



# *THE BY BLOOD*

A D&D5e One-Shot adventure  
for characters between levels 1-3



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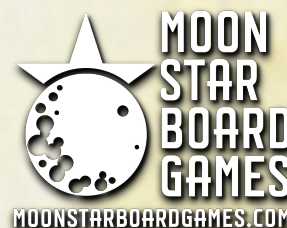
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# The Conflict

Our heroes find themselves in the middle of a familial dispute between two Lizardfolk Princes and their tribes. The local hamlet leader, Lady Huntsman, asks for aid. Unbeknownst to her however, her husband, Gregor, plots in the shadows.

The clash of these Princes will decide the fate of all Lizardfolk in their Kingdom and have rippling effects that will affect all in the valley.

Will our heroes side with the nature loving Prince Lahray? Or the progress hungry Prince Bahb? It will be up to them to decide who comes out on top in this royal civil conflict.

## The Breakdown

There are three parts to this adventure.

**Part 1 - Blown into Town** - Our heroes learn of the Princes' conflict and answer the call from Lady Rose Huntsman, who rules over the small hamlet of Windy Steps nestled in a valley known as The Windswept Cradle, situated between mountains and a swamp. First impressions happen here and give the adventurers a sense of the environment.

**Part 2 - Allegiances** - After accepting the quest, the adventurers will learn about each of the Prince's tribes. The PCs will have the opportunity to visit each tribe as well as possibly discover the secret Owlbear that Prince Lahray has been training. Other encounters may additionally steer the party as they make their choice of which tribe to support.

**Part 3 - Winner of the Crown** - The fight is on! This combat decides it all. If the adventurers choose to do nothing - a hidden third option - then ultimately Prince Lahray will prevail utilising his mastery over nature's beasts and his tribe will remain a thorn in the local population's side for years to come.

This adventure is setup for 4 characters between levels 1 - 3. Appropriate adjustments for character levels are noted in each Monster datasheet within the Monster Appendix at the back of this adventure. All experience and loot rewards are also included so you can wind this adventure into your ongoing campaigns without issue!

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# Part 1 - Blown Into Town

**Read aloud the following text to begin your adventure:**

*The town of Windy Steps sprawls out before you as your caravan breaks the tree line. The skyline of sturdy wooden walls and thatch roofs is occasionally broken by wisps of smoke emanating from chimneys.*

*The locals offer jovial waves to the caravan drivers and of course the trademaster with whom you got transportation with.*

*You come to this town in search of adventure and riches and, as if the universe were answering your desires, the town's crier sounds out just as your caravan halts within the town center to unload.*

*"Hear ye, all! Lady Hunstman has issued the following decree! Any brave souls willing to take up her ladyship's mission shall be compensated with 300 gold pieces! Present yourself to the Lady's Manor tonight at dusk!"*

*Music to your ears and yet despite there being several other capable warriors among the caravan, and even among the populace that you can see, none seem interested. On the contrary you note several citizens rolling their eyes or muttering to each other. This is not the first time they have heard this call for aid it seems.*

It is currently mid afternoon and the players have 3 in-game hours before they must be at Lady Huntsman's manor.

Shopping - All mundane goods valued up to 250 gold are available for purchase.

Magic Items - There is no magic shop within this town. Only the manor's treasury holds anything magical besides the *swift pouch*, which is a quest reward.

Part 1 Locations:

1. [Town Center](#)
2. [Hobart's General Store](#)
3. [The Bombastic Boar \(Tavern/Inn\)](#)
4. [Renken's Smithy](#)
5. [The Stables](#)
6. [The Apothecary](#)
7. [The Lady's Manor](#)



# Part 1

## 1. Town Center -

Read aloud the following:

*The center of Windy Steps is a well used location, offering space for a plethora of uses from festivals to executions.*

*A large wooden stage sits off to one side with small food vendors dotting the area. Hobart's General Store and The Bombastic Board Inn are both situated within the inner ring for ease of loading and unloading goods.*

*The population here is rather dense and there always seems to be some manner of entertainment ongoing. Currently a stout dwarf wielding an accordion fills the air with an energetic tune.*

*Next to the Stage sits the crier you heard before, at the ready for any more news he must disseminate.*

**Angel Fingers:** A Dwarf bard who is known for his over-the-top performances complete with magically made effects utilising spells such as *ghost light*, *ghost sound* and *prestidigitation*. He is friendly but will not cease his performance for the PCs, so they must wait if they wish to interact with him. If they do then he is happy to speak with them.

Angel Fingers has general knowledge of the town and its people but mission specific information is limited to the following:

*"Two local Lizardfolk princes are fighting on the direction to take their tribe. Lady Huntsman doesn't give two hoots which side prevails, only that the Lizardfolk thorn in her side is taken care of."*

*"It's been going on for years now since the old Lizard King vanished on Mt. Fellick. No one knows what became of him."*

If asked about something Bert said:

*"Oh, him. He has good stories at least."*

**Town Crier:** A portly man named Will Laurel. This town crier takes pride in his work, and his voice - even when speaking with someone directly - is always at an overly loud volume.

If the PCs question the crier about the job, read the following:

*"You wish to take on the Lady's task? Good on you! Yes you look quite tough enough! Please head to our Lady's manor at dusk. But ONLY at dusk! Arriving early or late would be quite the offense!"*



# Part 1

A DC 12 Insight check reveals that the crier is lying about his confidence in the PCs and that he is merely trying to butter them up so they will take up the quest. If pressed on this he responds:

*"No intent to offend, I merely tire of this almost as much as our Lady. We'll take a backwater hunter and his mutt hound if that is all we have at this rate. She has raised the reward twice already."*

His desperation gives the PCs a clue that Lady Huntsman is just as desperate. If the PCs so choose, the adventurers can lever this during negotiations for their fee.

## 2. Hobart's General Store -

Read aloud the following:

*Hobart's General Store stands proud among the more squat buildings around, save for The Bombastic Boar which matches it. The building is broken into two halves, one side as a warehouse for bulk storage and the other being a store front with full shelves and mingling shoppers.*

*A balding human man attends the counter, currently pouring grain onto a scale.*

**Hobart :** Hobart has a friendly demeanor fitting for a shopkeep, though it helps having two massive sons to do labor and security. His son's name are Hone and Gamlon respectively.

This store can sell any mundane goods valued at 250 gold or less.

Hobart is happy to answer any questions about the town or its people except Bert, who he calls a serial liar if the PCs bring him up.

