* light crossbow (small); crossbow bolts (20x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 80. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

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

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 16, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Gladebringer

Thornpriest

LG; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Size / Aln	Medium LG Elf (High)	Medium LG Elf (High)	Medium LG Elf (High)	Medium LG Elf (High)
HP	21	39	57	71
Armor Class	12	13	14	15
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 8 (+1) DEX 13 (+3) CON 7 (-2) INT 20 (+5) WIS 12 (+1) CHA 15 (+2)	STR 10 (+3) DEX 13 (+4) CON 7 (-2) INT 20 (+5) WIS 12 (+1) CHA 15 (+2)	STR 12 (+5) DEX 13 (+5) CON 7 (-2) INT 20 (+5) WIS 12 (+1) CHA 15 (+2)	STR 14 (+7) DEX 13 (+6) CON 7 (-2) INT 20 (+5) WIS 12 (+1) CHA 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13	Passive Perception 14	Passive Perception 15	Passive Perception 16
Languages	Common, Celestial, Dwarvish, Elvish	Common, Celestial, Dwarvish, Elvish, Draconic	Common, Celestial, Dwarvish, Elvish, Draconic	Common, Celestial, Dwarvish, Elvish, Draconic, Gnomish
Attacks	**Melee** Javelin +3 (1d6+1) **Ranged** Javelin (Thrown) 30 ft.': +3 (1d6+1); 90 ft.': +3 (1d6+1) Range 30, Long 90 **Melee** Shortsword +3 (1d6+1) **Melee** Handaxe +3 (1d6+1) **Ranged** Handaxe (Thrown) 20 ft.': +3 (1d6+1); 60 ft.': +3 (1d6+1) **Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** Javelin +4/+4 (1d6+1) **Ranged** Javelin (Thrown) 30 ft.': +4/+4 (1d6+1); 90 ft.': +4/+4 (1d6+1) Range 30, Long 90 **Melee** Shortsword +4 (1d6+1) **Melee** Dagger +4/+4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +4/+4 (1d4+1); 60 ft.': +4/+4 (1d4+1) **Melee** *+1 Handaxe* +5/+5 (1d6+2) **Ranged** *+1 Handaxe* 20 ft.': +5/+5 (1d6+2); 60 ft.': +5/+5 (1d6+2)	**Melee** Javelin +5/+5 (1d6+1) **Ranged** Javelin (Thrown) 30 ft.': +5/+5 (1d6+1); 90 ft.': +5/+5 (1d6+1) Range 30, Long 90 **Melee** Shortsword +5 (1d6+1) **Melee** Dagger +5/+5 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +5/+5 (1d4+1); 60 ft.': +5/+5 (1d4+1) **Melee** *+2 Handaxe* +7/+7 (1d6+3) **Ranged** *+2 Handaxe* 20 ft.': +7/+7 (1d6+3); 60 ft.': +7/+7 (1d6+3)	**Melee** Javelin +7/+7 (1d6+2) **Ranged** Javelin (Thrown) 30 ft.': +7/+7 (1d6+2); 90 ft.': +7/+7 (1d6+2) Range 30, Long 90 **Melee** Shortsword +7 (1d6+2) **Melee** +7/+7 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+2); 60 ft.': +7/+7 (1d4+2) **Melee** *+3 Handaxe* +10/+10 (1d6+5) **Ranged** *+3 Handaxe* 20 ft.': +10/+10 (1d6+5); 60 ft.': +10/+10 (1d6+5)

	Low	Moderate	Advanced	Elite
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 11; Spell Atk +3** **1st:** *alarm; fog cloud; jump*	**Save DC 12; Spell Atk +4** **2nd:** *find traps; lesser restoration; spike growth* **1st:** *alarm; fog cloud; jump; speak with animals*	**Save DC 13; Spell Atk +5** **3rd:** *daylight; speak with plants; water walk* **2nd:** *find traps; lesser restoration; spike growth* **1st:** *alarm; fog cloud; jump; speak with animals*	**Save DC 14; Spell Atk +6** **4th:** *conjure woodland beings; stoneskin* **3rd:** *daylight; speak with plants; water walk* **2nd:** *find traps; lesser restoration; spike growth* **1st:** *alarm; fog cloud; jump; speak with animals*
Equipment	Javelin (3x); shortsword; leather armor; handaxe; dagger	Javelin (3x); shortsword; *+1 leather armor; +1 handaxe;* dagger	Javelin (3x); shortsword; *+2 leather armor; +2 handaxe;* dagger	Javelin (3x); shortsword; *+3 leather armor; +3 handaxe;* dagger

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Colossus Slayer Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the

threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Steel Will You have advantage on saving throws against being frightened.

Superior Hunter's Defense At 15th level, you gain one of the following features of your choice.

Uncanny Dodge When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

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

Aberrations Advantage on Wisdom (Survival) checks to track Aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Fiends Advantage on Wisdom (Survival) checks to track Fiends, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Grassblade Dancer

Thornpriest

LG; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium LG Elf (High)	Medium LG Elf (High)	Medium LG Elf (High)	Medium LG Elf (High)
HP	19	34	64	80
Armor Class	13	14	16	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+0) DEX 15 (+4) CON 8 (-1) INT 17 (+5) WIS 13 (+1) CHA 13 (+1)	STR 12 (+1) DEX 15 (+5) CON 8 (-1) INT 17 (+6) WIS 13 (+1) CHA 13 (+1)	STR 12 (+1) DEX 17 (+7) CON 8 (-1) INT 17 (+7) WIS 13 (+1) CHA 13 (+1)	STR 14 (+2) DEX 17 (+8) CON 8 (-1) INT 17 (+8) WIS 13 (+6) CHA 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 +4 Thieves' Tools	Passive Perception 17 +6 Thieves' Tools	Passive Perception 19 +8 Thieves' Tools	Passive Perception 21 +10 Thieves' Tools
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Shortsword +4 (1d6+2) **Ranged** Shortbow) --> 30 ft.': +4 (1d6+2); 120 ft.': +4 (1d6+2)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** *+1 Shortsword* +6 (1d6+3) **Ranged** Shortbow) --> 30 ft.': +5 (1d6+2); 120 ft.': +5 (1d6+2)	**Melee** Dagger +7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+3); 60 ft.': +7 (1d4+3) **Melee** *+2 Shortsword* +9 (1d6+5) **Ranged** Shortbow) --> 30 ft.': +7 (1d6+3); 120 ft.': +7 (1d6+3)	**Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Melee** *+3 Shortsword* +11 (1d6+6) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+3); 120 ft.': +8 (1d6+3)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; shortsword; leather armor; shortbow; arrows (20x)	Dagger; *+1 shortsword;* *+1 leather armor;* shortbow; arrows (20x)	Dagger; *+2 shortsword;* *+2 leather armor;* shortbow; arrows (20x)	Dagger; *+3 shortsword;* *+3 leather armor;* shortbow; arrows (20x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 3.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the

