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LIMITED EDITION

# THE HORROR AT FORT ORC'IGIN



A LIMITED EDITION FIFTH EDITION ADVENTURE MODULE FOR  
ORIGINS GAME FAIR 2023

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THE  
**HORROR**  
**AT FORT ORIGIN**

**A FIFTH EDITION ADVENTURE DEVELOPED FOR  
THE ORIGINS GAME FAIR 2023**

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# THE HORROR AT FORT ORC'IGIN

*The Horror at Fort Orc'igin* is a Fifth Edition adventure designed for six characters with an average party level of 5. The characters must enter an abandoned orc fortress that has befallen to a vile, aberrant plague capable of transforming the infected into vicious, unspeakable monstrosities.

## RUNNING THE ADVENTURE

To run the adventures, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **BOLD** type, that's a visual cue pointing you to its stat block to say, "Hey, gamemaster, make

sure you get this creature's stat block ready—there's going to be an encounter!" For your convenience, all of the monsters featured in this adventure are included in the appendix.

*Spells* and non-magical equipment mentioned in the adventure are described in the core manual for players. Featured *magic items* are also included in the appendix of this book.

## AN ORIGINS GAME FAIR 2023 EXCLUSIVE TOURNAMENT ADVENTURE

This adventure is designed as an Origins Game Fair 2023 exclusive tournament adventure. Five groups of registered players will play through the adventure. During the adventure, the players can earn victory points (VPs) by completing specific objectives, finding treasure, and defeating enemies. The group with the highest number of victory points at the end of the

## VICTORY POINTS

Item	VP Earned/Lost
Discover treasure	+1 VP per gp value
Discover an uncommon magic item	+500 VPs
Discover a rare magic item	+5,000 VPs
Per hostile creature killed	+1 VP per XP earned
Destroying a patch of flesh spores	+500 VPs
Saving an orcish survivor or other non-hostile creature	+500 VPs
Each surviving character at the adventure's conclusion	+1,000 VPs
Kol Umbus' warband surviving until the adventure's conclusion	+500 + 100 VPs per initial orc in his warband
Killing an orcish survivor or other non-hostile creature	-500 VPs

game fair will be declared the winner and earn the top prize, as determined by the game referees.

The Victory Points table lists the ways in which the characters can earn points in the adventure. Additionally, there are areas for scoring on each of the pages, which will help the gamemaster keep track of an individual group's victory points as they progress through the beats of the adventure. A Tournament Scoring Card can be found on page 24.

## ADVENTURE HOOK

The adventure assumes that the characters are traveling through the countryside. Read or paraphrase the following:

As you travel along the winding road, the atmosphere heavy with anticipation, the sound of marching feet grows steadily louder. Through the dense foliage, a warband of orcs emerges, their imposing figures silhouetted against the fading sunlight. Their armor gleams with battle scars, telling tales of countless encounters. With measured steps, they draw nearer, their expressions a mix of weariness and urgency. The leader, a stoic orc with weathered features, steps forward, his gaze fixed upon you. In a voice tempered by hardship, he reveals the grave plight that has befallen Fort Orc'igin. A deadly plague has consumed their once-thriving fortress, leaving their kin and loved ones in a perilous state.

You can't help but recall the tumultuous history that has shaped the relationship between their kind and the other humanoids of the region. It has always been a delicate balance, marred by mistrust and conflict. Yet, amidst this backdrop of tension, the orcish leader,

standing before you, offers an unexpected proposition. With a voice laced with weariness and a hint of vulnerability, he explains that the devastating plague has rendered all grudges insignificant. It is a plea for unity, a chance to set aside animosities in the face of a greater threat.

If you and your companions can lend your assistance in their struggle, the orcish leader promises a truce—a temporary ceasefire in the ancient vendetta that has divided their people from yours. It is an unprecedented offer, an opportunity to bridge the divide and forge a bond of common purpose.

The decision lies before you: will you accept their plea and embark on this treacherous path, knowing that your actions could shape the course of history between these warring factions?

Assuming that the characters accept the orcs' offer, the orcish leader, Kol Umbus, leads the characters to Fort Orc'igin.

## KOL UMBUS AND HIS WARRIORS

Unless the characters object, Kol Umbus and his warriors join the party. Kol Umbus and his orcs are represented by the **KOL UMBUS' WARBAND** stat block included in the appendix of this book. This simplified stat block exists to make running Kol Umbus and the other orcs easier for the tournament gamemaster at Origins. If you wish to run Kol Umbus and his warriors as individual NPCs, treat Kol Umbus as an orog and his six orcish warriors as orcs.

## FORT ORC'IGIN

Perched atop a rugged hill, Fort Orc'igin looms with a commanding presence, its silhouette etched against the horizon. Crude ramparts encircle the settlement, a testament to the orcs' skill in harnessing the raw materials of their surroundings. Towers rise defiantly, their weathered stones standing as silent sentinels over the land. Tattered tents flutter in the breeze, offering temporary respite to the weary warriors.

But it is within the very heart of the hill that the true essence of Fort Orc'igin resides. Cunningly hidden beneath the earth, the settlement's lifeblood pulses through a network of underground chambers, a labyrinthine domain where the orcs have carved their homes and refuge. These subterranean passages, like veins coursing with the spirit of their people, house a multitude of chambers—humble abodes, communal spaces, and strategic strongholds. Torchlight flickers upon rough-hewn stone walls, casting dancing shadows that seem to whisper tales of resilience and resilience. Here, amidst the cool embrace of the underground chambers, the orcish community clings to hope, facing the dread of the plague that has befallen them.

### GENERAL FEATURES

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Unless otherwise noted, Fort Orc'igin has the following features.

**Architecture.** The top-level of Fort Orc'igin consists of crude ramparts, ramshackle bridges, and other structures of war. Outwardly, the orc's stronghold makes use of the ignorant views of the other races, appearing grim and intimidating to scare off any potential attackers. Below the hill, maze-like caverns offer comfort and

increased defense for the Orc'igin orcs. Ceilings below the hill range between 8 and 12 feet high.

**Doors.** Crafted from the durable timber of the surrounding forest, the doors throughout the labyrinth-like caverns bear the marks of orcish craftsmanship, with deep grooves and intricate carvings that depict symbols of protection and strength. These doors' solid construction provides a formidable barrier, safeguarding the orcish chambers while embodying the natural beauty and resilience of the woodland from which it was derived. The doors don't have traditional locks, but can be barred from the other side. Breaking open a barred door requires a successful DC 22 Strength (Athletics) check. Otherwise, the doors have AC 16, 25 hp (damage threshold 5), and immunity to poison and psychic damage.

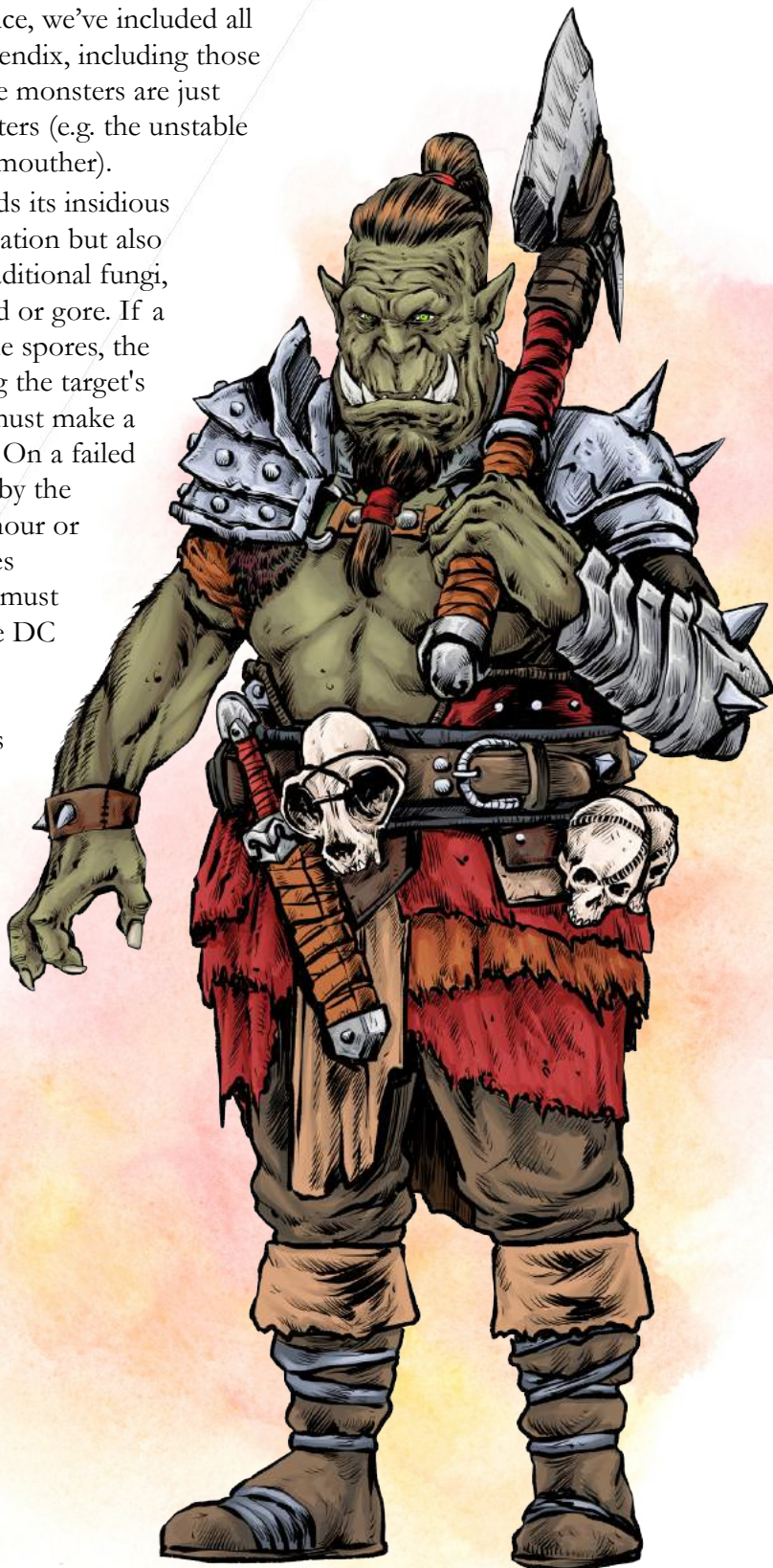
**Illumination.** Although orcs are accustomed to fighting and living in the dark, torches, campfires, candles, and other light sources illuminate the majority of the sub-complex.

**Crates and Barrels.** The orcs store crates and barrels—many of which are spoils of war taken from nearby villages, merchant caravans, and farms—in various areas around the camp. The barrels are almost always filled with trade goods. To determine the value of the goods, roll 2d6 and multiply the value by 100. This number serves as both the weight in pounds and value in gold of the crates and barrels.

**Monsters.** Many of the monsters featured in this adventure can be found in the Fifth Edition Systems Reference Document. Additionally, new monsters appear in the adventure, including the adventure's central villain, the flesh, which can also be found in *Tome of Beasts 3* from

Kobold Press. For your convenience, we've included all the featured stat blocks in the appendix, including those in the SRD. Note that some of the monsters are just renamed/rethemed existing monsters (e.g. the unstable flesh is just a rethemed gibbering mouter).