If asked about the quest, Hobart snorts dismissively before responding:

*"Best you speak with Our Lady Huntsman about that. I'm not sure where it all lies at the moment, I only know it's not good. I've lost two shipments already to Lizardfolk ambushes. In fact, if you are looking for work, I need one crate that was taken returned. The rest I'll count as a loss but this one I must have!"*

If the party agrees he will become ecstatic and offer them 10% off any purchases as well as say:

*"It should be a dull blue and have a crest of a raven in flight upon it. If you can bring it to me, then this will be your reward."*

Hobart will reveal the following item to the players, including its exact use.



# Part 1

## Swift Pouch

*Wonderous Item, Uncommon*

This small leather pouch is similar to a *bag of holding* in that it holds considerably more than it should with the following limitations. It follows all other rules similar to dimensional spaces such as being turned inside out or destroyed.

It can hold a maximum of 25 pounds and items no larger than a dagger. It always weighs 5 pounds regardless of contents.

Once per turn the character who holds the *swift pouch* may retrieve an item from it as a Free Action. Potions taken in such a manner may be used as a swift action in that same turn.

If the PCs attempt to persuade him to give it to them as an advance or something similar, apply the following DCs:

**Level 1-2:** DC 22 Persuasion OR Intimidate

**Level 3:** DC 24 Persuasion OR Intimidate

## 3. The Bombastic Boar -

Read aloud the following:

*The history and use of this tavern is apparent upon looking at its aged walls. It is slight U shaped with two wings full of rooms to rent and a central area where the bar rests.*

*Behind the bar is an elvish woman bearing a scar on her cheek that leads up into a frosted eye. Tonight's main crowd is some hours off and so currently she simply stands smoking a long pipe while scanning across the tavern with her one good eye.*

**Felicity Kolyin :** Proprietor of the Bombastic Boar. Felicity is an elf of 400+ years old and she has seen enough of the world. She bought this tavern years ago to settle down in The Windswept Cradle after falling in love with the hamlet.

Felicity enjoys her peace very, very much and is gruff and short with most adventurers. She is of the opinion that adventurers are only good at either causing trouble or breaking the inn, so starts off with little to no trust of the PCs.

To that end, the PCs don't get much out of her besides short one-line answers, most with an aggravated tone. She will also simply refuse to answer if asked about room rentals.

NOTE: All drinks for sale in the Bombastic Boar are twice as expensive as normal. If asked why Felicity will just grunt "Taxes" in the most disgusted voice she can muster.



# Part 1

**Bert Floatsome:** A regular bar patron. Bert is a halving man who loves to stick his nose into others' business.

Part way through them speaking with an uncooperative Felicity, Bert will speak up and say the following:

*"Well well well! More hands for our Lady to bruise I take it? Don't let this sourpuss ruin your mood. Felicity, a round for my new friends!"*

The bartender will shoot Bert a withering look before taking the party's drink choices and serving them accordingly. Afterwards, Bert will urge them to follow towards a booth.

*"Welcome to our humble town. My my, you are all very interesting indeed! Maybe you will be the ones that finally puts this mess to bed. Please regale me with tales of your exploits! I have to know. I'll tell you something good in exchange!"*

If the party accepts to tell any story or stories, either from backstory or past adventures, the PCs will gain the following.

1 Story - He'll give them 1 tip.

2 Stories - He'll give them 3 tips.

Tip 1 - The barbaric Prince Lahray has a secret weapon that he has been working on.

Tip 2 - There is an assassin in town with the face of a rodent.

Tip 3 - The old [Lizard King's mace](#) was lost on Mt. Fellick. If returned, you could gain favor with the Lizard Princes.

Tip 4 - Lady Huntsman is stoic and strong willed, but her husband Lord Gregor Huntsman is quite the opposite.

Tip 5 - Hobart at the general store has some work. More specifically, he's offering a "Godly Artifact" as a reward.

Which tips are given are your choice as DM, but Bert is not willing to part with more than 3 of these pieces of information. Some information can be learned elsewhere, resolving any gaps in player knowledge, or they can be corrected by you as you see fit.

The rest of the patrons of the Bombastic Boar are standard small town sorts, always willing to slam glasses together in the ambience of loud, hearty music playing in the background. These patrons do not have information to offer our heroes.



# Part 1

## 4. Renken's Smithy -

Read aloud the following:

*The ringing of anvil on hammer is as steady as a heartbeat. A thick plume of white smoke leaves a shadow down the street, the source being a massive forge under a well constructed roof. Pillars hold it all up and in the center was the chimney.*

*Next to the forge, swinging his hammer with controlled strength, is a well toned human male with thick, dark hair tied down his back in an elaborate braid.*

**Hector Renken** : Master of the Forge for Windy Steps. Hector Renken's family has been present since the town's founding. Well respected within the community, Hector is considered a second leader of sorts by the townsfolk.

**June Renken** : Hector's wife and the town's best seamstress. They make a perfect pair for selling arms and armor. She also manages the business while her husband works the forge.

Hector is currently too busy to speak with the PCs but June is happy to do business or answer questions.

Renken's Smithy can sell any armor or weapon valued at 1500 gold or less. Anything more will require it to be crafted and is not within the scope of this adventure. However, if you are inserting this adventure into an ongoing campaign or something similar, he can craft 300 gold of value per day. (Example: A 2400 gold item will take 8 days.)

*"Welcome to Renken's Smithy! Our arms are strong and our armor, stronger! What are you looking for?"*

June is an enthusiastic seller and will try to upsell the PCs on nearly every purchase they make. 'Why not spend only 5 gold more for the monogrammed version after all?', etc. In fact, she has a 'premium' version of just about anything.

She has the following information to offer if the PCs ask about it.

*"That old quest? My husband Hector will know more about it but you'll have to speak to him tomorrow. He'll be going into the night again but catch him bright and early and he will tell you all about it!"*



# Part 1

*"Bert said what now? I don't know how far I would take anything that man says. He claimed an axebeak once ran off with one of his pigs. I wonder if he is just bored."*

*"We don't have any work, but if you can solve that little problem for the town we'd give you a 10% discount on things bought here as thanks!"*

*"Lady Huntsman is fair but not terribly polite."*

Other information is limited to general knowledge about other NPCs in town.

## 5. The Stables -

Read aloud the following:

*The stables consist of two squat but long buildings build parallel to each other, with pens erected between them to make a series of corrals. In each you can see horses, goats, donkeys, and dogs.*

*There is also a conspicuously bright red shape just peaking over the top of some of the fencing moving back and forth. Before too long the mystery is solved as a particularly short halfling woman with bright red hair climbs up the side of the corral to get onto a catwalk running down the entire length.*

The stables are manned by a halfling woman named Britz Surehand. Horses, donkeys, riding dogs, and riding goats are all available here for their usual price.