people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Informant

The Moss

TN; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 5 XP 1,800	CR 8 XP 3,900	CR 11 XP 7,200
Class / HD	Ranger 2	Ranger 5	Ranger 8	Ranger 11
Size / Aln	Small TN Gnome (Rock)	Small TN Gnome (Rock)	Small TN Gnome (Rock)	Small TN Gnome (Rock)
HP	12	24	36	52
Armor Class	14	16	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 10 (+2) DEX 15 (+4) CON 8 (-1) INT 13 (+1) WIS 15 (+2) CHA 10 (+0)	STR 10 (+3) DEX 17 (+6) CON 8 (-1) INT 13 (+1) WIS 15 (+2) CHA 10 (+0)	STR 10 (+3) DEX 19 (+7) CON 8 (-1) INT 13 (+1) WIS 15 (+2) CHA 10 (+0)	STR 10 (+4) DEX 19 (+8) CON 8 (-1) INT 13 (+1) WIS 15 (+2) CHA 10 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14	Passive Perception 15	Passive Perception 16	Passive Perception 17
Languages	Common, Draconic, Gnomish			
Attacks	**Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Ranged** Sling (Small)) --> 30 ft.': -2 (1d4+2); 120 ft.': -2 (1d4+2) **Ranged** Dart (Small)) --> 20 ft.': +4 (1d4+2); 80 ft.': +4 (1d4+2)	**Melee** *+1 Dagger* +7 (1d4+4) **Ranged** *+1 Dagger* 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4) **Ranged** Sling (Small)) --> 30 ft.': +0/+0 (1d4+3); 120 ft.': +0/+0 (1d4+3) **Ranged** Dart (Small)) --> 20 ft.': +6/+6 (1d4+3); 80 ft.': +6/+6 (1d4+3)	**Melee** *+2 Dagger* (Small) +9 (1d4+6) **Ranged** *+2 Dagger* 20 ft.': +9/+9 (1d4+6); 60 ft.': +9/+9 (1d4+6) **Ranged** Sling (Small)) --> 30 ft.': +1/+1 (1d4+4); 120 ft.': +1/+1 (1d4+4) **Ranged** Dart (Small)) --> 20 ft.': +7/+7 (1d4+4); 80 ft.': +7/+7 (1d4+4)	**Melee** *+3 Dagger* +11 (1d4+7) **Ranged** *+3 Dagger* 20 ft.': +11/+11 (1d4+7); 60 ft.': +11/+11 (1d4+7) **Ranged** Sling (Small)) --> 30 ft.': +2/+2 (1d4+4); 120 ft.': +2/+2 (1d4+4) **Ranged** Dart (Small)) --> 20 ft.': +8/+8 (1d4+4); 80 ft.': +8/+8 (1d4+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Favored Enemy, Fighting Style, Natural Explorer, Spellcasting, Spell Slots, Defense, Humanoids, Forest	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Defense, Humanoids, Forest	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Defense, Beasts, Humanoids, Forest, Grassland	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Volley, Defense, Beasts, Humanoids, Desert, Forest, Grassland
Spell-casting	**Save DC 11; Spell Atk +2** **1st:** *alarm; fog cloud; longstrider*	**Save DC 12; Spell Atk +3** **2nd:** *barkskin; find traps; pass without trace* **1st:** *alarm; fog cloud; jump; longstrider*	**Save DC 13; Spell Atk +4** **3rd:** *conjure animals; protection from energy; water breathing* **2nd:** *barkskin; find traps; pass without trace* **1st:** *alarm; fog cloud; jump; longstrider*	**Save DC 14; Spell Atk +6** **4th:** *freedom of movement; stoneskin* **3rd:** *conjure animals; protection from energy; water breathing* **2nd:** *barkskin; find traps; pass without trace* **1st:** *alarm; fog cloud; jump; longstrider*
Equipment	Dagger (small); sling (small); sling bullets (20x); leather armor (small); dart (4x, small)	*+1 dagger (small);* sling (small); sling bullets (20x); *+1 leather armor (small);* dart (4x, small)	*+2 dagger (small);* sling (small); sling bullets (20x); *+2 leather armor (small);* dart (4x, small)	*+3 dagger (small);* sling (small); sling bullets (20x); *+3 leather armor (small);* dart (4x, small)

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (8), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or

taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Horde Breaker Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Ingredient Harvester

Liquid Guardian

LN; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 2 **XP** 450	**CR** 5 **XP** 1,800	**CR** 8 **XP** 3,900	**CR** 11 **XP** 7,200
Class / HD	Ranger 2	Ranger 5	Ranger 8	Ranger 11
Size / Aln	Small LN Halfling (Lightfoot)	Small LN Halfling (Lightfoot)	Small LN Halfling (Lightfoot)	Small LN Halfling (Lightfoot)
HP	21	42	68	94
Armor Class	13	15	17	18
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 9 (+1) **DEX** 13 (+3) **CON** 12 (+1) **INT** 12 (+1) **WIS** 9 (-1) **CHA** 12 (+1)	**STR** 9 (+2) **DEX** 15 (+5) **CON** 12 (+1) **INT** 12 (+1) **WIS** 9 (-1) **CHA** 12 (+1)	**STR** 9 (+2) **DEX** 17 (+6) **CON** 12 (+1) **INT** 12 (+1) **WIS** 9 (-1) **CHA** 12 (+1)	**STR** 9 (+3) **DEX** 17 (+7) **CON** 12 (+1) **INT** 12 (+1) **WIS** 9 (-1) **CHA** 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Draconic, Halfling			
Attacks	**Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Morningstar (Small) +1 (1d8-1) **Ranged** Longbow (Small)) --> 150 ft.': +3 (1d8+1); 600 ft.': +3 (1d8+1)	**Melee** Morningstar (Small) +2/+2 (1d8-1) **Melee** Dagger (Small) +5 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5/+5 (1d4+2); 60 ft.': +5/+5 (1d4+2) **Ranged** *+1 Longbow*) --> 150 ft.': +6/+6 (1d8+3); 600 ft.': +6/+6 (1d8+3)	**Melee** Morningstar (Small) +2/+2 (1d8-1) **Melee** Dagger (Small) +6 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3) **Ranged** *+2 Longbow*) --> 150 ft.': +8/+8 (1d8+5); 600 ft.': +8/+8 (1d8+5)	**Melee** Morningstar (Small) +3/+3 (1d8-1) **Melee** Dagger (Small) +7 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3) **Ranged** *+3 Longbow*) --> 150 ft.': +10/+10 (1d8+6); 600 ft.': +10/+10 (1d8+6)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Favored Enemy, Fighting Style, Natural Explorer, Spellcasting, Spell Slots, Defense, Fiends, Grassland	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Defense, Fiends, Grassland	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Defense, Fiends, Humanoids, Forest, Grassland	Spellcaster Spell Slots, Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Volley, Defense, Fiends, Humanoids, Forest, Grassland, Swamp
Spell-casting	**Save DC 9; Spell Atk +1** **1st:** *cure wounds; fog cloud*	**Save DC 10; Spell Atk +2** **1st:** *cure wounds; fog cloud; jump; speak with animals*	**Save DC 10; Spell Atk +2** **2nd:** *find traps; silence; spike growth* **1st:** *cure wounds; fog cloud; jump; speak with animals*	**Save DC 11; Spell Atk +3** **3rd:** *daylight; plent growth; speak with plants* **2nd:** *find traps; silence; spike growth* **1st:** *cure wounds; fog cloud; jump; speak with animals*
Equipment	Dagger (small); morningstar (small); leather armor (small); longbow (small); arrows (20x)	Dagger (small); morningstar (small); *+1 leather armor (small); +1 longbow (small);* arrows (20x)	Dagger (small); morningstar (small); *+2 leather armor (small); +2 longbow (small);* arrows (20x)	Dagger (small); morningstar (small); *+3 leather armor (small); +3 longbow (small);* arrows (20x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Defensive Tactics At 7th level, you gain one of the following features of your choice.

Escape the Horde Opportunity attacks against you are made with disadvantage.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions.

Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Fiends Advantage on Wisdom (Survival) checks to track Fiends, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Leafguard

Leaf Whisperer

NG; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Size / Aln	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf
HP	31	59	77	104
Armor Class	15	17	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 10 (+2) **DEX** 17 (+5) **CON** 12 (+1) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 9 (-1)	**STR** 10 (+3) **DEX** 19 (+7) **CON** 12 (+1) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 9 (-1)	**STR** 11 (+4) **DEX** 20 (+9) **CON** 12 (+1) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 9 (-1)	**STR** 13 (+6) **DEX** 20 (+10) **CON** 12 (+1) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12	Passive Perception 12	Passive Perception 12	Passive Perception 12
Languages	Common, Dwarvish, Elvish, Gnomish			
Attacks	**Ranged** Longbow) --> 150 ft.': +7 (1d8+3); 600 ft.': +7 (1d8+3) **Melee** Shortsword +5 (1d6+3)	**Ranged** *+1 Longbow*) --> 150 ft.': +10/+10 (1d8+5); 600 ft.': +10/+10 (1d8+5) **Melee** Shortsword +7/+7 (1d6+4)	**Ranged** *+2 Longbow*) --> 150 ft.': +13/+13 (1d8+7); 600 ft.': +13/+13 (1d8+7) **Melee** Shortsword +9/+9 (1d6+5)	**Ranged** *+3 Longbow*) --> 150 ft.': +15/+15 (1d8+8); 600 ft.': +15/+15 (1d8+8) **Melee** Shortsword +10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Monstrosities, Desert	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Beasts, Monstrosities, Desert, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Volley, Archery, Beasts, Monstrosities, Desert, Forest, Grassland	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Stand Against the Tide, Superior Hunter's Defense, Vanish, Volley, Archery, Beasts, Elementals, Monstrosities, Desert, Forest, Grassland
Spell-casting	**Save DC 12; Spell Atk +4** **1st:** *cure wounds; fog cloud; jump*	**Save DC 13; Spell Atk +5** **2nd:** *barkskin; locate object; pass without trace* **1st:** *cure wounds; fog cloud; jump; speak with animals*	**Save DC 14; Spell Atk +6** **3rd:** *nondetection; plant growth; water walk* **2nd:** *barkskin; locate object; pass without trace* **1st:** *cure wounds; fog cloud; jump; speak with animals*	**Save DC 15; Spell Atk +7** **4th:** *locate creature; stoneskin* **3rd:** *nondetection; plant growth; water walk* **2nd:** *barkskin; locate object; pass without trace* **1st:** *cure wounds; fog cloud; jump; speak with animals*
Equipment	Longbow; arrows (20x); studded leather armor; shortsword	*+1 longbow;* arrows (20x); *+1 studded leather armor;* shortsword	*+2 longbow;* arrows (20x); *+2 studded leather armor;* shortsword	*+3 longbow;* arrows (20x); *+3 studded leather armor;* shortsword