**Flesh Spores.** The flesh spreads its insidious influence not only through assimilation but also through horrific spores. Unlike traditional fungi, flesh spores look like bits of blood or gore. If a creature comes within 5 feet of the spores, the spores leap from its spot, targeting the target's eyes, nose, or mouth. The target must make a DC 12 Constitution saving throw. On a failed saving throw, it becomes infected by the flesh disease. At the end of each hour or any time the infected creature takes damage or becomes frightened, it must make a Wisdom saving throw. The DC for the saving throw is 5 + the number of hours the flesh disease has infected it. If the creature fails its saving throw, it transforms into the flesh. Dealing 1 acid or fire damage to these flesh spores destroys them. The *remove curse* spell and other spells and effects that remove diseases, such as *lesser restoration* or a paladin's Lay on Hands, cure the disease.



## KEYED AREAS

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The following areas are keyed to the map of Fort Orc'igin on page 8.

### 01 – FORT EXTERIOR

When the characters reach the main gate, read or paraphrase the following:

As you cautiously approach the formidable orc fortress, an eerie silence envelops the air, shrouding the once-bustling stronghold in an unsettling stillness. Though sturdy and defiant, the crude ramparts appear deserted, devoid of any signs of life. The watchtowers stand sentinel, their vantage points vacant and unattended. No banners flutter in the breeze, no trace of recent activity. Yet, as your eyes sweep across the surroundings, there are no signs of a hasty retreat or a violent onslaught upon the fortress. It is as if the very essence of the orcish inhabitants has vanished, leaving behind a hollowed shell of what was once a thriving bastion. The unsettling emptiness raises more questions than answers, beckoning you to uncover the enigmatic mystery within this fortress's forsaken walls.

**Development: Who Goes There?** A character with a passive Wisdom (Perception) score of 15 or better notices something skittering across the top of the main gate (area 02). Although they can't quite make out exactly what it is, it seems to be some sort of large spider.

**Obstacle: Barred Gate.** Unless the characters came in through another way, the main gate is barred from within (see area 02 for a description).

### 02 – MAIN GATE

When the characters first arrive, Kol Umbus (assuming he's still alive) notes that the gate is barred from within. This gate is much larger than those detailed in the General Features section, requiring a successful DC 25 Strength (Athletics) check to burst open; the gate has AC 17, 50 hp (damage threshold 10), and immunity to poison and psychic damage.

Climbing over the main gate requires a successful DC 13 Strength (Athletics) check. Kol Umbus and his orcs easily accomplish this feat.





**Encounter: Spider Thing.** If the characters try to climb over or force their way through the gate, a creature resembling a giant wolf spider rushes and attacks them. However, it quickly becomes apparent that it is not a giant wolf spider at all—the majority of its body is made up of an orcish torso and head from which ghastly, fleshy insect legs poke through. It is actually **THE FLESH**. If Kol Umbus' orcs are still alive during this encounter, the flesh attacks and kills one of them in the first round, then uses its Assume Form on the dead orc.

+1,100 VPs   
Killing the Spider Thing

### 03 – COURTYARD

Stepping into the courtyard of the abandoned orc fortress, you are greeted by a scene of eerie desolation. Against the northern rampart, a pair of weather-worn tents stand in tatters, their fabric flapping forlornly in the wind. Nearby, rusted and empty animal cages evoke a sense of confinement and captivity, their bars creaking in a haunting chorus. At the center of the courtyard, a few feet from the massive door that leads below the hill, lies a facedown corpse of an orcish warrior, their greataxe lying just out of reach.

**3a – Encounter: The Flesh.** Unless the characters intervene, one of Kol Umbus' orcish warriors seemingly recognizes the facedown orc and rushes over to assist. Kol Umbus shouts in protest but is too late—the corpse develops mandibles out of its back and springs to life, crawling on its arms and legs in an eerie reverse crab walk. The faux-corpse attacks and kills the orc, then turns to the party and charges. This creature is **THE FLESH**.

+1,100 VPs   
Destroying the Flesh

**3b – Encounter: Scared Child.** Gentle weeping comes from below the wagon parked at the south end of the courtyard. An orcish child hides in the shadows. Of course, it's not a child at all—it is **THE FLESH**. It attacks anyone that comes near it.

+1,100 VPs   
Destroying the Flesh

**3c – Encounter: Injured Wolf.** An injured **WOLF** (1 hp remaining) lies on its side in one of the cages. It has somehow escaped the notice of the flesh.

+500 VPs   
Rescuing the Wolf

-500 VPs   
Killing the Wolf

+1,100 VPs  
Destroying the Flesh

+300 VPs  
Taking the Treasure

+50 VPs  
Killing the Rats

+250 VPs  
Taking the Goblet

+2,200 VPs  
Destroying the Two Flesh  
Disguised as Orcs

+500 VPs  
Taking the Magic  
Weapon

**3d – Encounter and Treasure: The Flesh.** As soon as a fight breaks out in the courtyard, **THE FLESH**—in the form of a female orcish warrior—emerges from this tent and attacks. A leather pouch in this tent contains two *potions of healing* and 100 gp.

**3e – Encounter and Treasure: Rats.** A **SWARM OF RATS** gnaws on rotting food left behind by the orcs that once resided in these large, circular tents. Fearful that the characters might steal their food, the swarm attacks. There is a large golden goblet filled with red wine on the table. The goblet is worth 250 gp.

**3f – Encounter: Survivors.** When the characters approach the large door blocking access to the lower levels, it creaks open ever so slowly.

Speaking in Orcish, a man's voice emerges from the darkness within. "Are you one of us or one of them?" he asks warily. An orcish warrior nursing an injury on his side steps into the light of day. He carries a miner's pick in one hand, the end of which drips with gore and blood. It looks like he's been through the Nine Hells and back. A female orc steps out into the light and joins the man.

Unfortunately, these "survivors" aren't orcs at all—they're both **THE FLESH**. They wait for the characters and their orcish companions to drop their guard, then attack, hoping to assimilate more victims.

## 04 – OVERLOOK

The second tier of the orcish fortress serves as an overlook for the courtyard. A wooden rampart (4b) crowns the massive gate that leads below the hill (area 3f). Two large guard tents stand at the rear, while a forge for crafting and repairing the tribe's weapons stands between the two southern lookout hills.

**4a – Treasure: Forge Weapons.** The orcs' smith was in the process of repairing the chieftain's prized greataxe when the initial outbreak occurred. The weapon is a +1 *greataxe* named Ravenspine, which acts as a +2 *weapon* in the hands of an orc or half-orc (uncommon magic item).

**4b – Encounter: Ravens.** A **SWARM OF RAVENS** gathers over the tables, crates, and barrels stored here in the northeastern corner of the overlook. If a character comes within 5 feet of the ravens, they attack for one round and then fly away. Otherwise, the ravens are easily spooked with a successful DC 10 Charisma (Intimidation) check. The ravens flying away may attract the attention of the orc warrior in area 4c.

**4c – Encounter and Treasure: Orcish Survivor.** An actual **ORC** survivor hides within this tent. Driven to the brink of madness from watching his friends transform into horrific creatures, the orc takes no chances with the party and attacks. Only a successful DC 15 Charisma (Persuasion) check will convince him that the party and any NPCs traveling with them are not the flesh. The orcish survivor's name is Muckreedy. If the characters don't kill him, he joins them either as an additional orc in **KOL UMBUS' WARBAND** or a stand-alone NPC. Before taking refuge in the tent, Muckreedy swiped a sack with 500 gp worth of jewelry. He carries it on his back and won't relinquish it until he's killed.

**4d – Hazard and Treasure: Damaged Tent.** It's clear that there was a fight within this tent. The furniture within lies scattered everywhere, blood stains marring all the surfaces. A handsome jeweled dagger (worth 100 gp) lies amid the wreckage. The fight here weakened the tent's supports. A character who enters the tent to search it or claim the dagger must succeed on a DC 15 Dexterity (Acrobatics) check to avoid triggering a collapse. Large or smaller creatures in the tent, when it collapses, are restrained until freed. The collapsing tent has no effect on creatures that are formless, including the flesh in its true form or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the tent (AC 10) also frees the creature without harming it, ending the effect and destroying the tent. The sound of the tent collapsing draws the attention of any other creatures in area 4 (such as the orcish survivor in area 4c).

+50 VPs   
Killing the Ravens

+500 VPs   
Rescuing Muckreedy

-500 VPs   
Killing Muckreedy

+500 VPs   
Taking Muckreedy's  
Treasure

+100 VPs   
Taking the Treasure

## 05 – WITCH’S HUT

If Kol Umbus is still with the party, he warns that the lone hut near the rear of the camp belongs to the orcish witch, Grimsorrow. “A being of great evil,” he comments.

**Encounter: Grimsorrow.** As the characters approach Grimsorrow’s old hut, they hear her malicious cackle from within. After a round of this, the laughing stops. Then, after a beat, Grimsorrow—**THE FLESH** posing as Grimsorrow, at least—emerges from the tent and attacks.

**Treasure: Grimsorrow’s Trinkets.** The old witch’s tent contains a variety of useful trinkets and magical items. There are two pouches worth of spell components, three arcane foci (crystal, orb, and wand), a *robe of useful items*, and a *staff of swarming insects*. Kol Umbus and his orcs warn the characters that stealing from a witch is bad luck, and often brings fierce curses.

## 06 – NORTHWESTERN WATCHTOWER

The watchtower at the northwestern end of camp stands 20 feet above the hill.

**Encounter: Orc Survivor.** Another **ORC** survivor named Blaar escaped the wrath of the flesh by taking refuge in this tower. Blaar stays hidden until the characters approach, then lobs one of his beads of *fireball* (see below), hoping to kill them. If the characters don’t kill Blaar, he willingly joins the party as part of **KOL UMBUS’ WARBAND** or as a lone NPC. If the characters haven’t already figured out how to defeat the flesh, Blaar explains that they seem to be weak against fire.

**Treasure: Necklace of Fireballs.** Before she passed away, the witch Grimsorrow gave Blaar a *necklace of fireballs*, which he used to protect himself. There are only two beads remaining.

## 07 – SOUTHWESTERN LOOKOUT HILL

This tall hill offers a view of the southwestern approach of Fort Orc’igin. There are two 10-foot-high towers. The guards that used to serve these towers had a pair of tents here as well. Signs of a *fireball* blast are apparent—Blaar, the survivor from area 6, used one of his beads of fireball here.

**7a – Hazard: Charred Ground and Broken Bridge.** Treat this entire hill as difficult terrain. If creatures and objects weighing more than 100 pounds attempt to cross the bridge,

+1,100 VPs  
Destroying the  
Grimsorrow Flesh

+5,500 VPs  
Taking Grimsorrow's  
Trinkets

+500 VPs  
Rescuing Blaar

-500 VPs  
Killing Blaar

+5,000 VPs  
Taking Blaar's *Necklace  
of Fireballs*

the rope supports snap, dropping anyone on the bridge 10 feet down into the area below (area 4a). A creature takes 3 (1d6) bludgeoning damage from the fall.