**Britz Surehand:** Britz is a hard working lady with something to prove to the world because, even for a halfling, she is particularly short. After being stepped on several times she does not walk anymore and simply rides her riding goat Fritz everywhere.

Britz doesn't pay too much attention to the goings on and doesn't have much information to offer. However, she is a 4th level druid who specializes in animals and can provide healing services to any animals or mounts the PCs have for free.

When speaking, Britz has a tendency to get very excited before reeling herself back in again, so she can appear more mature and 'bigger' than her stature would suggest.



# Part 1

## 6. The Apothecary -

Read aloud the following:

*This building is relatively small and perfectly square. It has a large sign above the door carved from solid wood featuring several medicinal plants and a star.  
The door is closed and there is a sign hanging from the front that reads:*

*"BE BACK SOON!"  
"OFF PICKING HERBS! - Elizah"*

**Elizah Waters** - Elizah, a female tiefling, is an ex ranger who settled down in this town as it lacked knowledge in herbal remedies. She is very well liked by the populace and is sought after by suitors regularly.

Currently Elizah is on Mt. Fellick but unbeknownst to anyone she is currently trapped there by two harpies. If the party asks about Elizah's whereabouts with any NPC, the NPC will be inform them that Elizah is on Mt. Fellick. There is no urgency or concern from anyone at this point.

## 7. The Manor -

Read aloud the following:

*If grandeur was a single structure then this near palace was certainly up for contention. Three stories tall and built from carefully carved brick, mortar, and stone, this architectural accomplishment is as imposing as it is impressive.*

*Around the perimeter of its gardens is a 15 foot tall wrought iron fence, circling about and meeting at a 20 foot wide gate of similar metallic fortitude. Two guards stand ready on either side of the gate, spears in hand and eyes always watching.*

If the PCs arrive before or an hour or more after dusk they are turned away by the guards immediately. If they insist, one of the guards will strike a bell with his spear and say.

*"If you make me hit this again, you won't like what happens. No good will come of you being in jail, just be patient and wait."*

The guard is firm but polite. While they do hope the PCs will be able to resolve the issues among the Lizardfolk, their duties are absolute. Should the PCs test this then the guard will strike the bell again and the PCs will hear several more guards are on the way.



# Part 1

The PCs still have a chance to leave and come back at dusk, but if they fight or attack then all present guards will try to incapacitate them. This is not a planned fight so there is no level adjustment if PCs are level 1.

## **Encounter:**

2 Guards with Spears and Shields

2 Guards with Sword, Shield, and Sleep Pellets

1 Veteran with Sword, Shield, and Sleep Pellets

Sleep Pellets - These projectiles act as a 1st level Sleep spell upon struck targets. Each guard has 1 such projectile.

MAP: Any city street map

As the two guards on the outside use dodge actions and defensive strategies to buy time, three other guards from inside the fence will arrive with slingshots and attempt to put the PCs to sleep by shooting sleeping pellets through the fence.

If the PCs surrender or are all put to sleep, they are stripped of weapons and taken to the town's jail.

If the PCs prevail they can hear more guards already on the way, they have 1 round to act or run before 4 more guards arrive also led by a veteran.

If the PCs prevail then they have successfully killed all of the best guards in The Windswept Cradle and should probably leave before the townsfolk turn angry mob.

If taken to the jail, Lady Hunstman will visit them there and her promised reward will be an expungement of their crimes rather than monetary payment.

Otherwise, if they arrive at dusk as required, read aloud the following:

*Before you even need to speak the guards open up the gate to grant you entry, urging you up the stone brick path towards the grand entrance with a nod of his head.*

*The large wooden double doors are already open as you approach and the inside is just as lavish as the outside. Even stepping into the entrance hall onto its deep green carpet had a feeling of sophistication to it, not in small part thanks to the polished brass, masterwork art pieces, and number of servants that surround you all.*

*One such servant approaches with purpose, holding a tray with a small polished wooden box on it.*

*"Our Lady will be present shortly. Please accept this as our token of appreciation for answering the call and your punctuality."*

The envelope contains 1 platinum piece bearing the Huntsman family crest and 1 cigar for each of the PCs. Afterwards they will be led to a lounge to wait for her to arrive.



# Part 1

The party has about 15 minutes to wait before Lady Huntsman arrives. The PCs are alone and while there isn't anything interesting in the room, PCs have an opportunity to prepare if they would like.

Read aloud the following as Lady Huntsman arrives:

*A set of doors against the northern wall of the lounge open to reveal a human woman wearing a regal dress, wine glass in hand and hair styled meticulously.*

*She wears an even smile as she approaches your party, servant following closely behind.*

Lady Huntsman speaks in a level voice, tightly controlled and always elegant.

*"Welcome to the town of Windy Steps. I hope it has been to your liking so far. I apologize to jump right to business but I must ask. You are here for my little mission, yes?"*

Upon an affirmative answer she will offer to answer any questions the adventurers have.

Here are some answers she can provide to relevant questions:

*"The mission is simple. Get the Lizardfolk tribes that occupy the swamp to leave us in peace. I don't care how it is done, only that it gets done."*

*"The reward is 300 gold pieces, with 100 of that given as an advance. And if you can accomplish this without any bloodshed, as some of my citizens are rather fond of the Lizardfolk and do trade occasionally, then you may take one item from the city's armory as well."*

*"There are two tribes currently. The Sky tribe and the Stone tribe. Prince Lahray controls the Stone tribe and wishes to take his people back to primal basics. Prince Bahb fancies himself civilized and wishes to bring his Lizardfolk into the fold of Windy Steps."*

*"The Stone tribe is located in the southern part of the swamp where the forest meets the mud."*

*"The Sky tribe is located in the northern part of the swamp at the foot of Mt. Fellick."*

*"My husband? Gregor has his own hobbies he distracts himself with. I handle day to day affairs."*

*"I have no other work for you, only this most troublesome of tasks."*



# Part 1

*"I will not be discussing Bert tonight. I am in a good mood."*

*"I am afraid I cannot afford any men at the moment. You will be doing this under your own power for now."*

*(If PCs are level 1) "Yes assuming you agree to take on the quest, I can send you with some assistance. Please take this to aid you on your journey, it should be of some help."* A servant will offer up another small wooden box, this time with four potions of healing in it.

*(If PCs are over level 1) "Yes we can spare a little something I think. I suppose this is your agreement to solve my problem?"* A single potion of healing will be offered up to the party by a servant.

When questions and answers are exhausted and done, Lady Huntsman will put down her glass and stand up. Another servant gives the party a pouch with their 100 gold advance.