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack Defense When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or

Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Stand Against the Tide When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

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

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Elementals Advantage on Wisdom (Survival) checks to track Elementals, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Monstrosities Advantage on Wisdom (Survival) checks to track Monstrosities, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Leafpreacher

Leaf Whisperer

NE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Cleric 4	Cleric 8	Cleric 12	Cleric 16
Size / Aln	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc
HP	17	39	56	76
Armor Class	17	18	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 15 (+2) DEX 13 (+1) CON 10 (+0) INT 7 (-2) WIS 16 (+5) CHA 15 (+4)	STR 17 (+3) DEX 13 (+1) CON 10 (+0) INT 7 (-2) WIS 16 (+6) CHA 15 (+5)	STR 18 (+4) DEX 13 (+2) CON 10 (+0) INT 7 (-2) WIS 16 (+7) CHA 15 (+6)	STR 20 (+5) DEX 14 (+2) CON 10 (+0) INT 7 (-2) WIS 16 (+8) CHA 15 (+7)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 13 Armor - Disad on Stealth	Passive Perception 13 Armor - Disad on Stealth	Passive Perception 13 Armor - Disad on Stealth	Passive Perception 13 Armor - Disad on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Mace +4 (1d6+2) **Ranged** Crossbow, Light) --> 80 ft.': +3 (1d8+1); 320 ft.': +3 (1d8+1)	**Melee** *+1 Mace* +7 (1d6+4) **Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+1); 320 ft.': +4 (1d8+1)	**Melee** *+2 Mace* +10 (1d6+6) **Ranged** Crossbow, Light) --> 80 ft.': +6 (1d8+2); 320 ft.': +6 (1d8+2)	**Melee** *+3 Mace* +13 (1d6+8) **Ranged** Crossbow, Light) --> 80 ft.': +7 (1d8+2); 320 ft.': +7 (1d8+2)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 3), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability
Spell-casting	**Save DC 13; Spell Atk +5** **2nd:** *aid; hold person; prayer of healing* **1st:** *bless; guiding bolt; shield of faith*	**Save DC 14; Spell Atk +6** **4th:** *divination; guardian of faith; stone shape* **3rd:** *create food and water; magic circle; remove curse* **2nd:** *aid; hold person; prayer of healing* **1st:** *bless; guiding bolt; shield of faith*	**Save DC 15; Spell Atk +7** **6th:** *true seeing* **5th:** *commune; greater restoration; insect plague* **4th:** *divination; guardian of faith; stone shape* **3rd:** *create food and water; magic circle; remove curse* **2nd:** *aid; hold person; prayer of healing* **1st:** *bless; guiding bolt; shield of faith*	**Save DC 16; Spell Atk +8** **8th:** *control weather* **7th:** *symbol* **6th:** *true seeing* **5th:** *commune; greater restoration; insect plague* **4th:** *divination; guardian of faith; stone shape* **3rd:** *create food and water; magic circle; remove curse* **2nd:** *aid; hold person; prayer of healing* **1st:** *bless; guiding bolt; shield of faith*
Equipment	Mace; scale mail; shield; light crossbow; crossbow bolts (10x)	*+1 mace;* *+1 scale mail;* shield; light crossbow; crossbow bolts (10x)	*+2 mace;* *+2 scale mail;* shield; light crossbow; crossbow bolts (10x)	*+3 mace;* *+3 scale mail;* shield; light crossbow; crossbow bolts (10x)

Special Abilities

Blessed Healer Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Bonus Proficiency When you choose this domain at 1st level, you gain proficiency with heavy armor.

Channel Divinity At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 80. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 3) Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

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

Divine Domain Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. The Life domain is detailed at the end of the class description and provides examples of gods associated with it. See the Player's Handbook for details on all the domains. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Divine Intervention Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 16, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Leafsinger

Leaf Whisperer

TN; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Druid 4	Druid 8	Druid 12	Druid 16
Size / Aln	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)
HP	17	41	58	78
Armor Class	15	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 11 (+0) DEX 18 (+4) CON 10 (+0) INT 7 (+0) WIS 18 (+6) CHA 10 (+0)	STR 13 (+1) DEX 18 (+4) CON 10 (+0) INT 7 (+0) WIS 18 (+7) CHA 10 (+0)	STR 15 (+2) DEX 18 (+4) CON 10 (+0) INT 7 (+2) WIS 18 (+8) CHA 10 (+0)	STR 17 (+3) DEX 18 (+4) CON 10 (+0) INT 7 (+3) WIS 18 (+9) CHA 10 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 16 +2 Herbalism Kit	Passive Perception 17 +3 Herbalism Kit	Passive Perception 18 +4 Herbalism Kit	Passive Perception 19 +5 Herbalism Kit
Languages	Common, Druidic, Elvish, Gnomish			
Attacks	**Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Scimitar +6 (1d6+4) **Ranged** Shortbow) --> 30 ft.': +6 (1d6+4); 120 ft.': +6 (1d6+4)	**Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *+1 Scimitar* +8 (1d6+5) **Ranged** Shortbow) --> 30 ft.': +7 (1d6+4); 120 ft.': +7 (1d6+4)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Melee** *+2 Scimitar* +10 (1d6+6) **Ranged** Shortbow) --> 30 ft.': +8 (1d6+4); 120 ft.': +8 (1d6+4)	**Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4) **Melee** *+3 Scimitar* +12 (1d6+7) **Ranged** Shortbow) --> 30 ft.': +9 (1d6+4); 120 ft.': +9 (1d6+4)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Longbow, Longsword, Mace, Quarterstaff, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *flame blade; gust of wind; spike growth* **1st:** *animal friendship; charm person; entangle; thunderwave*	**Save DC 15; Spell Atk +7** **4th:** *dominate beast; stone shape; stoneskin* **3rd:** *conjure animals; meld into stone; wind wall* **2nd:** *flame blade; gust of wind; spike growth* **1st:** *animal friendship; charm person; entangle; thunderwave*	**Save DC 16; Spell Atk +8** **6th:** *conjure fey* **5th:** *antilife shell; wall of stone* **4th:** *dominate beast; stone shape; stoneskin* **3rd:** *conjure animals; meld into stone; wind wall* **2nd:** *flame blade; gust of wind; spike growth* **1st:** *animal friendship; charm person; entangle; thunderwave*	**Save DC 17; Spell Atk +9** **8th:** *animal shapes* **7th:** *regenerate* **6th:** *conjure fey* **5th:** *antilife shell; wall of stone* **4th:** *dominate beast; stone shape; stoneskin* **3rd:** *conjure animals; meld into stone; wind wall* **2nd:** *flame blade; gust of wind; spike growth* **1st:** *animal friendship; charm person; entangle; thunderwave*
Equipment	Dagger; scimitar; leather armor; shortbow; arrows (20x)	Dagger; *+1 scimitar;* *+1 leather armor;* shortbow; arrows (20x)	Dagger; *+2 scimitar;* *+2 leather armor;* shortbow; arrows (20x)	Dagger; *+3 scimitar;* *+3 leather armor;* shortbow; arrows (20x)

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must

make a Wisdom saving throw against your druid spell save DC: 17. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 8. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Longsight Crone