**7b – Encounter: Unstable Flesh.** The charred remains of the flesh, destroyed by Blaar’s bead of *fireball*, collapsed into this tent. Although the creature appears to be dead, it is still alive, but highly unstable. It uses a **GIBBERING MOUTHER** stat block instead of the typical stat block for the flesh.

**7c – Encounter: Injured Orc.** One of the orcish guards that worked the towers here was caught in Blaar’s blast (see area 7a). The tent offered some protection, keeping him alive—but barely. This **ORC** has 1 hit point and two levels of exhaustion. The orc’s name is Chyldz. If the characters cure him of his ailments, he can join **KOL UMBUS’ WARBAND** or the party as a lone NPC.

**7d – Hazard: Collapsing Tower.** The blast of Blaar’s *fireball* bead severely weakened this tower. If a creature weighing 50 pounds or more climbs the ladder leading to the top of the tower, the entire tower collapses. All creatures within 10 feet of the tower, including the creature climbing it, must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed saving throw, or half as much damage on a successful one.

**7e – Hazard: Missing Ladder.** The *fireball* blast completely decimated the ladder leading to the top of this tower but otherwise left the tower unblemished. A creature can climb to the top of the tower with a successful DC 12 Strength (Athletics) check. Unfortunately, there is nothing inside the tower.

## 08 – SOUTHEASTERN WATCHTOWER

This colossal watchtower stands 20 feet above the fortress, offering a clear view of the entire camp. It is also where the orcish chieftain, Gar’e kept his mount, the chimera Vorash.

**Encounter: Vorash.** The **CHIMERA**, Vorash, is still here, its center dragon head chained to the tower’s support. Although the beast has a few scratches, it’s clear that it’s defeated any creature that tried to assimilate it—the charred remains of the flesh lie around it, victims of the beast’s fire breath. Although Vorash was once loyal to the orcs, its experiences with the flesh has destroyed its trust. It attacks any creature that comes near it. Vorash is chained, so it can’t move beyond the top of

+450 VPs   
Destroying the Unstable  
Flesh

+500 VPs   
Freeing Vorash

-500 VPs   
Killing Vorash

the tower. If freed, Vorash flies away, hoping to find a new home far away from the flesh.

## 09 – ZIGZAG’S TENT

This small tent hides in the shadow of the southeastern watchtower.

**Encounter: Zigzag Quickblade.** The orcs’ **GOBLIN** scout, Zigzag Quickblade, hides in this tent. Zigzag doesn’t trust anyone and demands that the characters and any orcs they’re traveling with prove that they aren’t the flesh. He explains that the flesh only fears flames; if the characters are willing to expose themselves to fire (take 1 fire damage), he will trust them. Otherwise, he attempts to flee. Zigzag won’t help the party in a fight, but he will offer what he knows about the camp. However, he isn’t entirely sure who is an actual survivor and who is the flesh.

+500 VPs  
Rescuing Zigzag

-500 VPs  
Killing Zigzag

## 10 – KILLBOX

As you cautiously make your way through the gate, a chilling silence envelops the narrow passageway known as the killbox. The absence of orcs is palpable, yet the remnants of their presence loom large. Flanking the passage, towering ramparts rise to a formidable height of six feet, their imposing structure hinting at the defensive intentions of those who once stood guard here.

The gate at the western end of the killbox is barred from area 11 (see General Features).

**10a – Trap: Spiked Pit.** A pit obscured with a tarp decorated to look like the ground hides a few feet from the door (marked with an X on the map). Orcs traveling with the characters warn the party of the pit. Otherwise, the characters only notice it with a successful DC 13 Intelligence (Investigation) check. A character that steps onto the tarp falls 10 feet into it, taking 3 (1d6) bludgeoning damage from the fall plus 3 (1d6) piercing damage from the spikes.

**10b - Trap: Dangerous Walls.** The walls between the killbox and the flanking ramparts are trapped with spikes. A character must make a successful DC 12 Dexterity (Acrobatics) check to avoid the spikes or take 1d4 damage. To make matters worse, a sticky residue covers the walls. A creature that touches or tries to climb the walls must make a

DC 12 Dexterity saving throw (in addition to the other saving throw) or become restrained by the wall. The creature can use its action on its turn to break free from the sticky residue, doing so with a successful DC 12 Strength check.

## 11 – GUARDROOM

The gate connecting the guardroom to area 10 is barred from this side, preventing access. The gates to the north and south are unbarred.

You find yourself in a dimly lit chamber hewn from the depths of the earth. Crude barricades, constructed from rough-hewn logs and sturdy stones, stand as formidable barriers, reinforcing the entrance against potential threats. These makeshift defenses speak of the orcs' resourcefulness and their determination to protect their domain.

Weapon racks line the walls, displaying an array of crude yet deadly armaments. Rusty axes, wicked-looking spears, and weathered shields lean against the rough-hewn stone, ready to be wielded in defense of the fortress. The scent of iron and oil lingers in the air, hinting at the orcish dedication to maintaining their armory.

Other than the mundane weapons lining the racks, there is nothing else of interest here.

## 12 – PRISON

Stepping into the depths of the orcish prison, you are greeted by a grim scene of captivity and despair. The air is heavy with the acrid scent of rusted iron and the faint echoes of sorrow. A towering wall of iron bars splits the area in half, forming a stark division between freedom and imprisonment.

On either side of the prison, rows of dilapidated iron cages stand as silent sentinels. The once-solid bars have been worn by time and neglect, their surfaces marred with rust and the weight of countless captives who have long since departed. The cages, now empty, bear witness to the anguish and suffering that once permeated these desolate confines.

The door dividing areas 12a and 12b is locked with a chain and padlock. Picking the lock requires a successful DC 13



+500 VPs  
Destroying the Flesh  
Spores

+500 VPs  
Destroying the Flesh  
Spores on the Book

+5,000 VPs  
Taking the Spellbook

Dexterity check using proficiency in thieves' tools. The chain has AC 19, 10 hp, resistance to piercing damage, and immunity to poison and psychic damage.

**12a – Hazard: Flesh Spores.** Flesh spores (see page 6) cling to the northern wall.

**12b – Treasure and Hazard: Spellbook.** A red, leather bound spellbook lies on the ground in the middle of the cell. More of the flesh spores (see page 6) are attached to the book's pages. The spellbook contains the following spells:

1st level—*mage armor, magic missile, unseen servant*

2nd level—*cloud of daggers, misty step, web*

3rd level—*fireball, stinking cloud*

4th level—*black tentacles, stoneskin*

5th level—*cloudkill, conjure elemental*

### 13 – FIGHTING PIT

The gate connecting this area to area 12 is unlocked.

As you enter the vast open area, a sense of awe washes over you. The space is expansive, stretching out before you with an aura of grandeur and possibility. The ground is a mixture of packed dirt and coarse gravel, bearing the marks of countless footsteps and past activities.

At the southern side of the area, an imposing wall rises to an impressive height of ten feet. Its surface is adorned with rugged spikes, adding a menacing edge to the otherwise enigmatic surroundings. From this perspective, you can imagine spectators gazing down upon the open space.

It should be clear right away that this area was used as a fighting pit for the orcs' prisoners. Spectators could watch the fights from area 13b.

When the characters first arrive, the orcs in the pit (13a) argue with the orcs in the spectator riser (13b). None of them trust the characters.

**13a – Encounter: Injured Orcs.** Two **ORCS** sit with their backs against the western wall. Both are injured (they have 3 hit points each) and just recently fought off the attacks of the flesh that they managed to trap within area 14. These orcs’ names are Pulmur and Wendoez. If the characters don’t kill them, they will join Kol Umbus’ warband or serve as individual NPCs. Pulmur has a key to the animal pens (area 14).

**13b - Encounter: Highground Orcs.** The spectator area above the fighting pit is currently occupied by three orcs, Nauz, Fyook, and Norz. They are arguing with Pulmur and Wendoez down in the pit, citing that they are imitations and can’t be trusted—and vice versa. Nauz and Fyook are actually **ORCS**, but Norz is **THE FLESH** playing its role. If the characters manage to convince these orcs to stop their infighting, they will join Kol Umbus’ warband or serve as individual NPCs. The flesh disguised as Norz continues its ruse until it finds the perfect moment to strike. The orc, Nauz, wears *boots of striding and sprinting* but hasn’t attuned to them yet. He just likes the way they look.

## 14 – ANIMAL PENS

The iron gate leading into this area is locked. Pulmur (see area 13a) has the key. Otherwise, a successful DC 15 Dexterity check using proficiency in thieves’ tools picks the lock, or a DC 15 Strength (Athletics) check breaks it open. The gate has AC 16, 12 hp, and immunity to poison and psychic damage.

This was where the tribe stored its pets before the flesh killed them. Just before the characters arrived here, Pulmur and Wendoez orcs fought off the flesh and forced them back into the pens.

**14a – Flesh Wolves.** Two of **THE FLESH** disguised as wolves moan and growl from this pen. Whenever a non-flesh comes near this cage, they both attack using their true form.

**14b – Hazard and Treasure: Flesh Spores.** Flesh spores cover the floor of this cage. See page 6 for details. A torn bag lies amid the spores, its contents spilling onto the floor—300 gp.

**14c – Unstable Flesh.** One of the flesh that the two orcs in area 13a fought has lost some stability and reverted back into a protoform. This flesh uses the **OCHRE JELLY** stat block.

+1,000 VPs   
Rescuing the Injured  
Orcs

-1,000 VPs   
Killing the Pit Orcs

+1,000 VPs   
Rescuing the Highground  
Orcs

-1,000 VPs   
Killing the Spectator  
Orcs

+500 VPs   
Taking Nauz’s Boots

+1,100 VPs   
Destroying the Norz  
Flesh

+1,100 VPs   
Destroying the Flesh  
Wolves

+500 VPs   
Destroying the Flesh  
Spores

+450 VPs   
Destroying the Unstable  
Flesh

## 15 – WASTE PIT

A 20-foot deep pit with 3 feet of standing water at its bottom serves as the tribes' toilet and general waste disposal area. And it reeks like a ghoul's armpit.

A creature that comes within 5 feet of the pit's edge or starts its turn there must make a DC 12 Constitution saving throw. A target that fails its saving throw becomes poisoned until the start of its next turn. A creature that succeeds on its saving throw against the stench is immune to the pit's stench for 24 hours. The orcs that live here are immune to this smell.

Climbing in and out of the pit isn't easy, as the filthy sides are extremely slippery. A character must succeed on a DC 15 Strength (Athletics) check to climb up or down. Failing the check by 5 or more means the character slips and falls prone in the water below. The water in the pit is difficult terrain.

**Encounter and Treasure: Waterlogged.** A character who looks down the pit spots an orcish corpse floating facedown in the filthy water. An attractive bag still clings to its shoulder. A character with proficiency in Arcana recognizes the bag as a *bag of holding*. Although the corpse is actually a dead orc, **THE FLESH**, disguised as a large, monstrous fish, lurks at the bottom of the pool. It attacks anything that comes into the water.