*"I am afraid that is all the time I can spare this evening, but please do keep my Guard Captain Gareth apprised of your progress. You can find him during the day in the city center. Also speak with Felicity at the Bombastic Boar and tell her to give you a room or two. The swamp is not safe at any time but especially not night, you should rest up and travel tomorrow."*

Here the party will be escorted out all the way to the gate, which will be shut and locked immediately behind them. All stores are closed except for the Bombastic Boar.

## Notes On Lady Huntsman:

- She can be negotiated up to 450 gold for the reward with a DC 16 Persuasion check. If the party got a sense of her desperation from the Town Crier, the PCs have advantage on this check.

- Lady Huntsman cannot be intimidated and any attempt at coercion or similar tactic will be met by a call to her guards.

This concludes Part 1.

## Part 1 review:

### Possible Quests -

Reclaim Hobart's Property

Find the Mace of the Lizard King

Solve the conflict of the Lizardfolk Tribes

Find the missing Apothecary, Eliza Waters

### Possible Treasure -

1-4 Potions of Healing

Swift Pouch

100 Gold



## Part 2 - Allegiances

Within Part 2 our heroes will learn about each of the Lizardfolk tribes as well as possibly learn the following secrets:

- Prince Lahray has been training an Owlbear to fight his enemies.
- The Lizard King's mace, found on Mt. Fellick, can be retrieved and returned to gain access to a peaceful resolution.
- Hobart the general store owner has been smuggling Dwarvish Whiskey into the town to sell to the Bombastic Boar, all the while avoiding Lady Huntsman's recent alcohol taxes.

Part 2 Locations:

8. [Stone Tribe](#)

9. [Sky Tribe](#)

10. [Mt. Fellick](#)

The party may question NPCs within Windy Steps further, though no more information can be gleaned that isn't covered in Part 1.

The order in which these are done does not matter for story purposes.

The lands are peaceful besides the current ongoing conflict and so there are no encounters during travel besides Lizardfolk or City Guard patrols. Travel times through the mucky swamp to each location are listed below. This is the same for mounts or on foot unless the mount/adventurer has an applicable ability for traversing water or possesses flight in which case use the listed distances.

**Stone Tribe - 25 Miles / 2 Days**

**Sky Tribe - 15 Miles / 1.5 Days**

**Mt. Fellick - 20 Miles / 2.5 Days**

The main road going east cuts through the swamp and is relatively well maintained. The Sky Tribe controls the northern half and the Stone Tribe controls the southern half.



## Part 2

**Patrol Encounters** - Each day of travel within the swamp may lead to an encounter with different patrols. Areas and encounter chances are as follows:

City Guard - Three humanoid city guards. (75% Only found on main road)

Sky Tribe Patrol - Two Lizardfolk Warriors Wahn and Gorth. (25% Only found in Northern Section)

Stone Tribe Patrol - Four Lizardfolk scouts. (50% Only found in Southern Section)

Any fighting of these patrols will occur on the [Swamp Map](#).

The City Guards will wish the party well travels and only have the following to report: "Trouble is brewing in the swamp. Four nights ago I heard a roar that aged me 10 years at least. A beast is lurking somewhere, I just know it."

If either of the Lizardfolk patrols come across the party the results are the same: the patrol will make sure the party does not mean harm. The party's word is sufficient at this point. Then the patrol will also offer to take the PCs to their respective tribe's location, cutting travel time by 75%.

### 8. The Stone Tribe -

Read aloud the following:

*The sounds of village life grow in your ears get closer, drawing you in like the sound of a river through a thick forest.*

*Six large skin and hide bungalows sit around a thick tree stump in a semicircle, with the opening facing the expanse of swamp you just trudged through.*

*The backs of their tents are facing the treeline of the forest, using the strong trunks and branches as windbreakers and rain stoppers.*

*Just within the trees beyond them you can see one additional hide building, though it stood far taller and prouder than the others.*

*There are several Lizardfolk that you can see simply living their lives, though it seemed at least half of them carry primitive weapons.*

The Lizardfolk tribe members will not be hostile if the PCs approach, but they will be wary of them. Most cannot speak common and will simply point their claws in the direction of the largest tent.



## Part 2

**Honri :** This Lizardfolk scout is a fisherman who loves to trade with Windy Steps. This makes him the only Lizardfolk other than Prince Lahray within the Stone Tribe who can speak common.

Honri will enthusiastically wave any party members over that he can see. When the PCs approach, if they received the Reclaim Hobart's Property quest, the PCs will easily spot the chest in question among Honri's goods.

*"Good meetings and good welcomings to our rock! Here to trade? Not many options yet but JUICY juicy catfish today."*

He will show off one of his catches to entice them. After the PCs have done business, or not, they are free to ask Honri questions.

Here are some answers for related questions:

*"Yes big problem. Lahray wants to stay the same. Bahb wants to be different. Tribe members all still tribe members to me. Lost father. Lost tribe treasure. Lost tribe faith. Shaman gone. Don't know what to do."*

*"Prince Lahray is nice! Sometimes too impatient. And sometimes dumb. And sometimes rude. But nice!"*

*"Chest?"* He looks down at the box in question. *"Oh this! Treasure! Me can't open it. But must be treasure! You want? Me trade!"* Honri will not accept money but he will accept any mundane goods valued at 50 gold or more. He can also be talked into giving it up with a DC 16 Persuasion or Intimidate check.

The chest can be opened with enough time and effort from the PCs. They will discover that it is filled with Dwarven booze.

If the PCs heard from the city guard patrol about the roar, and the PCs ask Honri about it, he will clam up and look obviously nervous. *"Me no know. But me heard that too! And it was close. And big."* As he says this he will look towards the treeline.

*"Me thinks if the princes don't get along soon there will be big fight. And they have never gotten along. Hopefully not end of us."*

Throughout the entire conversation Honri will be enthusiastic to speak with the PCs purely because he can practice common, but also to offer fish. Between almost every question he will lift up a different fish with a large grin and wiggle his brow, as if it were an obvious steal of a purchase.



## Part 2

### The Owlbear -

The Stone Tribe will not allow the PCs to enter the woods without an escort, claiming it is tribal land. However, the forest is vast and there are other ways to enter. If the PCs sneak through or even just go far enough around to a different part of the tree line, the PCs can find the hidden Owlbear.

About 1,000 feet into the woods is an Owlbear that the Stone Tribe has captured. Prince Lahray has been able to train it to the point of basic commands, or at least enough to point it in a direction while it is angry, and he is planning to use it as a surprise during the planned battle.

Currently it is in good health in a wooden cage constructed of entire tree trunks. The sturdy build means that either 100 HP worth of slashing or bludgeoning damage is needed to break it. Fire can also work but it is plainly obvious that if anything sets fire to the wood it would most certainly kill the Owlbear.