Ever-Present Occulus

NE; Medium Humanoid (Tiefling)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Wizard 4	Wizard 8	Wizard 12	Wizard 16
Size / Aln	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling	Medium NE Tiefling
HP	30	58	91	116
Armor Class	14	15	16	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 7 (-2) **DEX** 13 (+1) **CON** 16 (+3) **INT** 20 (+7) **WIS** 7 (+0) **CHA** 9 (-1)	**STR** 7 (-2) **DEX** 15 (+2) **CON** 16 (+3) **INT** 20 (+8) **WIS** 7 (+1) **CHA** 9 (-1)	**STR** 7 (-2) **DEX** 17 (+3) **CON** 16 (+3) **INT** 20 (+9) **WIS** 7 (+2) **CHA** 9 (-1)	**STR** 7 (-2) **DEX** 19 (+4) **CON** 16 (+3) **INT** 20 (+10) **WIS** 7 (+3) **CHA** 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8	Passive Perception 8	Passive Perception 8	Passive Perception 8
Languages	Common, Infernal			
Attacks	**Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Ranged** Dart) --> 20 ft.': -7 (1d4+1); 80 ft.': -7 (1d4+1) **Melee** Quarterstaff +0 (1d8-2)	**Ranged** Dart) --> 20 ft.': -5 (1d4+2); 80 ft.': -5 (1d4+2) **Melee** *+1 Dagger* +6 (1d4+3) **Ranged** *+1 Dagger* 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Melee** Quarterstaff +1 (1d8-2)	**Ranged** Dart) --> 20 ft.': -3 (1d4+3); 80 ft.': -3 (1d4+3) **Melee** *+2 Dagger* +9 (1d4+5) **Ranged +2** Dagger 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** Quarterstaff +2 (1d8-2)	**Ranged** Dart) --> 20 ft.': -1 (1d4+4); 80 ft.': -1 (1d4+4) **Melee** *+3 Dagger* +12 (1d4+7) **Ranged** *+3 Dagger* 20 ft.': +12 (1d4+7); 60 ft.': +12 (1d4+7) **Melee** Quarterstaff +3 (1d8-2)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *detect thoughts; knock; locate object* **1st:** *comprehend languages; detect magic; identify; unseen servant*	**Save DC 16; Spell Atk +8** **4th:** *arcane eye; locate creature; private sanctum* **3rd:** *clairvoyance; gaseous form; sending* **2nd:** *detect thoughts; knock; locate object* **1st:** *comprehend languages; detect magic; identify; unseen servant*	**Save DC 17; Spell Atk +9** **6th:** *true seeing* **5th:** *contact other plane; scrying* **4th:** *arcane eye; locate creature; private sanctum* **3rd:** *clairvoyance; gaseous form; sending* **2nd:** *detect thoughts; knock; locate object* **1st:** *comprehend languages; detect magic; identify; unseen servant*	**Save DC 18; Spell Atk +10** **8th:** *antipathy/sympathy* **7th:** *plane shift* **6th:** *true seeing* **5th:** *contact other plane; scrying* **4th:** *arcane eye; locate creature; private sanctum* **3rd:** *clairvoyance; gaseous form; sending* **2nd:** *detect thoughts; knock; locate object* **1st:** *comprehend languages; detect magic; identify; unseen servant*
Equipment	Dagger; dart (4x); quarterstaff	*+1 dagger;* dart (4x); quarterstaff	*+2 dagger;* dart (4x); quarterstaff	*+3 dagger;* dart (4x); quarterstaff

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 12.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Merchant Guard

Adamantium Trail

LN; Medium Humanoid (Half-Orc)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium LN Half-Orc	Medium LN Half-Orc	Medium LN Half-Orc	Medium LN Half-Orc
HP	37	65	101	160
Armor Class	15	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 17 (+5) **DEX** 13 (+1) **CON** 17 (+5) **INT** 8 (-1) **WIS** 7 (-2) **CHA** 12 (+1)	**STR** 20 (+8) **DEX** 14 (+2) **CON** 17 (+6) **INT** 8 (-1) **WIS** 7 (-2) **CHA** 12 (+1)	**STR** 20 (+9) **DEX** 16 (+3) **CON** 17 (+7) **INT** 8 (-1) **WIS** 7 (-2) **CHA** 12 (+1)	**STR** 20 (+10) **DEX** 18 (+4) **CON** 19 (+9) **INT** 8 (-1) **WIS** 7 (-2) **CHA** 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 8 Armor - Disad on Stealth	Passive Perception 8 Armor - Disad on Stealth	Passive Perception 8 Armor - Disad on Stealth	Passive Perception 8 Armor - Disad on Stealth
Languages	Common, Orc			
Attacks	**Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Scimitar +5 (1d6+3) **Ranged** Shortbow) --> 30 ft.': +3 (1d6+1); 120 ft.': +3 (1d6+1)	**Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Melee** *+1 Scimitar* +9/+9 (1d6+6) **Ranged** Shortbow) --> 30 ft.': +5/+5 (1d6+2); 120 ft.': +5/+5 (1d6+2)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5) **Melee** *+2 Scimitar* +11/+11/+11 (1d6+7) **Ranged** Shortbow) --> 30 ft.': +7/+7/+7 (1d6+3); 120 ft.': +7/+7/+7 (1d6+3)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Melee** *+3 Scimitar* +13/+13/+13 (1d6+8) **Ranged** Shortbow) --> 30 ft.': +9/+9/+9 (1d6+4); 120 ft.': +9/+9/+9 (1d6+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Dagger; scimitar; scale mail; shortbow; arrows (20x)	Dagger; *+1 scimitar;* *+1 scale mail;* shortbow; arrows (20x)	Dagger; *+2 scimitar;* *+2 scale mail;* shortbow; arrows (20x)	Dagger; *+3 scimitar;* *+3 scale mail;* shortbow; arrows (20x)

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

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

Oakguard

Mace & Blade

NG; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium NG Human	Medium NG Human	Medium NG Human	Medium NG Human
HP	34	63	96	158
Armor Class	16	17	18	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 17 (+5) DEX 10 (+0) CON 15 (+4) INT 9 (-1) WIS 15 (+2) CHA 8 (-1)	STR 19 (+7) DEX 10 (+0) CON 17 (+6) INT 9 (-1) WIS 15 (+2) CHA 8 (-1)	STR 20 (+9) DEX 10 (+0) CON 17 (+7) INT 9 (-1) WIS 15 (+2) CHA 8 (-1)	STR 20 (+10) DEX 12 (+0) CON 20 (+10) INT 9 (-1) WIS 15 (+2) CHA 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 Armor - Disad on Stealth	Passive Perception 12 Armor - Disad on Stealth	Passive Perception 12 Armor - Disad on Stealth	Passive Perception 12 Armor - Disad on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Warhammer +5 (1d8+5) **Melee** Light Hammer +5 (1d4+5) **Melee** Light Hammer (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Warhammer* +8/+8 (1d8+7) **Melee** Light Hammer +7/+7 (1d4+6) **Ranged** Light Hammer (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** *+2 Warhammer* +11/+11/+11 (1d8+9) **Melee** Light Hammer +9/+9/+9 (1d4+7) **Ranged** Light Hammer (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5)	**Melee** *+3 Warhammer* +13/+13/+13 (1d8+10) **Melee** Light Hammer +10/+10/+10 (1d4+7) **Ranged** Light Hammer (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Ability Score Increase, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Warhammer; scale mail; shield; light hammer (2x)	*+1 warhammer;* *+1 scale mail;* shield; light hammer (2x)	*+2 warhammer;* *+2 scale mail;* shield; light hammer (2x)	*+3 warhammer;* *+3 scale mail;* shield; light hammer (2x)

Special Abilities

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

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

Rivermaiden

Katkalls

NG; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Bard 4	Bard 8	Bard 12	Bard 16
Size / Aln	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf
HP	28	47	65	77
Armor Class	13	15	17	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 9 (-1) DEX 15 (+4) CON 10 (+0) INT 10 (+0) WIS 15 (+2) CHA 20 (+7)	STR 9 (-1) DEX 17 (+6) CON 10 (+0) INT 10 (+0) WIS 15 (+2) CHA 20 (+8)	STR 9 (-1) DEX 19 (+8) CON 10 (+0) INT 10 (+0) WIS 15 (+2) CHA 20 (+9)	STR 10 (+0) DEX 20 (+10) CON 10 (+0) INT 10 (+0) WIS 15 (+2) CHA 20 (+9)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 +2 Drum, Flute, Lyre	Passive Perception 15 +3 Drum, Flute, Lyre	Passive Perception 16 +4 Drum, Flute, Lyre	Passive Perception 17 +5 Drum, Flute, Lyre
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Spear +4 (1d6+2) **Ranged** Spear (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2) **Ranged** Shortbow) --> 30 ft.': -6 (1d6+2); 120 ft.': -6 (1d6+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Ranged** Shortbow) --> 30 ft.': -4 (1d6+3); 120 ft.': -4 (1d6+3) **Melee** *+1 Spear* +7 (1d6+4) **Ranged** *+1 Spear* 20 ft.': +7 (1d6+4); 60 ft.': +7 (1d6+4) **Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3)	**Ranged** Shortbow) --> 30 ft.': -2 (1d6+4); 120 ft.': -2 (1d6+4) **Melee** *+2 Spear* +10 (1d6+6) **Ranged** *+2 Spear* 20 ft.': +10 (1d6+6); 60 ft.': +10 (1d6+6) **Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4)	**Ranged** Shortbow) --> 30 ft.': +0 (1d6+5); 120 ft.': +0 (1d6+5) **Melee** *+3 Spear* +13 (1d6+8) **Ranged** *+3 Spear* 20 ft.': +13 (1d6+8); 60 ft.': +13 (1d6+8) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Cutting Words, Expertise, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *enthrall; hold person; invisibility* **1st:** *charm person; hideous laughter; silent image; sleep*	**Save DC 16; Spell Atk +8** **4th:** *compulsion; confusion; dimension door* **3rd:** *bestow curse; fear; major image* **2nd:** *enthrall; hold person; invisibility* **1st:** *charm person; hideous laughter; silent image; sleep*	**Save DC 17; Spell Atk +9** **6th:** *irresistible dance* **5th:** *dominate person; mislead* **4th:** *compulsion; confusion; dimension door* **3rd:** *bestow curse; fear; major image* **2nd:** *enthrall; hold person; invisibility* **1st:** *charm person; hideous laughter; silent image; sleep*	**Save DC 18; Spell Atk +10** **8th:** *mind blank* **7th:** *mirage arcane* **6th:** *irresistible dance* **5th:** *dominate person; mislead* **4th:** *compulsion; confusion; dimension door* **3rd:** *bestow curse; fear; major image* **2nd:** *enthrall; hold person; invisibility* **1st:** *charm person; hideous laughter; silent image; sleep*
Equipment	Spear; longbow; arrows (20x); leather armor; dagger	*+1 spear;* longbow; arrows (20x); *+1 leather armor;* dagger	*+2 spear;* longbow; arrows (20x); *+2 leather armor;* dagger	*+3 spear;* longbow; arrows (20x); *+3 leather armor;* dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the

DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

Rootmaid

Liquid Guardian

CG; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 2 **XP** 450	**CR** 5 **XP** 1,800	**CR** 8 **XP** 3,900	**CR** 11 **XP** 7,200
Class / HD	Rogue 2	Rogue 5	Rogue 8	Rogue 11
Size / Aln	Small CG Halfling (Lightfoot)	Small CG Halfling (Lightfoot)	Small CG Halfling (Lightfoot)	Small CG Halfling (Lightfoot)
HP	14	24	34	41
Armor Class	12	14	16	18
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 9 (-1) **DEX** 13 (+3) **CON** 9 (-1) **INT** 10 (+2) **WIS** 15 (+2) **CHA** 16 (+3)	**STR** 9 (-1) **DEX** 15 (+5) **CON** 9 (-1) **INT** 10 (+3) **WIS** 15 (+2) **CHA** 16 (+3)	**STR** 9 (-1) **DEX** 17 (+6) **CON** 9 (-1) **INT** 10 (+3) **WIS** 15 (+2) **CHA** 16 (+3)	**STR** 9 (-1) **DEX** 19 (+8) **CON** 9 (-1) **INT** 10 (+4) **WIS** 15 (+2) **CHA** 16 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 Armor - Disad on Stealth +4 Thieves' Tools	Passive Perception 18 Armor - Disad on Stealth +6 Thieves' Tools	Passive Perception 18 Armor - Disad on Stealth +6 Thieves' Tools	Passive Perception 20 Armor - Disad on Stealth +8 Thieves' Tools
Languages	Common, Halfling			
Attacks	**Melee** Quarterstaff (Small) +1 (1d8-1) **Ranged** Sling (Small)) --> 30 ft.': -7 (1d4+1); 120 ft.': -7 (1d4+1) **Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Ranged** Sling (Small)) --> 30 ft.': -5 (1d4+2); 120 ft.': -5 (1d4+2) **Melee** *+1 Quarterstaff* +3 (1d8) **Melee** Dagger (Small) +5 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2)	**Ranged** Sling (Small)) --> 30 ft.': -4 (1d4+3); 120 ft.': -4 (1d4+3) **Melee** *+2 Quarterstaff* +4 (1d8+1) **Melee** Dagger (Small) +6 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3)	**Ranged** Sling (Small)) --> 30 ft.': -2 (1d4+4); 120 ft.': -2 (1d4+4) **Melee** *+3 Quarterstaff* +6 (1d8+2) **Melee** Dagger (Small) +8 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Cunning Action, Expertise, Sneak Attack, Thieves' Cant	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge
Spell-casting	-	-	-	-
Equipment	Quarterstaff (small); sling (small); sling bullets (20x); padded armor (small); dagger (small)	*+1 quarterstaff (small);* sling (small); sling bullets (20x); *+1 padded armor (small);* dagger (small)	*+2 quarterstaff (small);* sling (small); sling bullets (20x); *+2 padded armor (small);* dagger (small)	*+3 quarterstaff (small);* sling (small); sling bullets (20x); *+3 padded armor (small);* dagger (small)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 6d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Rotbringer

Thornpriest

LE; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Monk 4	Monk 8	Monk 12	Monk 16
Size / Aln	Small LE Gnome (Rock)	Small LE Gnome (Rock)	Small LE Gnome (Rock)	Small LE Gnome (Rock)
HP	40	65	96	130
Armor Class	9	9	9	9
Speed	Walk 35'	Walk 40'	Walk 45'	Walk 50'
Ability Scores / Saves	**STR** 10 (+2) **DEX** 10 (+2) **CON** 16 (+3) **INT** 18 (+4) **WIS** 8 (-1) **CHA** 12 (+1)	**STR** 12 (+4) **DEX** 10 (+3) **CON** 16 (+3) **INT** 18 (+4) **WIS** 8 (-1) **CHA** 12 (+1)	**STR** 14 (+6) **DEX** 10 (+4) **CON** 16 (+3) **INT** 18 (+4) **WIS** 8 (-1) **CHA** 12 (+1)	**STR** 16 (+8) **DEX** 10 (+5) **CON** 16 (+8) **INT** 18 (+9) **WIS** 8 (+4) **CHA** 12 (+6)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9 +2 Flute	Passive Perception 9 +3 Flute	Passive Perception 9 +4 Flute	Passive Perception 9 +5 Flute
Languages	Common, Gnomish	Common, Gnomish	Common, Gnomish	Abyssal, Celestial, Common, Deep Speech, Draconic, Druidic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Infernal, Orc, Primordial, Sylvan, Undercommon
Attacks	**Unarmed** Attack +2 (1d4 20/x2; 5 ft.) **Ranged** Sling (Small)) --> 30 ft.': -4 (1d4); 120 ft.': -4 (1d4) **Melee** Dagger (Small) +2 (1d4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +2 (1d4); 60 ft.': +2 (1d4) **Melee** Unarmed Strike (Small) +2 (1d4)	**Unarmed** Attack +3/+3 (1d6 20/x2; 5 ft.) **Melee** *+1 Dagger* +5 (1d4+2) **Ranged** *+1 Dagger* 20 ft.': +5/+5 (1d4+2); 60 ft.': +5/+5 (1d4+2) **Ranged** Sling (Small)) --> 30 ft.': -3/-3 (1d4); 120 ft.': -3/-3 (1d4) **Melee** Unarmed Strike (Small) +4/+4 (1d6+1)	**Unarmed** Attack +4/+4 (1d8 20/x2; 5 ft.) **Melee** *+2 Dagger* +8 (1d4+4) **Ranged** *+2 Dagger* 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4) **Ranged** Sling (Small)) --> 30 ft.': -2/-2 (1d4); 120 ft.': -2/-2 (1d4) **Melee** Unarmed Strike (Small) +6/+6 (1d8+2)	**Unarmed** Attack +5/+5 (1d8 20/x2; 5 ft.) **Melee** *+3 Dagger* +11 (1d4+6) **Ranged** *+3 Dagger* 20 ft.': +11/+11 (1d4+6); 60 ft.': +11/+11 (1d4+6) **Ranged** Sling (Small)) --> 30 ft.': -1/-1 (1d4); 120 ft.': -1/-1 (1d4) Melee *Unarmed Strike (Small) +8/+8 (1d8+3)
Special	-	-	-	-

	Low	Moderate	Advanced	Elite
Proficiencies	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Deflect Missiles, Flurry of Blows, Ki, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Unarmored Defense, Unarmored Movement, Way of the Open Hand	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Deflect Missiles, Diamond Soul, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Timeless Body, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body
Spell-casting	-	-	-	-
Equipment	Sling (small); sling bullets (20x); dagger	Sling (small); sling bullets (20x); *+1 dagger*	Sling (small); sling bullets (20x); *+2 dagger*	Sling (small); sling bullets (20x); *+3 dagger*

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Deflect Missiles Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 16. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

Diamond Soul Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Evasion At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Flurry of Blows Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Ki Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 16 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 12

Ki-Empowered Strikes Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Martial Arts At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: * You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. * You can roll a d8 in place of the normal damage of your unarmed strike or monk weapon. * When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5.

Open Hand Technique Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: * It must succeed on a Dexterity saving throw or be knocked prone. * It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. * It can't take reactions until the end of your next turn.

Patient Defense You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Purity of Body At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Slow Fall Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by 80.

Step of the Wind You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Stillness of Mind Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Stunning Strike Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Timeless Body At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Tongue of the Sun and Moon Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Tranquility Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 12.

Unarmored Defense Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Unarmored Movement Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Way of the Open Hand Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Wholeness of Body At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to 48. You must finish a long rest before you can use this feature again.