The *bag of holding* contains 1,000 gp worth of stolen jewelry.

## 16 – WARRIOR'S CAMP

A haunting stillness pervades this expansive cavern. The vast ceilings, reaching a height of twenty feet, echo with an eerie silence as if the vibrant energy that once filled this place has been swallowed by the passage of time.

Against the northern wall, the two towers stand desolate, their wooden frames bereft of watchful sentries. The absence of life is further emphasized by the cold hearth at the camp's center.

The four large tents, wrapped in faded animal hides, stand vacant and forlorn. Their fabric flutters aimlessly in the faint breeze, as if mourning the departure of their orcish occupants. Scattered small tents, once bustling with servants and pets, now stand empty and abandoned, their purpose unfulfilled.

+1,100 VPs  
Destroying the Flesh

+1,500 VPs  
Taking the Bag of  
Holding and Treasure

**16a – Hazard and Treasure: Drum Spores.** War drums resting against the hearth are covered in flesh spores (see page 6). A few feet from the drum, a necklace made of ivory rests in the dirt. It is worth 250 gp.

+500 VPs   
Destroying the Flesh Spores

+250 VPs   
Taking the Necklace

+1,100 VPs   
Destroying the Flesh

**16b – Encounter: Bad Dog.** The first time the characters enter the camp, a gently moaning wolf limps from the northernmost pet tent. When it comes near a character or orc, it transforms into **THE FLESH** and attacks. Although the flesh is a horrible aberration, the wolf it assimilated was a favorite pet—it wears a collar decorated with silver worth 100 gp.

**16c – Empty Towers.** The two 10-foot-tall towers at the north end of the camp are empty.

**16d – Trap: Caltrops.** Before escaping the camp, one of the orc warriors spread caltrops on the floor of this large tent and covered them with animal hides. Spotting this trap in advance requires a successful DC 16 Intelligence (Investigation) check. Any creature that enters the tent without detecting the caltrops takes 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet.

**16e – Hazard: Flesh Spores.** Gruesome flesh spores cover the interior of this tent. See page 6 for details. Characters with passive Wisdom (Perception) scores of 13 or higher notice the spores before they come too close to them.

+500 VPs   
Destroying the Flesh Spores

**16f – Obstacle: Stuck Door.** Characters approaching this tent catch a faint whiff of charred flesh. The flap to the tent is stuck shut, requiring a successful DC 13 Strength check to force it apart. Doing so, however, causes the burned bodies within to tumble out into the main area, likely startling whoever is responsible for disturbing the corpses.

**16g – Obstacle: Barred Door.** The few surviving orcs managed to trap the elder orcs from the chieftain's camp (see area 17), barring them inside the area. The bars can be easily lifted, but any orcs with the characters will advise them against this action.

**16h – Treasure: Shaman's Tent.** The charred remains of the tribe's shaman lie on the floor of his old tent. He still clutches his *staff of the woodlands* in his bony, blackened fingers.

+5,000 VPs   
Taking the Staff of the Woodlands

## 17 – CHIEFTAIN’S CAMP

When the flesh first began its campaign to destroy the orcs of Orc’igin, it started with the chieftain and his husbands, quickly assimilating them all. The surviving warriors sealed the orcs in their old cavern. Many of them are still within this large cavern. The only way inside is through the barred door connecting this area and area 16.

When the characters enter, read or paraphrase the following:

Entering the grandeur of the orc chieftain's cave, you are immediately struck by the vastness and significance of this chamber. The ceilings soar to an impressive height of fifteen feet, creating an aura of space and power. The cavern is imbued with an air of reverence and authority, reflective of the chieftain's esteemed position.

Against the northern wall, a shrine dedicated to an orcish god stands prominently, radiating an aura of divine reverence. Elaborately carved symbols and offerings adorn the shrine, paying homage to the deity cherished by the chieftain and their people. The flickering light of torches casts ethereal shadows upon the shrine, adding to its mystique and spiritual ambiance.

Dominating the cavern is a massive tent, constructed with a blend of wood, metal, and leather. Its imposing presence serves as a testament to the chieftain's stature and authority. The intricate designs woven into the fabric speak of the orcish traditions and the chieftain's noble lineage.

In the southern part of the cavern, a large pile of treasures rests, forming the chieftain's hoard. This impressive collection of wealth, comprising precious metals, gemstones, and exquisite artifacts, represents the spoils of the chieftain's conquests and their ability to amass power. The glimmering riches exude a sense of opulence and the weight of the chieftain's accomplishments.

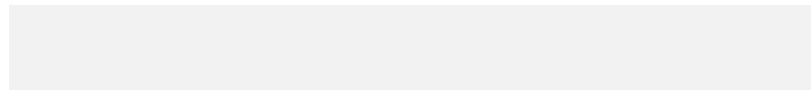


+3,300 VPs  
Destroying All Three of  
the Flesh Husbands

**17a – Encounter: The Flesh.** Three of **THE FLESH**—resembling three of the orcish chieftain’s husbands—stand at the cavern's center. These creatures attack when the characters enter the area, determined to kill and assimilate them all. A fight that breaks out here draws the other creatures in the area (see 17b and 17e).

### 17b – Encounter and Treasure: Unstable Flesh.

Another of the flesh, less stable than its brethren, oozes over the top of the shrine. It uses the **GRAY OOZE** stat block. The shrine’s accouterment includes gems, jewelry, and other religious items worth a total of 500 gp.



**17c – Encounter: The Chieftain.** As soon as a fight breaks out in this area, **THE CHIEFTAIN FLESH**—a larger and much more deadly version than other members of the flesh—emerges from the central tent and joins the fray.

**17d – Treasure: The Chieftain’s Hoard.** This impressive pile of treasure contains 5,000 sp, 2,500 gp, and 100 pp. It also contains gems and art objects worth a combined value of 1,000 gp, a *rope of climbing*, a *wand of secrets*, a *folding boat*, and a suit of *+1 chainmail*.

## 18 – STORAGE

This simple storage area contains crates and barrels, as detailed on page 5.

**Encounter: Orcish Husband.** One of the chieftain’s four orc husbands, Klarc, escaped the chieftain’s cavern and hid among the supplies. Klarc is armed with a *+2 greatsword* he stole from his husband’s horde. If the characters can convince him they are not the flesh—a successful DC 13 Charisma (Persuasion) check—he willingly joins them as part of **KOL UMBUS’ WARBAND** or as a lone NPC.

## 19 – LIVESTOCK

This fenced-in area contains fresh water and hay for its lone inhabitant: a stubborn **GOAT** named Bonk. The flesh have completely ignored Bonk in their quest to assimilate all of the orcs.

## 20 – WHELPING CAMP

As you cautiously step into the cavern, you are met with a poignant sight. The ceilings, reaching a modest height of ten feet, create a sense of intimacy within the chamber. Ramshackle tents, constructed from weathered hides and patched fabrics, scatter across the space.

+50 VPs   
Destroying the Unstable  
Flesh

+500 VPs   
Taking the Religious  
Items

+5,000 VPs   
Destroying the Chieftain  
Flesh

+16,000 VPs   
Taking the Chieftain’s  
Hoard

+500 VPs   
Rescuing Klarc

-500 VPs   
Killing Klarc

+5,000 VPs   
Taking Klarc’s Sword

+500 VPs   
Rescuing Bonk

-500 VPs   
Killing Bonk

The atmosphere is hushed as if the very air holds the whispers of caretakers and the soft laughter of children. Though worn and weather-beaten, the tents speak of a nurturing environment, where the orcish tribe once safeguarded their most vulnerable members.

However, as you survey the camp, a heavy emptiness pervades the surroundings. The tents, standing in various states of disrepair, seem frozen in time. There are seemingly no signs of life—no flickering firelight or echoes of youthful laughter. The absence of the orcish elders and the young ones creates an eerie void that tugs at your heartstrings.

+100 VPs  
Destroying the Swarm of Centipedes

+100 VPs  
Taking the Ring

+1,100 VPs  
Destroying the Flesh

+1,100 VPs  
Destroying the Flesh Spores

+1,100 VPs  
Destroying the Flesh Rat

+13,000 VPs  
Destroying the Flesh Abomination

**20a – Encounter and Treasure: Bugs.** One of the animal skins near the central campfire writhes with life. If the characters lift the skin, they unveil a **SWARM OF CENTIPEDES**. The creatures attack anyone that comes within five feet of them. It turns out that they were gnawing on a severed orcish hand. The hand’s middle finger wears a jeweled skull ring worth 50 gp.

**20b – Encounter: Coughing Old Orc.** As the characters near this tent, they hear the hacking cough of an old orc from within. What appears to be an old orc lying on his back is actually **THE FLESH**. The old orc vomits tentacles as soon as anyone comes near.

**20c – Hazard: Flesh Spores.** Flesh spores (see page 6) coat the inside of this tent. A character with a passive Wisdom (Perception) score of 13 or better notices them before they get too close.

**20d – Encounter: Giant Rat.** A **GIANT RAT** scuttles out of this tent as soon as the characters approach. It is fleeing the other “giant rat” from area 20e.

**20e – Encounter: Not a Giant Rat.** An enormous rat hobbles out of this tent, chasing after the giant rat from area 20d. However, this is not a giant rat but one of **THE FLESH**. It wants to assimilate the first giant rat but will gladly settle for the characters or one of their orc companions.

**20f – Encounter: The Children.** Small cries of frightened children come from the large tent at the west end of the cavern. If the characters enter, they discover what seems to be six orc children sitting together in a circle. A closer inspection reveals something much more horrific—all of the children’s

legs are fused together in one meaty lump. This **FLESH ABOMINATION** rises and attacks, the cries of the children echoing throughout the whelping camp as it sludges toward its potential victims.

**20g – Treasure: Valuables.** This play area is filled with small trinkets and valuables stolen from wealthy villagers and nobles. The orcish children that once lived here used them as toys. These items are worth 200 gp altogether.

**20h – Encounter: Flesh Tent.** A character walking past this tent notices something odd out of the corner of their eye—the leather adorning its roof is covered in blinking eyes and gaping mouths. The entire tent is actually two of the flesh acting as one. When the “tent” takes damage from a slashing weapon, it splits into two distinct flesh.

## 21 – SHRINE

You find yourself in a sacred space dedicated to one of the orcs’ revered gods. The ceilings reach a modest height, creating an intimate ambiance within the chamber. Three sturdy stone benches provide a place for worshipers to gather and pay homage to their deity.

At the east end of the cavern, atop an elevated dais, stands a magnificent statue of the orcish god. Carved with intricate detail, the statue exudes an aura of divine power and authority. Its features reflect the strength and determination for which the orcish people are known. The deity's presence, frozen in stone, emanates a sense of watchful guidance and protection over their devoted followers.

**Treasure: Offerings.** Many of the treasures offered to the orcish god still decorate the chamber. These jewels, gems, and coins have a combined value of 500 gp. None of the orcs traveling with the characters dare take these items, fearing retribution from their revered god.