A DC 15 Handle Animal check is enough to calm the Owlbear for an escape. Otherwise it will start to growl and get louder and louder the more the PCs mess with its cage.

Next to the cage is a hanging deer carcass, its next meal, offering an opportunity for the PCs to poison or sedate the Owlbear if they wish. If so, then the Owlbear will succumb to the PCs plan within a few minutes, either in deep sleep or dead depending on their intent.

If the PCs are able to open the cage while the Owlbear is still awake it will come out and stare the party down. If the PCs succeeded at the previous Handle Animal check, then it will simply take the deer, if still there, and saunter away into the woods with its meal in its beak.

If the PCs failed or did not attempt the previous Handle Animal check, they may attempt a DC 17 Handle Animal check now to simply make it go away. If they fail, it's a fight!

If the party is level 1, use the 'Sickly' Owlbear adjustment [located on it's monster entry](#).

Encounter -

1 Sickly Owlbear/Owlbear

Forest Map



## Part 2

When the PCs approach Prince Lahray's tent read the following aloud:

*A thick scent of incense and meat strikes your senses when you close in on the large tent just within the trees.*

*A rectangular gap is left in the hide to form a door. Colorful, if simple, patterns and shapes cover the rest of the bungalow surface, obviously well aged and well loved.*

Within rests Prince Lahray, one of his concubines, and a Lizardfolk child. He will look surprised upon their entry but will not be immediately hostile.

**Prince Lahray** : He is a back-to-basics kind of leader, looking to revitalize his tribe's primal roots. He is not evil or cruel but simply follows natural laws of hunter and hunted. He is also rather simple minded and stubborn, which can frustrate many.

*"Softfolk? Why you here? Honri trades. You want trade with Honri? Honri outside."*

Any mention of his brother, Prince Bahb, causes him to growl to himself before answering.

*"Bahb want this. Bagb want that. Not ask what Lizardfolk want. Bahb what to live in HOUSE. Bahb want to FARM. Bahb want to SHOP." Each emphasized word is said in pure and utter spite. "Lahray doesn't want! Lizardfolk don't want! Only weaklings want!"*

*"Lahray becomes King Lahray then Lizardfolk rule swamp! Then mountain!"*

*"Windy Steps no like Lahray and Lahray no like Windy Steps. They put things in swamp. We take things in swamp. They mad now? Humans are dumb."*

Any mention of peace or a deal makes him audibly click his tongue as he angrily pours himself a drink.

*"King Behl was wisest and strongest Lizardfolk. He says peace and war are two halves. Lahray listens to his King. Lahray listens to his father. But now is time for war. Bahb want too much and doesn't take. Lahray will take."*

A DC 12 Insight check reveals his not so well hidden conflict: he wishes to follow the tenets of his father but sees no other way than war to unite the tribes. If the PCs succeed at this check they may then attempt a DC 15 persuasion to make him more amenable to the idea of peace.



## Part 2

If the persuasion check is successful he answers:

*"If Bahb agree to Lahray's list, Lahray agree. Prince Lahray becomes Lizard King Lahray! Village needs king! And Bahb give tribute to Lizard King! And Lizardfolk come back to village. "*

This allows the party a chance to speak with Prince Bahb and figure out terms for peace.

If the PCs fail the persuasion check, or did not attempt it, Prince Lahray will stand up and gesture for the PCs to move along.

*"Lizardfolk tribe will do what Lizardfolk tribe must. The morning after highest moon, we fight. If you agree with Lahray, and fight with Lahray. Or stay away. Or perhaps... Lahray will see you on other side of battlefield. That is good too."*

**NOTE: This next section is only for after the party has spoken to Prince Bahb AND retrieved the Lizard King's Mace in order to return it.**

If the PCs agreed to Prince Bahb's plan and give Prince Lahray the counter offer and the mace, he answers as follows:

*"Behl's hammer... It is back. You brought it back. Bahb say give to Lahray? But Bahb only wants! He never give! He..."*

*"Bahb is... smart. Bahb always smarter than Lahray. Bahb is so annoying.... But Bahb is right. Lizardfolk should live mighty. And eat mighty. VERY WELL! KING Lahray decrees we follow Bahb's plan. Say we go to meeting spot"*

Prince Lahray will suddenly exit the tent and yell to everyone around in Draconic while holding the mace high.

*"MIGRATION TIME! We join our brothers and sisters as one tribe!"*

The tribe will immediately jump into action, tearing the place down and breaking out almost forgotten swamp migration sleds. It will take them some days to pack and traverse. Prince Lahray will not say no if the PCs offer to stay but he will not request help himself.



## Part 2

### 9. The Sky Tribe -

Read aloud the following:

*You see four plumes of thin white smoke before you see the village itself. You smell and hear it too, energetic voices and seared meats and vegetables finding your senses.*

*When you turn a rocky corner there it rests, nestled against the foot of the mountain. Six stone brick buildings with solid wooden roofs sit tall next to the mountain's cliffs.*

*Four of the six buildings are adorned with decorations consisting of fine woven rugs, polished brass plates, and other things you would see in any humanoid city.*

*The other two buildings are blank and apparently empty, with no smoke coming from their chimneys.*

*Lizardfolk milling about all stop what they are doing when you step foot into their village. A male currently wearing a thick leather tool belt filled with chisels and a hammer is the one to approach, smile spread wide and showing off all of his sharp teeth.*

**Rock Facer Jahcohb :** This Lizardfolk mason can speak rather good common and is enthusiastic upon meeting the party.

*"Ah welcome visitors! We of the Sky Tribe are glad to have you. Do you wish to trade? Rest? You will find everything you need here."*

If the PCs wish to trade then he will point them towards a building that has a large opening left in one wall. There, a Lizardfolk female, Ahmbar, is selling mundane goods up to 25 gold in value. All goods are hand made by the Sky Tribe.

If PCs say they are here to see Prince Bahb or discuss the ongoing problem, he will answer as such:

*"Yes, of course Prince Bahb will want to see you as soon as you can. You can find him there."*

He will direct the party towards the tallest of the buildings with a clawed finger.

**Ahmbar :** She is a cutthroat merchant who will flirt, butter up, or otherwise manipulate her customers into buying more and more. Fully legal and on the books of course, just cutthroat.



## Part 2

**Wahn** : One of the two warrior brothers.

**Gorth** : The other of the two warrior brothers.

They are the brawn of the Sky Tribe and are constantly together. They both carry meticulously crafted clubs that seem to have more to them than meets the eye. Wahn and Gorth can speak common but only do so to deliver one liners that they think are funny to each other or to get a reaction from common speaking folk so, naturally, they can laugh some more.