Sapthriver

Wild Kingdom

TN; Medium Humanoid (Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Druid 4	Druid 8	Druid 12	Druid 16
Size / Aln	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)	Medium TN Elf (High)
HP	21	38	57	85
Armor Class	15	16	17	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 14 (+2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 12 (+3) **WIS** 16 (+5) **CHA** 9 (-1)	**STR** 16 (+3) **DEX** 13 (+1) **CON** 10 (+0) **INT** 12 (+4) **WIS** 16 (+6) **CHA** 9 (-1)	**STR** 18 (+4) **DEX** 13 (+1) **CON** 10 (+0) **INT** 12 (+5) **WIS** 16 (+7) **CHA** 9 (-1)	**STR** 18 (+4) **DEX** 15 (+2) **CON** 10 (+0) **INT** 12 (+6) **WIS** 16 (+8) **CHA** 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 15 +2 Herbalism Kit	Passive Perception 16 +3 Herbalism Kit	Passive Perception 17 +4 Herbalism Kit	Passive Perception 18 +5 Herbalism Kit
Languages	Common, Druidic, Elvish, Giant			
Attacks	**Melee** Spear +4 (1d6+2) **Ranged** Spear (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *+1 Spear* +7 (1d6+4) **Ranged** *+1 Spear* 20 ft.': +7 (1d6+4); 60 ft.': +7 (1d6+4) **Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3)	**Melee** *+2 Spear* +10 (1d6+6) **Ranged** *+2 Spear* 20 ft.': +10 (1d6+6); 60 ft.': +10 (1d6+6) **Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4)	**Melee** *+3 Spear* +12 (1d6+7) **Ranged** *+3 Spear* 20 ft.': +12 (1d6+7); 60 ft.': +12 (1d6+7) **Melee** Dagger +9 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+4); 60 ft.': +9 (1d4+4)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Longbow, Longsword, Mace, Quarterstaff, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spell-casting	**Save DC 13; Spell Atk +5** **2nd:** *flaming sphere; moonbeam; spike growth* **1st:** *entangle; fog cloud; speak with animals; thunderwave*	**Save DC 14; Spell Atk +6** **4th:** *blight; control water; giant insect* **3rd:** *call lightning; plant growth; sleet storm* **2nd:** *flaming sphere; moonbeam; spike growth* **1st:** *entangle; fog cloud; speak with animals; thunderwave*	**Save DC 15; Spell Atk +7** **6th:** *sunbeam* **5th:** *antilife shell; insect plague* **4th:** *blight; control water; giant insect* **3rd:** *call lightning; plant growth; sleet storm* **2nd:** *flaming sphere; moonbeam; spike growth* **1st:** *entangle; fog cloud; speak with animals; thunderwave*	**Save DC 16; Spell Atk +8** **8th:** *earthquake* **7th:** *fire storm* **6th:** *sunbeam* **5th:** *antilife shell; insect plague* **4th:** *blight; control water; giant insect* **3rd:** *call lightning; plant growth; sleet storm* **2nd:** *flaming sphere; moonbeam; spike growth* **1st:** *entangle; fog cloud; speak with animals; thunderwave*
Equipment	Spear; studded leather armor; shield; dagger	*+1 spear;* *+1 studded leather armor;* shield; dagger	*+2 spear;* *+2 studded leather armor;* shield; dagger	*+3 spear;* *+3 studded leather armor;* shield; dagger

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 16. On a failed save, the creature must choose a different target, or the attack

automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 8. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Scout

Squirrelheel Courier

LE; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Ranger 3	Ranger 7	Ranger 11	Ranger 15
Size / Aln	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf
HP	16	33	98	84
Armor Class	15	17	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+2) DEX 17 (+5) CON 11 (+0) INT 13 (+1) WIS 13 (+1) CHA 7 (-2)	STR 10 (+3) DEX 19 (+7) CON 11 (+0) INT 13 (+1) WIS 13 (+1) CHA 7 (-2)	STR 11 (+4) DEX 20 (+9) CON 11 (+0) INT 13 (+1) WIS 13 (+1) CHA 7 (-2)	STR 13 (+6) DEX 20 (+10) CON 11 (+0) INT 13 (+1) WIS 13 (+1) CHA 7 (-2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 11	Passive Perception 11	Passive Perception 11
Languages	Common, Dwarvish, Elvish, Giant			
Attacks	**Ranged** Longbow) --> 150 ft.': +7 (1d8+3); 600 ft.': +7 (1d8+3) **Melee** Longsword +2 (1d8) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Ranged** *+1 Longbow*) --> 150 ft.': +10/+10 (1d8+5); 600 ft.': +10/+10 (1d8+5) **Melee** Longsword +3/+3 (1d8) **Melee** Dagger +7/+7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Ranged** *+2 Longbow*) --> 150 ft.': +13/+13 (1d8+7); 600 ft.': +13/+13 (1d8+7) **Melee** Longsword +4/+4 (1d8) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Ranged** *+3 Longbow*) --> 150 ft.': +15/+15 (1d8+8); 600 ft.': +15/+15 (1d8+8) **Melee** Longsword +6/+6 (1d8+1) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Colossus Slayer, Favored Enemy, Fighting Style, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Aberrations, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Aberrations, Dragons, Desert, Forest	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Volley, Archery, Aberrations, Dragons, Desert, Forest, Mountain	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Escape the Horde, Evasion, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Superior Hunter's Defense, Vanish, Volley, Archery, Aberrations, Dragons, Elementals, Desert, Forest, Mountain
Spell-casting	**Save DC 11; Spell Atk +3** **1st:** *alarm; jump; longstrider*	**Save DC 12; Spell Atk +4** **2nd:** *animal messenger; find traps; locate object* **1st:** *alarm; detect poison and disease; jump; longstrider*	**Save DC 13; Spell Atk +5** **3rd:** *nondetection; protection from energy; water walk* **2nd:** *animal messenger; find traps; locate object* **1st:** *alarm; detect poison and disease; jump; longstrider*	**Save DC 14; Spell Atk +6** **4th:** *freedom of movement; locate creature* **3rd:** *nondetection; protection from energy; water walk* **2nd:** *animal messenger; find traps; locate object* **1st:** *alarm; detect poison and disease; jump; longstrider*
Equipment	Longbow; arrows (20x); studded leather armor; longsword; dagger	*+1 longbow;* arrows (20x); *+1 studded leather armor;* longsword; dagger	*+2 longbow;* arrows (20x); *+2 studded leather armor;* longsword; dagger	*+3 longbow;* arrows (20x); *+3 studded leather armor;* longsword; dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Colossus Slayer Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Escape the Horde Opportunity attacks against you are made with disadvantage.

Evasion You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a lightning bolt spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking

damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

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

Aberrations Advantage on Wisdom (Survival) checks to track Aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Dragons Advantage on Wisdom (Survival) checks to track Dragons, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Elementals Advantage on Wisdom (Survival) checks to track Elementals, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Shadesmith

Thornpriest

LN; Small Humanoid (Gnome)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Wizard 4	Wizard 8	Wizard 12	Wizard 16
Size / Aln	Small LN Gnome (Rock)	Small LN Gnome (Rock)	Small LN Gnome (Rock)	Small LN Gnome (Rock)
HP	32	54	78	103
Armor Class	12	13	14	15
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 15 (+2) **DEX** 9 (-1) **CON** 16 (+3) **INT** 19 (+6) **WIS** 8 (+1) **CHA** 7 (-2)	**STR** 15 (+2) **DEX** 11 (+0) **CON** 16 (+3) **INT** 19 (+7) **WIS** 8 (+2) **CHA** 7 (-2)	**STR** 15 (+2) **DEX** 13 (+1) **CON** 16 (+3) **INT** 19 (+8) **WIS** 8 (+3) **CHA** 7 (-2)	**STR** 15 (+2) **DEX** 15 (+3) **CON** 16 (+3) **INT** 19 (+9) **WIS** 8 (+4) **CHA** 7 (-2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Gnomish			
Attacks	**Melee** Dagger (Small) +4 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2) **Melee** Spear +2 (1d6+2) **Ranged** Spear 20 ft.': +2 (1d6+2); 60 ft.': +2 (1d6+2)	**Melee** Dagger (Small) +5 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** *+1 Spear* +3 (1d6+3) **Ranged** *+1 Spear* 20 ft.': +3 (1d6+3); 60 ft.': +3 (1d6+3)	**Melee** Dagger (Small) +6 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Melee** *+2 Spear* +4 (1d6+4) **Ranged** *+2 Spear* 20 ft.': +4 (1d6+4); 60 ft.': +4 (1d6+4)	**Melee** Dagger (Small) +7 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7 (1d4+2); 60 ft.': +7 (1d4+2) **Melee** *+3 Spear* +5 (1d6+5) **Ranged** *+3 Spear* 20 ft.': +5 (1d6+5); 60 ft.': +5 (1d6+5)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *acid arrow; mirror image; shatter* **1st:** *burning hands; expeditious retreat; magic missile; sleep*	**Save DC 165 Spell Atk +7** **4th:** *black tentacles; ice storm; polymorph* **3rd:** *fireball; magic circle; stinking cloud* **2nd:** *acid arrow; mirror image; shatter* **1st:** *burning hands; expeditious retreat; magic missile; sleep*	**Save DC 16; Spell Atk +8** **6th:** *wall of ice* **5th:** *cloudkill; cone of cold* **4th:** *black tentacles; ice storm; polymorph* **3rd:** *fireball; magic circle; stinking cloud* **2nd:** *acid arrow; mirror image; shatter* **1st:** *burning hands; expeditious retreat; magic missile; sleep*	**Save DC 17; Spell Atk +9** **8th:** *incendiary cloud* **7th:** *forcecage* **6th:** *wall of ice* **5th:** *cloudkill; cone of cold* **4th:** *black tentacles; ice storm; polymorph* **3rd:** *fireball; magic circle; stinking cloud* **2nd:** *acid arrow; mirror image; shatter* **1st:** *burning hands; expeditious retreat; magic missile; sleep*
Equipment	Dagger (small); spear (small)	Dagger (small); *+1 spear (small)*	Dagger (small); *+2 spear (small)*	Dagger (small); *+3 spear (small)*