+200 VPs  
Taking the Toys

+2,200 VPs  
Destroying the Flesh Tent

+500 VPs  
Taking the Offerings





+1,000 VPs  
Per Surviving Character



+500 VPs  
Kol Umbus Survives



+100 VPs  
Per Surviving Orc in Kol  
Umbus' Warband (From  
the Initial Group Only)

## AFTERMATH

As the dust settles and the adventurers assess the aftermath of their harrowing journey, a solemn reality hangs heavy in the air. Only a handful of orcs have managed to survive the relentless onslaught of the flesh, their numbers decimated, and their once-proud tribe reduced to a mere fragment of its former strength. The devastation is palpable, their loss leaving a void that can never be fully filled.

Yet, amidst the somber scene, a sense of urgency prevails. The threat of the flesh looms large, and the survivors understand the gravity of the situation. The virus that brought such devastation to the orcish tribe has the potential to continue spreading, infecting not only the remaining orcs but also the surrounding humanoids and animals in the area. The adventurers realize that containing the virus is paramount to preventing further catastrophe. Ω

## TOURNAMENT SCORING

Once the adventure ends, total together all the points earned throughout the course of the adventure as detailed on page 3 or using the columns throughout the adventure.

Below, write the point total, the name of the party, and the individual players in the group.

## TOURNAMENT SCORING CARD

Group Name:	
Player 1 (Asheris):	
Player 2 (Garok):	
Player 3 (Magnus):	
Player 4 (Seraphina):	
Player 5 (Tobias):	
Player 6 (Vexa):	
<b>Total Points:</b>	

# APPENDIX A: MONSTERS

## CHIMERA

*Large Monstrosity, Chaotic Evil*

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

**Skills** Perception +8

**Senses** darkvision 60 ft., passive Perception 18

**Languages** understand Draconic but can't speak

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

## ACTIONS

**Multiattack.** The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns..

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Horns.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Fire Breath (Recharge 5–6).** The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

## GIANT RAT

*Small Beast, Unaligned*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-1)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

## SPECIAL TRAITS

**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 ft. of the creature and the ally isn't incapacitated.

## ACTIONS

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

# GIBBERING MOUTHER

*Medium Aberration, Neutral*

**Armor Class** 9

**Hit Points** 67 (9d8 + 27)

**Speed** 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

**Condition Immunities** prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

## SPECIAL TRAITS

**Aberrant Ground.** The ground in a 10-foot radius around the mouter is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Gibbering.** The mouter babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouter and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

## ACTIONS

**Multiattack.** The gibbering mouter makes one bite attack and, if it can, uses its Blinding Spittele.

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouter.

**Blinding Spittele (Recharge 5–6).** The mouter spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouter's next turn.



## GOAT

*Medium Beast, Unaligned*

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

**Senses** passive Perception 10

**Languages** —

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

### SPECIAL TRAITS

---

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

**Sure-Footed.** The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

### ACTIONS

---

**Ram.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

## GOBLIN

*Small Humanoid (Goblinoid), Typically Neutral Evil*

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

### SPECIAL TRAITS

---

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

---

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



# GRAY OOZE

*Medium Ooze, Unaligned*

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

**Skills** Stealth +2

**Damage Resistances** acid, cold, fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 1/2 (200 XP)

**Proficiency Bonus** +2

## SPECIAL TRAITS

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Corrode Metal.** Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative  $-1$  penalty to damage rolls. If its penalty drops to  $-5$ , the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick nonmagical metal in 1 round.

**False Appearance.** While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

## ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative  $-1$  penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.



# KOL UMBUS' WARBAND

*Huge Warband of Medium Humanoids (Orc), Neutral*

**Armor Class** 18 (plate)

**Hit Points** 42 (5d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

**Skills** Intimidation +7, Survival +3

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

## SPECIAL TRAITS

**Warband.** Kol Umbus starts with 10 orc tokens, representing orcs supporting him as a warband. The warband can occupy another creature's space and vice versa, and the warband can move through any opening large enough for a Medium orc. So long as Kol Umbus has at least 1 orc in his warband, he is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions. He also has advantage on Strength ability checks and saving throws.

Kol Umbus cannot be targeted so long as he has his warband with him. When the warband takes 10 or more damage from a single source, instead of taking damage, subtract 1 orc from the warband. When Kol Umbus has no orcs left in his warband, he can't use this trait.

## ACTIONS

**Multiattack.** The warband makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage. Kol Umbus adds +1 to his attack and damage rolls for each orc still in his warband.

**Javelin.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. Kol Umbus adds +1 to his attack and damage rolls for each orc still in his warband.

## BONUS ACTIONS

**Rush.** Kol Umbus' Warband can move up to its speed toward a hostile creature that it can see.

## OCHRE JELLY

*Large Ooze, Unaligned*

**Armor Class** 8

**Hit Points** 45 (6d10 + 12)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

**Skills** Stealth +2

**Damage Resistances** acid

**Damage Immunities** lightning, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

### SPECIAL TRAITS

---

**Amorphous.** The jelly can move through a space as narrow as 1 inch wide without squeezing.

**Spider Climb.** The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

---

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

### REACTIONS

---

**Split.** When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

## ORC

*Medium Humanoid (Orc), Any Alignment*

**Armor Class** 13 (hide armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

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

**Skills** Intimidation +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1/2 (200 XP)

**Proficiency Bonus** +2

### ACTIONS

---

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

### BONUS ACTIONS

---

**Rush.** The orc can move up to its speed toward a hostile creature that it can see.

## SWARM OF CENTIPEDES

*Medium Swarm of Tiny Beasts, Unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (+5)

**Damage Resistance** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

### SPECIAL TRAITS

---

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

---

**Multiattack.** The swarm makes two attacks with its Bites. If the swarm starts its turn with half or fewer hit points, it can't use this action.

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* (4d4) piercing damage. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

## SWARM OF RATS

*Medium Swarm of Tiny Beasts, Unaligned*

**Armor Class** 10

**Hit Points** 24 (7d8 - 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

**Damage Resistance** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 8

**Languages** —

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

### SPECIAL TRAITS

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**Keen Smell.** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

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**Multiattack.** The swarm makes two attacks with its Bites. If the swarm starts its turn with half or fewer hit points, it can't use this action.

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* (2d6) piercing damage.



## SWARM OF RAVENS

*Medium Swarm of Tiny Beasts, Unaligned*

**Armor Class** 12

**Hit Points** 24 (7d8 - 7)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (-1)	6 (-2)

**Skills** Perception +5

**Damage Resistance** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Languages** —

**Senses** passive Perception 15

**Challenge** 1/4 (50 XP)

## SPECIAL TRAITS

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

## ACTIONS

**Multiattack.** The swarm makes two attacks with its Beaks. If the swarm starts its turn with half or fewer hit points, it can't use this action.

**Bites.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* (2d6) piercing damage.



# THE FLESH

*Medium Aberration, Neutral Evil*

**Armor Class** 14 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft., (climb 30 ft., and swim 30ft.)

In true form

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	8 (-1)	13 (+1)	10 (+0)

**Skills** Deception +4, Insight +5

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 11

**Languages** the languages the host creature knew in life

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

## SPECIAL TRAITS

**Amphibious.** The swarm can breathe air and water.

**Amorphous (True Form Only).** The flesh can move through a space as narrow as 1 inch wide without squeezing.

**Mimicry (Assumed Form Only).** The flesh can mimic the sounds and voice of its assumed form. A creature that hears these sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

**Regeneration.** The flesh regains 5 hp at the start of its turn. If the flesh takes acid or fire damage, this trait doesn't function at the start of the flesh's next turn. The flesh dies only if it starts its turn with 0 hp and doesn't regenerate.

## ACTIONS

**Multiattack.** The flesh makes two Slam attacks or two Manipulate Flesh attacks.

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

**Manipulate Flesh.** The flesh can choose one of the following attack options:

- **Manifold Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) piercing damage, and the target can't regain hit points until the start of the flesh's next turn.
- **Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained. The flesh can have up to two tentacles, each of which can grapple only one target.
- **Acidic Mucus.** *Ranged Weapon Attack:* +4 to hit, range 60 ft., One target. *Hit:* 14 (4d6) acid damage, and the target takes 7 (2d6) acid damage at the start of its next turn unless the target immediately uses its reaction to wipe off the mucus.

## BONUS ACTIONS

**Assume Form.** The flesh consumes the corpse of a Medium or smaller Humanoid or Beast within 5 feet of it and transforms into that creature. Its statistics, other than its size, are the same in the new form. Any equipment it is wearing or carrying melds into the new form. It can't activate, use, wield, or otherwise benefit from any of its equipment. It reverts to its true, aberrant form if it dies, makes a Manipulate Flesh attack, or uses Assume Form while transformed.

# THE FLESH ABOMINATION

*Huge Aberration, Neutral Evil*

**Armor Class** 18 (natural armor)

**Hit Points** 195 (17d12 + 85)

**Speed** 30 ft., (climb 30 ft., and swim 30ft. in true form)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	20 (+5)	8 (-1)	13 (+1)	10 (+0)

**Skills** Deception +10, Insight +11

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 11

**Languages** the languages the host creature knew in life

**Challenge** 15 (13,000 XP)

**Proficiency Bonus** +5

## SPECIAL TRAITS

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**Amphibious.** The swarm can breathe air and water.

**Amorphous.** The flesh can move through a space as narrow as 1 inch wide without squeezing.

**Mimicry.** The flesh can mimic the sounds and voice of any creature it has consumed. A creature that hears these sounds can tell they are imitations with a successful DC 20 Wisdom (Insight) check.

**Regeneration.** The flesh regains 10 hp at the start of its turn. If the flesh takes acid or fire damage, this trait doesn't function at the start of the flesh's next turn. The flesh dies only if it starts its turn with 0 hp and doesn't regenerate.

## ACTIONS

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**Multiattack.** The flesh can use its Frightful Presence. The flesh then makes five attacks: two with its Slam, two with its Tentacles, and one with its Manifold Bite. Alternatively, it can make two attacks with its Acidic Mucus.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage.

**Manifold Bite.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target the abomination is grappling. *Hit:* 43 (8d8 + 7) piercing damage, and the target can't regain hit points until the start of the flesh's next turn.

**Tentacle.** *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The flesh can have up to two tentacles, each of which can grapple only one target.

**Acidic Mucus.** *Ranged Weapon Attack:* +7 to hit, range 90 ft., one target. *Hit:* 21 (6d6) acid damage, and the target takes 10 (3d6) acid damage at the start of its next turn unless the target immediately uses its reaction to wipe off the mucus.

**Frightful Presence.** Each creature of the flesh's choice that is within 120 feet of the flesh and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the flesh's Frightful Presence for the next 24 hours.

## BONUS ACTIONS

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**Consume Life.** The flesh consumes the corpse of a Medium or smaller Humanoid or Beast within 5 feet of it. It then regains a number of hit points equal to the creature's Hit Dice times 3.

# THE FLESH CHIEFTAIN

*Large Aberration, Neutral Evil*

**Armor Class** 16 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft., (climb 40 ft., and swim 40ft.  
In true form

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	14 (+2)

**Skills** Deception +10, Insight +11

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 11

**Languages** the languages the host creature knew in life

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

## SPECIAL TRAITS

**Amphibious.** The swarm can breathe air and water.

**Amorphous (True Form Only).** The flesh can move through a space as narrow as 1 inch wide without squeezing.

**Mimicry (Assumed Form Only).** The flesh can mimic the sounds and voice of its assumed form. A creature that hears these sounds can tell they are imitations with a successful DC 20 Wisdom (Insight) check.