Read the following aloud as the PCs approach Prince Bahb's building:

*This stone work structure is simply but elegant, and something you would expect out of a middle class town in some Count's domain.*

*Outside hang two long banners, one holding the image of a Lizardfolk and the other a human. They are facing each other but not in war, but in exchange and diplomacy.*

*The wooden door was currently open and so you can see Prince Bahb within, sitting behind a table scouring over a map and a journal.*

Prince Bahb will stop what he is doing and address the PCs immediately upon entering.

*"Visitors! I say we are getting quite popular here at the foot of Mt. Fellick. Welcome to the Sky Tribe! What can I, Prince Bahb, do for you?"*

Prince Bahb will give a low bow as he speaks. A keen looking scimitar hands from his hip, metal and well made and definitely not something Lizardfolk tend to have access to.

The PCs may question him here. Here are some answers he may give:

*"The Sky tribe broke up from Stone tribe 6 years ago. When my father vanished it broke poor Lahray and he demanded we grow tougher. That didn't work for us. But so far it is only us 5 that seem to think so."*

*"It seems war is upon us but I am ready for it. I have already gained support from Lady Huntsman of Windy Steps and she will be sending some men to help us defend what we have built. The day after the moon is full, the battle will begin."*

*"I have tried peace many times but it is impossible. He will not listen while he thinks I am trying to be king. Which I am not, mind you. I have no interest in titles, only progress."*



## Part 2

*"I am seeking to bring up our tribe into the modern day. I have pride in our tribe but I see how city dwellers respond to the very word. But with time and effort we can achieve it. We just need to survive the coming fight."*

If the PCs push for peace or mention the mace he will answer:

*"There is one way. The mace. My father's grand weapon made for him by our shaman. When my father and his weapon both vanished our shaman left and it shattered us."*

*"If you want to help achieve peace then I would ask something impossible from you. The mace is here, somewhere. If you can do what I cannot and retrieve the mace then maybe it will work. If only our shaman didn't leave, he could have asked the very plants and it would have been so easy."*

Bahb will pull them over to the map which has several markings all over about a third of the mountain. Notably the peak is left unmarked besides a note reading 'No way up?'

*"This is where I have searched so far. There is so much to cover it just feels like it will never come to pass. I hope you are successful. For if you aren't, then war it is."*

If the PCs do not seek a peaceful solution or refuse to find the mace, Prince Bahb answers with this:

*"The Sky Tribe stands for progress and unity. Something my brother does not seem willing to consider. This is our fight however there are more of them and they are mighty. If you believe in me and what I am doing then I would ask you lend us your strength to defeat my brother. The battle will happen when the moon is highest."*

### **IF THE PCs RETURN WITH THE MACE:**

*"You actually did it, you found the mace... Surely the gods are with you! And with us. I have one more request of you. Please take it to my brother with this message; Become our king and help me lead our people. Come live in our strong stone houses, come conquer the mountain with me as your general. There can be both strength and progress and I will gladly give up the crown in exchange for a brother."*

### **IF THE PCs RETURN WITH PRINCE LAHRAY'S AGREEMENT:**

*"He did? Well, color me surprised. Very well! The day after the full moon will not be war, but peace! How wondrous. Please come with me to our meeting place when the time comes."*



## Part 2

### 10. Mt. Fellick -

If the PCs have the map from Prince Bahb, lower all DCs listed in this section by 5. There are four areas to search each with their own DCs. If the PCs are level 1, lower all DCs by 2.

**Area 1** - Rocky terrain with little vegetation.

**Area 2** - Cliff faces held together by the growing number of trees.

**Area 3** - Pure mountain forest, little visibility.

**Mountain Peak** - No vegetation but houses a Harpy Nest.

There are three main ways for the PCs to tackle this issue.

- Survival Checks
- Investigation Checks
- Speak with Plants

**Survival Checks for plain old searching are as follows:**

Area 1 - DC 12 Survival

Area 2 - DC 15 Survival

Area 3 - DC 18 Survival

Mountain Peak - DC 21 Survival

Every failure gains the party a level of exhaustion and 3 wasted hours. Every success means they can move onto the next search area and it only takes an hour.

**The investigation checks reveal the following:**

**Area 1 - DC 12 Investigation** - There are only two trails that can be used to traverse the mountain without major difficulty, one of which just leads back to the Sky Tribe village.

**Area 2 - DC 15 Investigation** - The PCs find a campfire that, while years old, had been left unfound and undisturbed. They locate a broken stone blade of Lizardfolk design.

**Area 3 - DC 18 Investigation** - The PCs find not old clues of activity but some new ones. This area is where the apothecary Eliza Waters was noted to go every so often and there is a small trickling blood trail that leads towards the mountain's peak.

**Mountain Peak - DC 21 Investigation** - The PCs are able to follow the trail towards a large nest. See Harpy Encounter.

Each failed investigation check wastes 3 hours of time. Each successful check means the PCs learn the above information and can move onto the next area.

**Speak with Plants:**

The trees can lead the PCs directly down the path the Lizard King took, removing all need for skill checks.



## Part 2

### The Harpy Nest -

Read aloud the following:

*Nestled on top of a meticulously placed pile of rocks is a large nest, currently occupied by an unconscious tiefling woman. Next to her is a pile of objects including herbs, traveling gear, and other things seemingly taken from travelers.*

*The air is still and thin on top of the mountain, but you are conspicuously alone. It makes the sudden screech that pierces the sky that much more startling as two winged shapes suddenly fly out of the tops of trees towards you.*

A DC 15 Perception check will allow the PCs to notice the harpies coming. Any PC that succeeds will have no penalties. PCs that fail are caught off guard and the harpies get advantage on attacks against those PCs for the first round of combat only.

#### Encounter:

2 Harpies

#### Mountain Map

PC Start: Along any edge

Enemy Start: Within any two center nests

After defeating the harpies the PCs are able to discover 145 gold worth of goods in the pile. What exactly that is can be up to you as DM but otherwise the PCs can simply take the items to the Sky Tribe to receive gold for them immediately.

Among the goods lies the **Mace of the Lizard King**. A long, menacingly built mace crafted out of silver and cold iron.

### **Mace of the Lizard King**

*Wonderous Item, Rare, Requires Attunement*

This mace counts as a +1 mace at all times.

In the hands of a Lizardfolk however it becomes a +2 flaming mace.

NOTE: If the PCs openly carry this into either of the Lizardfolk tribes before learning of it from the Lizardfolk, the PCs will find the Lizardfolk all stunned stupid and silent and only the Princes will speak to them. Prince Lahray simply wants it returned to him and Prince Bahb wants to use it to buy peace from Prince Lahray.