Special Abilities

Artificer's Lore Whenever you make a History check related to magic items, alchemical objects, ar technological devices, you can add twice your proficiency bonus (10), instead of any proficiency bonus you normally apply.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools Proficient with Artisan Tinker's Tools.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +4 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Synthesist

Liquid Guardian

CN; Medium Humanoid (Half-Elf)

	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Sorcerer 4	Sorcerer 8	Sorcerer 12	Sorcerer 16
Size / Aln	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf
HP	29	52	79	102
Armor Class	14	16	18	20
Speed	Walk 30’	Walk 30’	Walk 30’	Walk 30’; Fly 30’
Ability Scores / Saves	**STR** 9 (-1) **DEX** 10 (+0) **CON** 12 (+3) **INT** 8 (-1) **WIS** 15 (+2) **CHA** 20 (+7)	**STR** 9 (-1) **DEX** 12 (+1) **CON** 12 (+4) **INT** 8 (-1) **WIS** 15 (+2) **CHA** 20 (+8)	**STR** 9 (-1) **DEX** 14 (+2) **CON** 12 (+5) **INT** 8 (-1) **WIS** 15 (+2) **CHA** 20 (+9)	**STR** 9 (-1) **DEX** 16 (+3) **CON** 12 (+6) **INT** 8 (-1) **WIS** 15 (+2) **CHA** 20 (+10)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 12 Armor - Disad on STR and DEX skill checks, saves			
Languages	Common, Orc			
Attacks	**Melee** Dagger +2 (1d4) **Ranged** Dagger (Thrown) 20 ft.’: +2 (1d4); 60 ft.’: +2 (1d4) **Ranged** Crossbow, Light) --> 80 ft.’: -8 (1d8); 320 ft.’: -8 (1d8)	**Melee** Dagger +4 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.’: +4 (1d4+1); 60 ft.’: +4 (1d4+1) **Ranged** *+1 Crossbow, Light*) --> 80 ft.’: -5 (1d8+2); 320 ft.’: -5 (1d8+2)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.’: +6 (1d4+2); 60 ft.’: +6 (1d4+2) **Ranged** *+2 Crossbow, Light*) --> 80 ft.’: -2 (1d8+4); 320 ft.’: -2 (1d8+4)	**Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.’: +8 (1d4+3); 60 ft.’: +8 (1d4+3) **Ranged** *+3 Crossbow, Light*) --> 80 ft.’: +1 (1d8+6); 320 ft.’: +1 (1d8+6)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Heightened Spell, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cantrips, Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Heightened Spell, Metamagic, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *blur; darkness; misty step* **1st:** *color spray; disguise self; fog cloud; sleep*	**Save DC 16; Spell Atk +8** **4th:** *confusion; greater invisibility; polymorph* **3rd:** *dispel magic; gaseous form; slow* **2nd:** *blur; darkness; misty step* **1st:** *color spray; disguise self; fog cloud; sleep*	**Save DC 17; Spell Atk +9** **6th:** *globe of invulnerability* **5th:** *animate objects; seeming* **4th:** *confusion; greater invisibility; polymorph* **3rd:** *dispel magic; gaseous form; slow* **2nd:** *blur; darkness; misty step* **1st:** *color spray; disguise self; fog cloud; sleep*	**Save DC 18; Spell Atk +10** **8th:** *sunburst* **7th:** *reverse gravity* **6th:** *globe of invulnerability* **5th:** *animate objects; seeming* **4th:** *confusion; greater invisibility; polymorph* **3rd:** *dispel magic; gaseous form; slow* **2nd:** *blur; darkness; misty step* **1st:** *color spray; disguise self; fog cloud; sleep*
Equipment	Dagger; light crossbow; crossbow bolts (10x); leather armor	Dagger; *+1 light crossbow;* crossbow bolts (10x); *+1 leather armor*	Dagger; *+2 light crossbow;* crossbow bolts (10x); *+2 leather armor*	Dagger; *+3 light crossbow;* crossbow bolts (10x); *+3 leather armor*

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Creating Spell Slots Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Draconic Bloodline Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Blue, Damage Type Lightning. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon Wings At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Elemental Affinity Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 5 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Empowered Spell When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 5. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Flexible Casting You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn

other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

Font of Magic At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Heightened Spell When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Metamagic At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Sorcery Points You have 16 sorcery points. You can never have more sorcery points than 16 at once. You regain all spent sorcery points when you finish a long rest.

Subtle Spell When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Chief

The Moss

NE; Small Humanoid (Halfling)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium NE Halfling (Lightfoot)	Medium NE Halfling (Lightfoot)	Medium NE Halfling (Lightfoot)	Medium NE Halfling (Lightfoot)
HP	32	54	83	108
Armor Class	14	16	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 10 (+0) DEX 17 (+5) CON 14 (+2) INT 13 (+3) WIS 6 (-2) CHA 12 (+1)	STR 10 (+0) DEX 19 (+7) CON 14 (+2) INT 13 (+4) WIS 6 (-2) CHA 12 (+1)	STR 13 (+1) DEX 20 (+9) CON 14 (+2) INT 13 (+5) WIS 6 (-2) CHA 12 (+1)	STR 15 (+2) DEX 20 (+10) CON 14 (+2) INT 13 (+6) WIS 6 (-2) CHA 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 10 +4 Thieves' Tools	Passive Perception 14 +6 Thieves' Tools	Passive Perception 16 +8 Thieves' Tools	Passive Perception 18 +10 Thieves' Tools
Languages	Common, Halfling			
Attacks	**Melee** Dagger (Small) +5 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Shortsword (Small) +5 (1d6+3) **Ranged** Shortbow (Small)) --> 30 ft.': +5 (1d6+3); 120 ft.': +5 (1d6+3)	**Melee** Dagger (Small) +7 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *+1 Shortsword* +8 (1d6+5) **Ranged** Shortbow (Small)) --> 30 ft.': +7 (1d6+4); 120 ft.': +7 (1d6+4)	**Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Shortsword* +11 (1d6+7) **Ranged** Shortbow (Small)) --> 30 ft.': +9 (1d6+5); 120 ft.': +9 (1d6+5)	**Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Shortsword* +13 (1d6+8) **Ranged** Shortbow (Small)) --> 30 ft.': +10 (1d6+5); 120 ft.': +10 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger (small); shortsword (small); leather armor (small); shortbow (small); arrows (20x)	Dagger (small); *+1 shortsword (small);* *+1 leather armor (small);* shortbow (small); arrows (20x)	Dagger (small); *+2 shortsword (small);* *+2 leather armor (small);* shortbow (small); arrows (20x)	Dagger (small); *+3 shortsword (small);* *+3 leather armor (small);* shortbow (small); arrows (20x)