**Regeneration.** The flesh regains 10 hp at the start of its turn. If the flesh takes acid or fire damage, this trait doesn't function at the start of the flesh's next turn. The flesh dies only if it starts its turn with 0 hp and doesn't regenerate.

## ACTIONS

**Multiattack.** The flesh can use its Frightful Presence. The flesh then makes three Slam attacks or three Manipulate Flesh attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach

5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

**Manipulate Flesh.** The flesh can choose one of the following attack options:

- **Manifold Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 28 (6d6 + 7) piercing damage, and the target can't regain hit points until the start of the flesh's next turn.
- **Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The flesh can have up to two tentacles, each of which can grapple only one target.
- **Acidic Mucus.** *Ranged Weapon Attack:* +6 to hit, range 60 ft., One target. *Hit:* 14 (4d6) acid damage, and the target takes 7 (2d6) acid damage at the start of its next turn unless the target immediately uses its reaction to wipe off the mucus.

**Frightful Presence.** Each creature of the flesh's choice that is within 120 feet of the flesh and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the flesh's Frightful Presence for the next 24 hours.

## BONUS ACTIONS

**Assume Form.** The flesh consumes the corpse of a Large or smaller Humanoid or Beast within 5 feet of it and transforms into that creature. Its statistics, other than its size, are the same in the new form. Any equipment it is wearing or carrying melds into the new form. It can't activate, use, wield, or otherwise benefit from any of its equipment. It reverts to its true, aberrant form if it dies, makes a Manipulate Flesh attack, or uses Assume Form while transformed.

# WOLF

*Medium Beast, Unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 -2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (-1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

## SPECIAL TRAITS

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

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone



# APPENDIX B: MAGIC ITEMS

## BAG OF HOLDING

*Wondrous item, uncommon*

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *bag of holding* inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

## BOOTS OF STRIDING AND SPRINGING

*Wondrous item, uncommon (requires attunement)*

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

## CHAINMAIL, +1

*Armor (chainmail), rare*

You have a +1 bonus to your armor while wearing this armor.

## FOLDING BOAT

*Wondrous item, rare*

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it.

One command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably.

The second command word causes the box to unfold into a ship 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the folding boat to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

### **GREATSWORD, +2**

*Weapon (greatsword), rare*

You have a +2 to attack and damage rolls made with this magical greatsword.

### **NECKLACE OF FIREBALLS**

*Wondrous item, rare*

This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level fireball spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the fireball by 1 for each bead beyond the first.

### **RAVENSPINE**

*Weapon (greataxe), rare*

You have a +1 bonus to attack and damage rolls made with this magical greataxe if you are a non-orc, and +2 if you are an orc or half-orc.

### **ROBE OF USEFUL ITEMS**

*Wondrous item, uncommon*

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.

The robe has two of each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Steel mirror
- 10-foot pole
- Hempen rope (50 feet, coiled)
- Sack

In addition, the robe has 4d4 other patches. The GM chooses the patches or determines them randomly using the Robe of Useful Items Table.

### **ROPE OF CLIMBING**

*Wondrous item, uncommon*

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-

## ROBE OF USEFUL ITEMS

d100	Patch
01–08	Bag of 100 gp
09–15	Silver coffer (1 foot long, 6 inches wide and deep) worth 500 gp
16–22	Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself
23–30	10 gems worth 100 gp each
31–44	Wooden ladder (24 feet long)
45–51	A riding horse with saddle bags
52–59	Pit (a cube 10 feet on a side), which you can place on the ground within 10 feet of you
60–68	Potion of healing (4)
69–75	Rowboat (12 feet long)
76–83	Spell scroll containing one spell of 1st to 3rd level
84–90	Wolf (2)
91–96	Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach
97–00	Portable ram

foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

## STAFF OF SWARMING INSECTS

*Staff, rare (requires attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)*

This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses.

**Spells.** While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: giant insect (4 charges) or insect plague (5 charges).

**Insect Cloud.** While holding the staff, you can use an action and expend 1 charge to cause a swarm of harmless flying insects to spread out in a 30-foot radius from you. The insects remain for 10 minutes, making the area heavily obscured for creatures other than you. The swarm moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

## STAFF OF SWARMING INSECTS

*Staff, rare (requires attunement by a Druid)*

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1,



the staff loses its properties and becomes a nonmagical quarterstaff.

**Spells.** You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *animal friendship* (1 charge), *awaken* (5 charges), *barkskin* (2 charges), *locate animals or plants* (2 charges), *speak with animals* (1 charge), *speak with plants* (3 charges), *wall of thorns* (6 charges).

You can also use an action to cast the *pass without trace* spell from the staff without using any charges.

**Tree Form.** You can use an action to plant one end of the staff in fertile earth and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by detect magic. While touching the tree and using another action to speak its command word, you return the staff to its normal form. Any creature in the tree falls when it reverts to a staff.

## WAND OF SECRETS

*Wand, uncommon*

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.

# ASHERIS THORNBLOOM

## WOOD ELF RANGER

*Medium Humanoid (Elf), Any Alignment*

**Armor Class** 15 (leather armor)

**Hit Points** 38 (5d8 + 10)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	12 (+1)	14 (+2)	8 (-1)

**Saving Throws** Strength +3, Dexterity +7

**Skills** Animal Handling +2, Insight +4, Perception +5, Stealth +7

**Languages** Common, Deep Speech, Elvish

**Senses** darkvision 60 ft., passive Perception 15

**Armor Proficiencies** light armor, medium armor, shields

**Weapon Proficiencies** simple weapons, martial weapons

**Tool Proficiencies** herbalism kit

**Proficiency Bonus** +3

## SPECIAL TRAITS

**Archer.** Asheris gains a +2 bonus to attack rolls they make with ranged weapons (included in the attack).

**Colossus Slayer.** When Asheris hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. Asheris can deal this extra damage only once per turn.

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

**Favored Enemies.** Asheris has advantage on Wisdom (Survival) checks to track aberrations and monstrosities, as well as on Intelligence checks to recall information about them.

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



**Natural Explorer.** When Asheris makes Intelligence or Wisdom checks related to underground terrain, their proficiency bonus is doubled if they are using a skill they are proficient in.

## ACTIONS

**Extra Attack.** Asheris makes two attacks.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6 + 4 piercing damage.

**Longbow.** *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 6 piercing damage.

**Spellcasting.** Asheris casts one of the following spells, using Wisdom as their spellcasting ability (spell save DC 13, +5 to hit with spell attacks).

1st-Level (4 slots): *cure wounds*, *fog cloud*, *hunter's mark*

2nd-Level (2 slots): *spike growth*

## EQUIPMENT

**Coins.** 42 gp, 5 sp

**Armor.** Leather armor.

**Weapons.** Shortsword (2), longbow (20 arrows).

**Dungeoneer's Pack.** Backpack, crowbar, hammer, pitons (10), torches (10),

tinderbox, rations (10 days), waterskin, hempen rope (50 feet).

**Bracers of Archery (Uncommon Magic Item).** While wearing these bracers, the wearer has proficiency with the longbow and shortbow and gains a +2 bonus to damage rolls on ranged attacks made with such weapons (included in the attack).

**Potion of Healing (2, Common Magic Item, Consumable).** A creature that drinks this potion regains 2d4 +2 hit points.

**Other.** Scroll case stuffed full of notes from Asheris' studies, winter blanket, set of common clothes, herbalism kit.

## **BACKSTORY**

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Asheris Thornbloom, a solitary figure shrouded in mystery, bears a backstory steeped in tragedy and a relentless pursuit of justice. Born within the ancient elven forests, Asheris had a peaceful upbringing until a fateful encounter with a sinister aberration changed their life forever.

In their youth, Asheris was a curious and adventurous elf, eager to explore the depths of the natural world. However, during one of their excursions, they stumbled upon an otherworldly portal that unleashed a nightmarish creature upon their forest home. The eldritch horror wreaked havoc, decimating the once-thriving flora and fauna. Witnessing the devastation and the suffering inflicted upon their kin, Asheris vowed to dedicate their life to the eradication of aberrations and monstrosities.

Seeking solace and honing their skills, Asheris retreated into seclusion, becoming a hermit in the wilds. They embraced a life of solitude, delving deep into their elven heritage and harnessing their innate connection with nature. The forests became their sanctuary, offering refuge and providing the means to survive while fostering a profound understanding of the balance between life and death.

Over the years, Asheris developed an

uncanny affinity for tracking aberrations and monstrosities. They honed their skills as an expert ranger, studying the telltale signs of their monstrous quarry and learning to exploit their weaknesses. Their keen eyes, silent footfalls, and swift bow strikes made them a formidable opponent to any aberration that dared to cross their path.

Driven by a relentless determination, Asheris embarked on countless quests to protect innocent lives and cleanse the land from the taint of aberrant horrors. With each successful hunt, their reputation as a skilled aberration hunter grew, earning them both respect and fear among those who knew of their exploits.

Yet, beneath their stoic exterior, Asheris carries the weight of their past. The loss they witnessed in their forest home fuels their unyielding resolve to safeguard others from similar devastation. Bound by a sense of duty and haunted by memories, they navigate the world with a somber purpose, forever vigilant in their quest to bring justice to the abominations that threaten the natural order.

## **PERSONALITY**

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**Trait 1:** "I have an insatiable curiosity about the secrets of the natural world, always eager to uncover its hidden wonders."

**Trait 2:** "I have a habit of speaking to animals as if they can understand me, finding solace and connection in their presence."

**Ideal:** "Balance is the key to harmony, and I strive to restore equilibrium in a world plagued by aberrant disruptions."

**Bond:** "I am bound by an unbreakable oath to protect the forests and all its inhabitants, ensuring their safety and well-being."

**Flaw:** "My fierce independence can sometimes lead me to be overly cautious about accepting help or relying on others."

# GAROK STONEBASHER

## HALF-ORC FIGHTER

*Medium Humanoid (Orc), Any Alignment*

**Armor Class** 19 (chain mail, shield)

**Hit Points** 49 (5d10 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	8 (-1)	12 (+1)	13 (+1)

**Saving Throws** Strength +7, Constitution +6

**Skills** Animal Handling +4, Athletics +7, Intimidation +4, Perception +4, Survival +4

**Languages** Common, Orcish

**Senses** darkvision 60 ft., passive Perception 14

**Armor Proficiencies** light armor, medium armor, heavy armor, shields

**Weapon Proficiencies** simple weapons, martial weapons

**Tool Proficiencies** carpenter's tools

**Proficiency Bonus** +3

## SPECIAL TRAITS

**Action Surge (Recharges after a Short or Long Rest).** Garok can take one additional action on top of his regular action and a possible bonus action.

**Defensive.** While Garok is wearing armor, he gains a +1 bonus to AC (included).

**Relentless Endurance (Recharges After a Long Rest).** When Garok is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

**Savage Attacks.** When Garok scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice on additional time and add it to the extra damage of the critical hit.