Elizah Waters is alive but extremely weak. The PCs can awaken her with some healing but she is incoherent and passes out again soon after. She needs long term care that cannot be provided here on the side of the mountain.

If returned to Windy Steps the party will receive a reward of 100 gold pieces from the guard captain.



## Part 3 - Dawn of War

Part 3 is the final battle and where you determine who your party is fighting.

The fight is meant to happen the day after the full moon. Give the PCs enough time so they have the opportunity to speak with everyone they want to speak to and obtain the mace if possible.

This should also allow the PCs to do shopping or other preparation. When the PCs are finished, use the encounter set-up depending on who they allied with.

### **Encounter 1 - Allied with Sky Tribe**

1 Sickly Owlbear (If still present)

1 Prince Lahray

4 Lizardfolk Scouts

#### Swamp Map

PC Start: Eastern Edge

Enemy Start: Western Edge

### **Encounter 2 - Allied with Stone Tribe**

1 Prince Bahb

2 Lizardfolk Warriors

1 Veteran Guard

4 Guards

#### Swamp Map

PC Start: Western Edge

Enemy Start: Eastern Edge

### **Encounter 3 - Peace was Achieved**

1 Wererat assassin

1 Veteran Guard

4 Guards

#### Ambush Map

PC Start: Within meeting circle

Enemy Start: Any squares within the treeline



## Part 3

**Level Adjustment:** If PCs are level 1 or 2, remove 1 Guard and 1 Lizardfolk Scout from each encounter and use the sickly rules for the Owlbear.

### Encounter 1

The PCs have a chance to meet with Prince Bahb and prepare the night before.

When both sides are gathered on the map as marked, begin the fight.

PCs side:

Prince Bahb  
2 Lizardfolk Warriors  
2 Guards

Enemy side:

Prince Lahray  
4 Lizardfolk Scouts  
1 Owlbear (If still present)

After three rounds have passed the Owlbear will burst from the trees and rush the enemy closest to it. The Stone Tribe Lizardfolk will try to bait the PCs in that direction so they are its first target.

All fighting under Prince Lahray will fight to the death.

All fighting under Prince Bahb will flee or surrender if reduced to 20 or fewer hitpoints.

### Encounter 2

The PCs have a chance to meet with Prince Lahray and prepare the night before. If the party is unaware of it, Prince Lahray will tell them of the Owlbear he has in his possession and that it will join the fight after it has begun.

When both sides are gathered on the map as shown, begin the fight.

PCs side:

Prince Lahray  
4 Lizardfolk Scouts  
1 Owlbear (If still present)

Enemy Side:

Prince Bahb  
2 Lizardfolk Warriors  
1 Guard Veteran  
4 Guards

After three rounds have passed the Owlbear will burst from the trees and rush the enemy closest to it. When all enemies are killed or gone it will turn on the PCs and Prince Lahray and try to get revenge for its imprisonment.

All fighting under Prince Lahray will fight to the death.

All fighting under Prince Bahb will flee or surrender if reduced to 20 or fewer hitpoints.



# Part 3

## Encounter 3

Not everyone is happy with the prospect of peace.

When the PCs join the two Princes at the meeting circle, neither brother brought guards or escorts. As the PCs and Princes sit down to talk, Lord Huntsman's men strike. A hired assassin leading some guards will suddenly attack, attempting to kill the PCs and both Lizard Princes in one fell swoop, though they will focus their efforts first on killing the Princes.

PCs Side:

Prince Lahray

Prince Bahb

Enemy Side:

1 Wererat Assassin

1 Guard Veteran

4 Guards

The Guards will surrender or flee if reduced to 20 hitpoints or less.

The Wererat Assassin will fight to the death and even finish the job themselves with a poison filled false tooth if it seems that capture is imminent. If questioned, the guards will say:

*"He had the Lord's seal. His orders were as absolute as Lady Huntsman's would have been."*

The assassin still possessed the seal in question and the party can bring it back along with any defeated guards they have captured. As for the Wererat Assassin himself, he is a true professional and does not have any identifying marks or clues and will never talk under interrogation if he is somehow captured alive.

The seal is Lord Gregor's, however he will vehemently deny giving any such orders. There is no proof of any kind leaving only suspicions and possibilities.

The truth is that he did in fact give the order to try and thwart a united Lizarfolk tribe, however he is at least clever enough not to leave himself entirely hung out to dry.

## Conclusion

If the Princes fight then the victor rules over the swamp in their own manner. The other side is either absorbed or killed off.

If there is peace and both Princes survive the assassination, they will go on to create a new society side by side with Windy Steps.

If there is peace but one/both of the Princes die, then the tribe will unite but then leave the swamp together as Windy Steps can no longer be trusted.



## QUESTS

**Reclaim Hobart's Property** - [Swift Pouch](#) / 250 Experience

**Find the Mace of the Lizard King** - Peaceful Resolution OR  
Magical Mace / 750 Experience

**Find the missing Apothecary** - 100 Gold / 250 Experience

**Take care of the Owlbear before the battle** - 500 Experience

**Defeat the mysterious assassin** - 500 Experience

**Solve the conflict of the Lizardfolk Tribes** - 300 Gold and 1  
uncommon magic item of Party's choice / 1500 Experience

## MAPS

To use the map images directly, we have provided links to all full sized images for  
printing or virtual tabletop!

[Swamp](#)

[Forest](#)

[Mountain](#)