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Torrent Mage

Thornpriest

LE; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Wizard 4	Wizard 8	Wizard 12	Wizard 16
Size / Aln	Medium LE Human	Medium LE Human	Medium LE Human	Medium LE Human
HP	14	31	47	55
Armor Class	15	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+0) DEX 14 (+2) CON 10 (+0) INT 18 (+6) WIS 9 (+1) CHA 10 (+0)	STR 10 (+0) DEX 16 (+3) CON 10 (+0) INT 18 (+7) WIS 9 (+2) CHA 10 (+0)	STR 10 (+0) DEX 18 (+4) CON 10 (+0) INT 18 (+8) WIS 9 (+3) CHA 10 (+0)	STR 10 (+0) DEX 20 (+5) CON 10 (+0) INT 18 (+9) WIS 9 (+4) CHA 10 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
Languages	Common, Giant			
Attacks	**Ranged** Crossbow, Light) --> 80 ft.': -2 (1d8+2); 320 ft.': -2 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Ranged** Crossbow, Light) --> 80 ft.': +0 (1d8+3); 320 ft.': +0 (1d8+3) **Melee** *+1 Dagger* +7 (1d4+4) **Ranged** *+1 Dagger* 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4)	**Ranged** Crossbow, Light) --> 80 ft.': +2 (1d8+4); 320 ft.': +2 (1d8+4) **Melee** *+2 Dagger* +10 (1d4+6) **Ranged** *+2 Dagger* 20 ft.': +10 (1d4+6); 60 ft.': +10 (1d4+6)	**Ranged** Crossbow, Light) --> 80 ft.': +4 (1d8+5); 320 ft.': +4 (1d8+5) **Melee** *+3 Dagger* +13 (1d4+8) **Ranged** *+3 Dagger* 20 ft.': +13 (1d4+8); 60 ft.': +13 (1d4+8)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			

	Low	Moderate	Advanced	Elite
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **2nd:** *gust of wind; ray of enfeeblement; scorching ray* **1st:** *color spray; magic missile; sleep; thunderwave*	**Save DC 15; Spell Atk +7** **4th:** *black tentacles; fire shield; wall of fire* **3rd:** *fireball; lightning bolt; sleet storm* **2nd:** *gust of wind; ray of enfeeblement; scorching ray* **1st:** *color spray; magic missile; sleep; thunderwave*	**Save DC 16; Spell Atk +8** **6th:** *freezing sphere* **5th:** *cloudkill; wall of stone* **4th:** *black tentacles; fire shield; wall of fire* **3rd:** *fireball; lightning bolt; sleet storm* **2nd:** *gust of wind; ray of enfeeblement; scorching ray* **1st:** *color spray; magic missile; sleep; thunderwave*	**Save DC 17; Spell Atk +9** **8th:** *control weather* **7th:** *delayed blast fireball* **6th:** *freezing sphere* **5th:** *cloudkill; wall of stone* **4th:** *black tentacles; fire shield; wall of fire* **3rd:** *fireball; lightning bolt; sleet storm* **2nd:** *gust of wind; ray of enfeeblement; scorching ray* **1st:** *color spray; magic missile; sleep; thunderwave*
Equipment	Light crossbow; crossbow bolts (10x); dagger	Light crossbow; crossbow bolts (10x); *+1 dagger*	Light crossbow; crossbow bolts (10x); *+2 dagger*	Light crossbow; crossbow bolts (10x); *+3 dagger*

Special Abilities

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Empowered Evocation Beginning at 10th level, you can add +4 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Vinestalker

Antimagic Shell

LN; Medium Humanoid (Human)

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium LN Human	Medium LN Human	Medium LN Human	Medium LN Human
HP	12	34	54	71
Armor Class	16	18	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 12 (+1) DEX 18 (+6) CON 10 (+0) INT 13 (+3) WIS 15 (+2) CHA 7 (-2)	STR 12 (+1) DEX 20 (+8) CON 10 (+0) INT 13 (+4) WIS 15 (+2) CHA 7 (-2)	STR 16 (+3) DEX 20 (+9) CON 10 (+0) INT 13 (+5) WIS 15 (+2) CHA 7 (-2)	STR 18 (+4) DEX 20 (+10) CON 10 (+0) INT 13 (+6) WIS 15 (+2) CHA 7 (-2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 14 +4 Thieves' Tools	Passive Perception 18 +6 Thieves' Tools	Passive Perception 20 +8 Thieves' Tools	Passive Perception 22 +10 Thieves' Tools
Languages	Common, Dwarvish			
Attacks	**Melee** Longsword +3 (1d8+1) **Ranged** Shortbow) --> 30 ft.': -4 (1d6+4); 120 ft.': -4 (1d6+4) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Ranged** Shortbow) --> 30 ft.': -2 (1d6+5); 120 ft.': -2 (1d6+5) **Melee** *+1 Longsword* +5 (1d8+2) **Melee** Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5)	**Ranged** Shortbow) --> 30 ft.': -1 (1d6+5); 120 ft.': -1 (1d6+5) **Melee** *+2 Longsword* +9 (1d8+5) **Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Ranged** Shortbow) --> 30 ft.': +0 (1d6+5); 120 ft.': +0 (1d6+5) **Melee** *+3 Longsword* +12 (1d8+7) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			

	Low	Moderate	Advanced	Elite
Special Qualities	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Ability Score Increase, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Longsword; shortbow; arrows (20x); dagger; studded leather armor	*+1 longsword;* shortbow; arrows (20x); dagger; *+1 studded leather armor*	*+2 longsword;* shortbow; arrows (20x); dagger; *+2 studded leather armor*	*+3 longsword;* shortbow; arrows (20x); dagger; *+3 studded leather armor*

Special Abilities

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Weevil Crusader

Scarlet Path

LG; Medium Humanoid (Elf)



	Low	Moderate	Advanced	Elite
Challenge	**CR** 4 **XP** 1,100	**CR** 8 **XP** 3,900	**CR** 12 **XP** 8,400	**CR** 16 **XP** 15,000
Class / HD	Paladin 4	Paladin 8	Paladin 12	Paladin 16
Size / Aln	Medium LG Elf (High)	Medium LG Elf (High)	Medium LG Elf (High)	Medium LG Elf (High)
HP	27	41	60	70
Armor Class	15	16	17	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 15 (+2) DEX 13 (+1) CON 10 (+0) INT 14 (+2) WIS 9 (+1) CHA 16 (+5)	STR 17 (+3) DEX 13 (+1) CON 10 (+0) INT 14 (+2) WIS 9 (+2) CHA 16 (+6)	STR 19 (+4) DEX 13 (+1) CON 10 (+0) INT 14 (+2) WIS 9 (+3) CHA 16 (+7)	STR 20 (+5) DEX 14 (+2) CON 10 (+0) INT 14 (+2) WIS 9 (+4) CHA 16 (+8)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception 11	Passive Perception 12	Passive Perception 13	Passive Perception 14
Languages	Common, Dwarvish, Elvish			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** Spear +4 (1d6+4) **Ranged** Spear (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2)	**Melee** *+1 Spear* +7/+7 (1d6+6) **Ranged** *+2 Spear* 20 ft.': +7/+7 (1d6+4); 60 ft.': +7/+7 (1d6+4)	**Melee** *+2 Spear* +10/+10 (1d6+8) **Ranged** *+2 Spear* 20 ft.': +10/+10 (1d6+6); 60 ft.': +10/+10 (1d6+6)	**Melee** *+3 Spear* +13/+13 (1d6+10) **Ranged** *+3 Spear* 20 ft.': +13/+13 (1d6+8); 60 ft.': +13/+13 (1d6+8)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Spellcaster Spell Slots, Ability Score Increase, Ability Score Increase, Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Cleansing Touch, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Purity of Spirit, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling
Spell-casting	**Save DC 13; Spell Atk +5** **1st:** *bless; cure wounds; shield of faith*	**Save DC 14; Spell Atk +6** **2nd:** *aid; branding smite; magic weapon* **1st:** *bless; cure wounds; heroism; shield of faith*	**Save DC 15; Spell Atk +7** **3rd:** *dispel magic; remove curse; revivify* **2nd:** *aid; branding smite; magic weapon* **1st:** *bless; cure wounds; heroism; shield of faith*	**Save DC 16; Spell Atk +8** **4th:** *death ward; locate creature* **3rd:** *dispel magic; remove curse; revivify* **2nd:** *aid; branding smite; magic weapon* **1st:** *bless; cure wounds; heroism; shield of faith*
Equipment	Spear; hide armor; shield	*+1 spear;* *+1 hide armor;* shield	*+2 spear;* *+2 hide armor;* shield	*+3 spear;* *+3 hide armor;* shield

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Aura of Courage Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Aura of Devotion Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

Aura of Protection Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to 3. You must be conscious to grant this bonus.

Channel Divinity Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving

throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Cleansing Touch Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature 3 times. You regain expended uses when you finish a long rest.

Divine Health By 3rd level, the divine magic flowing through you makes you immune to disease.

Divine Sense The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 4 times. When you finish a long rest, you regain all expended uses.

Divine Smite Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Improved Divine Smite By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Lay on Hands Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 80. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Oath of Devotion The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels-the perfect servants of good-as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

Purity of Spirit Beginning at 15th level, you are always under the effects of a protection from evil and good spell.

Sacred Weapon As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add +3 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

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