## ACTIONS

**Extra Attack.** Garok makes two attacks.

**Longsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 1d8 + 5 slashing damage or 1d10 + 5 slashing damage when wielded with two hands.

**Light Crossbow (Once Per Turn).** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. Hit: 1d8 piercing damage.

## BONUS ACTIONS

**Second Wind (Recharges After a Short or Long Rest).** Garok regains hit points equal to 1d10 + 5.

## EQUIPMENT

**Coins.** 47 gp, 5 sp

**Armor.** Chainmail, shield.

**Weapons.** Longsword, light crossbow (20 bolts).

**Dungeoneer's Pack.** Backpack, crowbar, hammer, pitons (10), torches (10), tinderbox, rations (10 days), waterskin, hempen rope (50 feet).

**Longsword, +1 (Uncommon Magic Item).** The wielder of this magical sword has a +1 bonus to attack and damage rolls made with this magic weapon (included in the attack).

**Potion of Healing (2, Common Magic Item, Consumable).** A creature that drinks this potion regains 2d4 +2 hit points.

**Other.** Carpenter's tools, shovel, iron pot, set of common clothes, pouch.

## **BACKSTORY**

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Garok Stonebasher, an orcish fighter and folk hero, carries an extraordinary backstory that defies societal expectations and celebrates the power of love and acceptance. Born amidst a time of conflict and animosity between orcs and humans, Garok's life took an unexpected turn when he was found and raised by a human family.

As a helpless infant, Garok was discovered amidst the aftermath of a skirmish between orcish and human forces. Moved by compassion, a human couple took him in, disregarding the prevailing prejudice that often characterized relations between their races. They nurtured Garok as their own, instilling in him the values of kindness, understanding, and respect for all.

Growing up in the human community, Garok faced challenges as he navigated the complex identity of being an orc in a predominantly human society. Yet, he found solace and strength in the love and acceptance bestowed upon him by his adoptive family. Their unwavering support fueled his determination to bridge the divide between the orcs and humans.

As Garok came of age, he ventured into orcish territories, seeking to understand his roots and reconcile the two worlds that shaped him. He used his natural physical prowess and honed combat skills to earn

the respect of the orcish clans. Garok's humble origins and his unique perspective allowed him to relate to both human and orcish experiences, serving as a bridge between the two races.

Garok's exceptional abilities as a fighter earned him renown among both humans and orcs. He became a symbol of hope and unity, tirelessly advocating for cooperation, diplomacy, and understanding. Through his actions, he shattered preconceptions, challenging the deep-seated prejudices that had plagued orc-human relations for generations.

## **PERSONALITY**

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**Trait 1:** "I have an insatiable appetite for hearty meals and can often be found enjoying a feast, even in the most dire of situations."

**Trait 2:** "I possess a penchant for composing epic ballads about heroic deeds and often find myself humming or singing tunes throughout my travels."

**Ideal:** "Unity prevails over division, and I strive to forge lasting bonds between races, believing in the strength that comes from embracing our differences."

**Bond:** "My unwavering loyalty to my adoptive human family fuels my determination to bridge the gap between orcs and humans, as they showed me the true meaning of love and acceptance."

**Flaw:** "My orcish pride sometimes leads me to rush headlong into dangerous situations without considering the consequences, fueled by a desire to prove myself."

# MAGNUS IRONFORGE

## HILL DWARF WIZARD

*Medium Humanoid (Dwarf), Any Alignment*

**Armor Class** 11 (14 with *mage armor*)

**Hit Points** 37 (5d6 + 15)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	16 (+3)	16 (+3)	10 (+0)

**Saving Throws** Intelligence +6, Wisdom +6

**Skills** Arcana +6, Investigation +6, Insight +6, Religion +6

**Damage Resistances** poison

**Languages** Common, Draconic, Dwarvish, Orcish

**Senses** darkvision 60 ft., passive Perception 15

**Armor Proficiencies** —

**Weapon Proficiencies** battleaxes, daggers, darts, handaxes, light crossbows, light hammers, quarterstaves, slings, warhammers

## SPECIAL TRAITS

**Arcane Recovery.** When Magnus finishes a short rest, he can choose expended spell slots to recover. The spells slots can have a combined level that is equal to or less than half his wizard level (rounded up), and none of the slots can be 6th level or higher.

**Abjurer's Ward (Recharges After a Short or Long Rest).** When Magnus casts an abjuration spell of 1<sup>st</sup> level or higher, he can simultaneously use a strand of the spell's magic to create a magical ward on himself that lasts until he finishes a long rest. The ward has a hit point maximum of 13. Whenever Magus takes damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, magus takes the remaining damage.

While the ward has 0 hit points, it can't



absorb damage but its magic remains. Whenever Magus casts an abjuration spell of 1<sup>st</sup> level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Once Magnus creates the ward, he can't create it again until he finishes a long rest.

**Dwarven Resilience.** Magnus has advantage on saving throws against poison.

**Dwarven Toughness.** Magnus's hit point maximum increases by 1 for each level he has (included).

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 2 piercing damage.

**Spellcasting.** Magnus casts one of the following spells, using Intelligence as his spellcasting ability (spell save DC 14, +6 to hit with spell attacks).

Cantrips (at-will): *mage hand, prestidigitation, fire bolt, shocking grasp*

1st-Level (4 slots): *expeditious retreat, mage armor, magic missile, shield*

2nd-Level (3 slots): *gust of wind*

3rd-Level (2 slots): *counterspell, dispel magic, fireball*

## EQUIPMENT

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**Coins.** 52 gp, 5 sp

**Weapons.** Dagger.

**Scholar's Pack.** Backpack, book of lore, bottle of ink, ink pen, sheets of parchment (10), little bag of sand, small knife.

**Ring of Mind Shielding (Uncommon Magic Item, Attuned).** A creature attuned to this ring is immune to magic that allows other creatures to read its thoughts, determine whether it is lying, know its alignment, or know its creature type. Creatures can telepathically communicate with the wearer only if the wearer allows it.

The wearer can use an action to cause the ring to become invisible until it uses another action to make it visible, until you remove the ring, or until you die.

If the wearer dies while wearing the ring, its soul enters the ring, unless the ring already houses a soul. The wearer can remain in the ring or depart for the afterlife. As long as the wearer's soul is in the ring, the wearer can telepathically communicate with any creature wearing it. The new wearer can't prevent this telepathic communication.

**Potion of Healing (2, Common Magic Item, Consumable).** A creature that drinks this potion regains 2d4 +2 hit points.

**Other.** Arcane focus (wand), holy symbol, prayer book, sticks of incense (5), vestments, set of common clothes, spellbook.

## BACKSTORY

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Raised within the renowned Ironforge clan, Magnus's childhood was steeped in the traditions of the dwarven faith and the pursuit of knowledge. From an early age, Magnus displayed an exceptional aptitude for arcane studies. His insatiable thirst for knowledge and deep spiritual grounding led him to become not only a formidable wizard but also a devoted religious scholar,

blending the arcane arts with the teachings of the dwarven pantheon.

Driven by his unwavering loyalty and love for his kin, Magnus delved deep into the school of abjuration magic, specializing in protective spells and wards. His mastery of defensive magic became a shield, fortifying those closest to him against the perils of the world.

Over time, Magnus honed his abilities and dedicated himself to the service of his clan, offering his arcane expertise and protective magic to safeguard his fellow dwarves. He became known as a stalwart defender, relying on his extensive knowledge of ancient dwarven lore and the power of abjuration to ward off threats and preserve the safety of his people.

Yet, Magnus's devotion extended beyond his clan. He recognized that the duty to protect extended to all those who could not defend themselves, regardless of race or creed. With a steadfast resolve, he stood as a bastion of strength and guidance for those in need, often venturing out into the wider world to aid and protect the vulnerable.

## PERSONALITY

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**Trait 1:** "I have a habit of meticulously organizing my spellbooks and arcane components, finding solace in the order and precision of my craft."

**Trait 2:** "I possess an insatiable curiosity about ancient relics and forgotten lore, often losing track of time while engrossed in studying forgotten manuscripts."

**Ideal:** "Protection is the highest calling, and I strive to shield those I care for, believing that every life holds inherent value and deserves safeguarding."

**Bond:** "My family's safety and well-being are my utmost priority, and I will do anything to shield them from harm and ensure their prosperity."

**Flaw:** "My unyielding determination to protect often leads me to be overly cautious and reluctant to take risks, fearing the potential consequences of failure."

# SERAPHINA SONGWEAVER

## HALFLING BARD

*Small Humanoid (Halfling), Any Alignment*

**Armor Class** 15 (leather armor)

**Hit Points** 33 (5d8 + 5)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	13 (+1)	10 (+0)	16 (+3)

**Saving Throws** Dexterity +7, Charisma +6

**Skills** Deception +9, Persuasion +6, Performance +6, Sleight of Hand +7, Stealth +10

**Languages** Common, Halfling

**Senses** passive Perception 10

**Armor Proficiencies** light armor

**Weapon Proficiencies** simple weapons, hand crossbows, longswords, rapiers, shortswords

**Tool Proficiencies** disguise kit, forgery kit, drum, flute, lute,

**Proficiency Bonus** +3

## SPECIAL TRAITS

**Brave.** Seraphina has advantage on saving throws against being frightened.

**Halfling Nimbleness.** Seraphina can move through the space of any creature that is of a size larger than hers.

**Jack of All Trades.** Seraphina adds +1 to any ability check she makes that doesn't already include her proficiency bonus.

**Lucky.** When Seraphina rolls a 1 on the d20 for an attack roll, ability check, or saving throw, Seraphina can reroll the die and must use the new roll.

**Naturally Stealthy.** Seraphina can attempt to hide even when she is obscured only by a creature that is at least one size larger than her.

**Psychic Blades.** When Seraphina hits a creature with a weapon attack, she can expend on use of her Bardic Inspiration to deal an extra 3d6 psychic damage to



that target. She can do so only once per turn.

**Song of Rest.** Seraphina can use soothing music or oration to help revitalize your wounded allies during a short rest. If Seraphina or any friendly creatures who can hear her performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

**Words of Terror.** If Seraphina speaks to a humanoid alone for at least 1 minute, she can attempt to seed paranoia in its mind. At the end of the conversation, the target must succeed on a DC 14 Wisdom saving throw or be frightened of Seraphina or another creature of her choice. The target is frightened in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged.

If the target succeeds on its saving throw, the target has no hint that Seraphina tried to frighten it.

## ACTIONS

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6 + 4



piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

**Spellcasting.** Seraphina casts one of the following spells, using Charisma as her spellcasting ability (spell save DC 14, +6 to hit with spell attacks).

Cantrips (at-will): *dancing lights, mage hand, vicious mockery*

1st-Level (4 slots): *charm person, healing word, hideous laughter*

2nd-Level (3 slots): *heat metal, lesser restoration*

3rd-Level (2 slots): *dispel magic, hypnotic pattern, tongues*

## BONUS ACTIONS

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**Bardic Inspiration (3/Day, Recharges After a Short or Long Rest).** Seraphina chooses a creature other than herself within 60 feet of her that can hear her. That creature gains one Bardic Inspiration die, a d8.

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.

Seraphina can use this feature 3 times. She regains all expended uses after she finishes a Short or Long Rest.

## EQUIPMENT

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**Coins.** 52 gp, 5 sp

**Armor.** Leather armor.

**Weapons.** Rapier, dagger.

**Entertainer's Pack.** Backpack, bedroll, 2 costumes, candles (5), rations (5 days), waterskin, disguise kit.

**Cloak of Elvenkind (Uncommon Magic**

**Item, Attuned).** While wearing this cloak with the hood up, Wisdom (Perception) checks made to see the wearer have disadvantage and the wearer has advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage the wearer. Pulling the hood up or down requires an action.

**Potion of Healing (2, Common Magic Item, Consumable).** A creature that drinks this potion regains 2d4 +2 hit points.

**Other.** Lute, fine clothes, disguise kit, weighted dice, pouch.

## BACKSTORY

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From a young age, Seraphina discovered her natural inclination for performance, using her charm, wit, and musical talents to weave intricate tales and mesmerize crowds.

However, beneath the captivating façade lies a deep-seated fear of vulnerability. Seraphina learned early on that keeping others at arm's length shielded her from potential heartache and disappointment. She skillfully employs her adeptness at deception not only to entertain but also to create emotional distance, preventing others from truly getting to know her on a personal level.

## PERSONALITY

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**Trait 1:** "I have a penchant for collecting trinkets from every town I visit, reminders of the countless stages I've performed on."

**Trait 2:** "I have an uncanny knack for mimicry, effortlessly imitating the voices and mannerisms of others."

**Ideal:** "Freedom is my muse, and I strive to break free from the confines of expectation."

**Bond:** "My greatest bond is with my cherished lute, a constant companion that understands the depths of my soul and provides solace when words fail."

**Flaw:** "My fear of vulnerability leads me to keep others at a distance."

# TOBIAS LIGHTBRINGER

## HUMAN CLERIC

*Medium Humanoid (Human), Any Alignment*

**Armor Class** 17 (splint-)

**Hit Points** 38 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

**Saving Throws** Wisdom +5, Charisma +4

**Skills** Animal Handling +5, Athletics +7, Intimidation +4, History +3, Medicine +5

**Languages** Common, Orcish

**Senses** passive Perception 12

**Armor Proficiencies** light armor, medium armor, heavy armor, shields

**Weapon Proficiencies** simple weapons, martial weapons

**Tool Proficiencies** playing cards, vehicles (land)

**Proficiency Bonus** +3

## SPECIAL TRAITS

**Polearm Master.** While Tobias is wielding a glaive, halberd, pike, or quarterstaff, other creatures provoke an opportunity attack from him when they enter the reach he has with that weapon.

**Channel Divinity (Recharges After a Long Rest).** Tobias can use one of the following special features:

- When Tobias makes an attack roll, he can use this trait to gain a +10 bonus to the roll. He makes this choice after he sees the roll, but before the GM says whether the attack hits or misses.
- As an action, Tobias presents his holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear him within 30 feet of him must make a DC 13 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or



until it takes any damage. Creatures with a challenge rating of 1/2 or lower are destroyed.

A turned creature must spend its turns trying to move as far away from Tobias as it can, and it can't willingly move to a space within 30 feet of Tobias. 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.

## ACTIONS

**Halberd.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 1d10 + 4 slashing damage.

**Halberd Haft.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d4 + 4 bludgeoning damage.

**Light Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 1d8 - 1

**Spellcasting.** Tobias casts one of the following spells, using Wisdom as his spellcasting ability (spell save DC 13, +5 to hit with spell attacks).

Cantrips (at-will): *guidance, light, sacred flame, spare the dying*

1st-Level (4 slots): *cure wounds, divine favor, guiding bolt, healing word, sanctuary, shield of faith*

2nd-Level (3 slots): *lesser restoration, magic weapon, spiritual weapon*

3rd-Level (2 slots): *crusader's mantle, remove curse, revivify, spirit guardians*

## EQUIPMENT

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**Coins.** 27 gp, 5 sp

**Armor.** Splint.

**Weapons.** Halberd, warhammer, light crossbow (20 bolts).

**Explorer's Pack.** Backpack, bedroll, mess kit, tinderbox torches (10), rations (10 days), waterskin, hempen rope (50 feet).

**Potion of Healing (8, Common Magic Item, Consumable).** A creature that drinks this potion regains 2d4 +2 hit points.

**Other.** Holy symbol, insignia of rank (captain), necklace made of ogre tusks, bone dice, set of common clothes, pouch.

## BONUS ACTIONS

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**Polearm Master.** When Tobias takes the attack action with only a glaive, halberd, or quarterstaff, he can make a melee attack with the opposite end of the weapon (listed as Halberd Haft under attacks).

**War Priest (2 Uses Between Long Rests).** When Tobias makes an Attack action, he can make one weapon attack.

## BACKSTORY

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With a distinguished past as a battle-hardened warrior, Tobias has fought valiantly against hordes of orcs, ogres, and goblinoids, witnessing the horrors of conflict firsthand.

Having dedicated his life to protecting his homeland, Tobias initially struggled to accept the peace treaties forged between the various humanoid races. His experiences on the battlefield had ingrained in him a deep-rooted mistrust and

resentment towards those he once saw as enemies. It took time, introspection, and exposure to the changing world for him to realize that peace could be a path to healing and progress.

Guided by his unwavering faith, Tobias embraced his role as a cleric, channeling divine power to heal the wounded and provide solace to those affected by war. Through prayer and meditation, he sought enlightenment and wisdom, learning to temper his anger and embrace a more accepting perspective.

However, despite his efforts, Tobias's fiery temper still occasionally gets the better of him. The scars of his past battles, both physical and emotional, have left him with a lingering impatience and a tendency to react impulsively. Though he recognizes the need for patience and understanding, old habits die hard, and he must constantly remind himself of the path towards harmony and unity.

## PERSONALITY

---

**Trait 1:** "I have a deep love for fine literature and spend my free time reading and collecting ancient tomes and philosophical treatises."

**Trait 2:** "I am always meticulously organized, and my gear and belongings are kept in impeccable order at all times."

**Ideal:** "Justice must prevail, and I strive to protect the innocent and uphold the values of righteousness, even in times of uncertainty."

**Bond:** "My bond with my trusted warhorse, Stormrider, runs deep, and together we have weathered countless battles, forging an unbreakable connection."

**Flaw:** "My temper sometimes gets the best of me, leading to impulsive actions and strained relationships when my patience wears thin."

# VEXA SHADOWTHORN

## TIEFLING ROGUE

*Medium Humanoid (Tiefling), Any Alignment*

### Armor Class

**Hit Points** 32 (5d8 + 5)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)

**Saving Throws** Dexterity +6, Intelligence +6

**Skills** Acrobatics +6, Deception +4, Investigation +6, Perception +4, Sleight of Hand +6, Stealth +9

**Damage Resistance** fire

**Languages** Common, Infernal, Thieves' Cant

**Senses** darkvision 60 ft., passive Perception 14

**Armor Proficiencies** light armor

**Weapon Proficiencies** simple weapons

**Tool Proficiencies** dice games, thieves' tools (+9 to checks using this proficiency)

**Proficiency Bonus** +3

## SPECIAL TRAITS

**Sneak Attack.** Once per turn, Vexa can deal an extra 3d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or a ranged weapon.

Vexa does not need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

**Second Story Work.** When Vexa makes a running jump, she covers a distance of 24 feet.

## ACTIONS

**Rapier.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8 + 4 piercing damage.



**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 1d6 + 3 piercing damage.

**Spellcasting.** Vexa casts one of the following spells, using Charisma as her spellcasting ability (spell save DC 12, +4 to hit with spell attacks).

Cantrips (at-will): *thaumaturgy*  
1/Day Each: *darkness*, *hellish rebuke*

## EQUIPMENT

**Coins.** 52 gp, 5 sp

**Armor.** Leather.

**Weapons.** Rapier, shortbow (20 arrows), daggers (2).

**Burglar's Pack.** Backpack, bag of ball bearings (1,000), string (10 feet), bell, crowbar (2), hammer, pitons (10), hooded lantern, flask of oil (2), rations (5 days), tinderbox, waterskin, hempen rope (50 feet).

**Cloak of Elvenkind (Uncommon Magic Item, Attuned).** While wearing this cloak with the hood up, Wisdom (Perception) checks made to see the wearer have disadvantage and the wearer has advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage the wearer. Pulling the hood up or down requires an action.

**Potion of Healing (2, Common Magic Item, Consumable).** A creature that drinks this potion regains 2d4 +2 hit points.

**Other.** Thieves' tools, set of dark common clothes including a hood, pouch.

## BONUS ACTIONS

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**Cunning Action.** Vexas takes the Dash, Disengage, Hide, Use an Object action. Or she can make a Dexterity (Sleight of Hand) check or use her thieves' tools to disarm a trap or open a lock.

## REACTIONS

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**Uncanny Dodge.** When an attacker that Vexa can see hits her with an attack, she can halve the attack's damage against her.

## BACKSTORY

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Born into a world that often shunned her for her fiendish heritage, Vexa was forced to navigate the shadows, honing her skills as a thief and surviving on the fringes of society.

However, her life took a profound turn when she was apprehended and imprisoned for her illicit activities. While incarcerated, Vexa experienced a transformative moment of introspection, realizing the harm she had caused and the need to make amends. Determined to break free from her past, she struck a deal with the regional adventurer's guild, offering her skills and knowledge to assist them in their noble quests as a way to repay her debt to society.

As Vexa embarked on her journey of redemption, she found solace and acceptance among her newfound party members. Their shared experiences and mutual support provided the sense of belonging she had yearned for throughout her life. They saw beyond her tiefling heritage and recognized her worth based on her actions and character.

Together with her party, Vexa faced countless dangers and challenges, using her talents as a skilled burglar to navigate

treacherous situations. Her past experiences as a criminal gave her unique insights and a keen understanding of the criminal underworld, allowing her to contribute invaluable knowledge to their adventures.

Although Vexa's journey towards redemption is ongoing, she has found comfort and purpose within her party. Their acceptance and camaraderie have helped her heal the wounds of rejection and given her hope for a future where she can leave behind her criminal past. With each act of selflessness, she works to prove that her tiefling heritage does not define her worth, and that redemption is possible for even those who have walked the darkest paths.

## PERSONALITY

---

**Trait 1:** "I have a fascination with locks and mechanisms, always finding myself drawn to intricate puzzles and the challenge of unlocking secrets."

**Trait 2:** "I possess a mischievous sense of humor and find joy in pulling pranks on my companions, lightening the mood during our perilous adventures."

**Ideal:** "Freedom is my ultimate goal, not only from physical restraints but also from the chains of prejudice and societal expectations."

**Bond:** "My bond with my fellow adventurers is unbreakable, forged through shared trials and acceptance, providing the sense of belonging I've always longed for."

**Flaw:** "My deep-seated distrust of authority figures often leads me to question their intentions, sometimes causing friction and hindering cooperation when it is most needed."

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