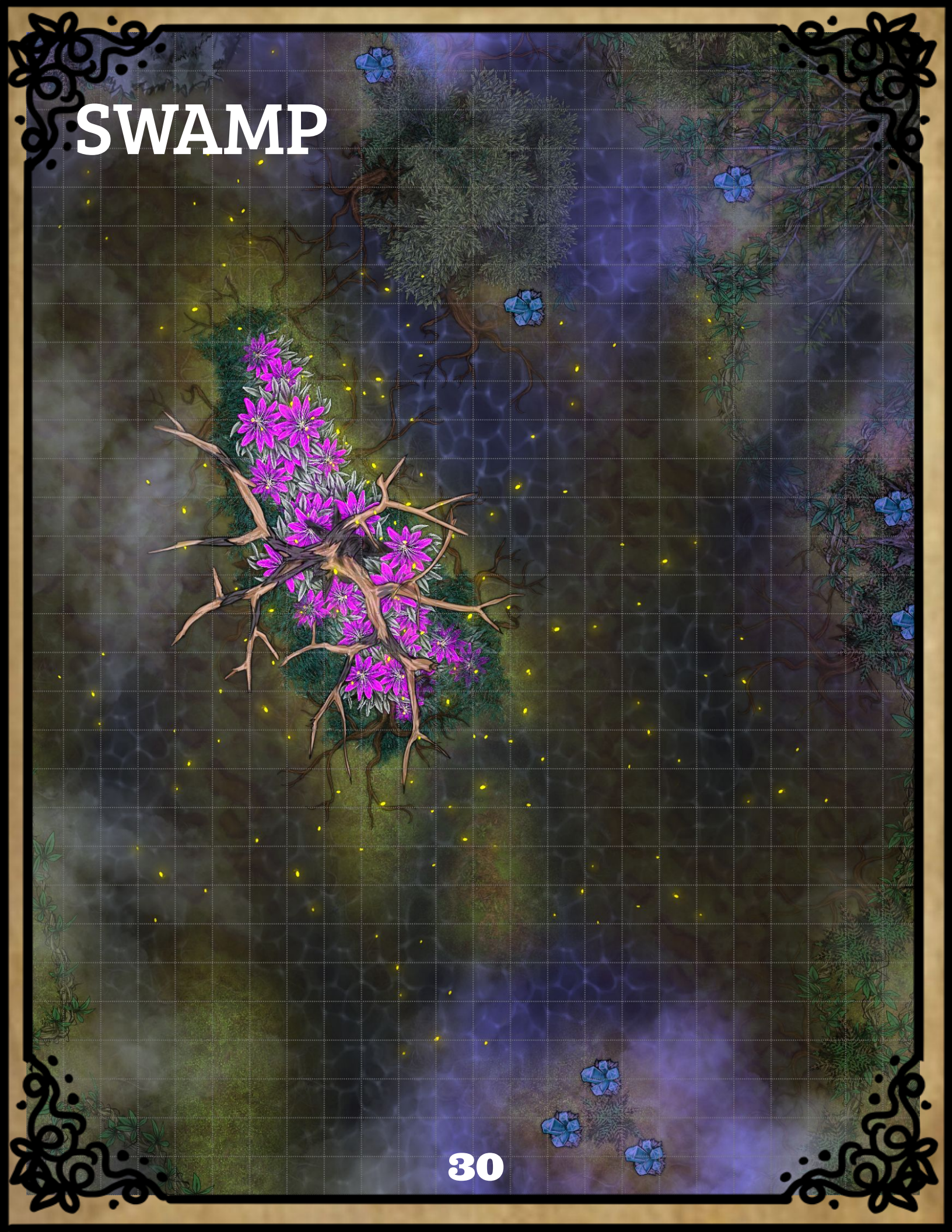
[Ambush](#)

[Regional \(Unmarked\)](#)

[Regional \(Marked\)](#)



# SWAMP





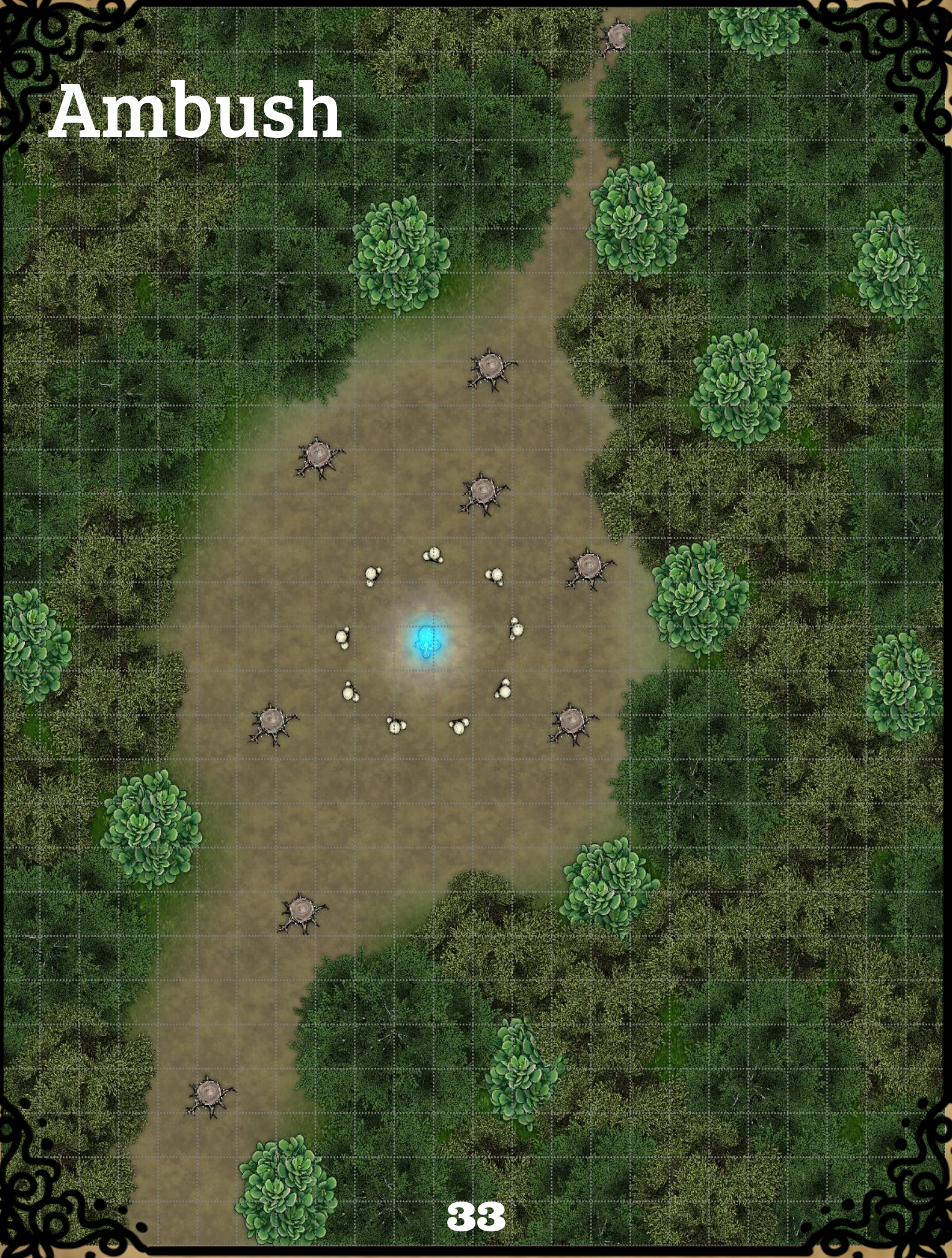
# FOREST



# Mountain



# Ambush





# Regional Map



N

RENKIN'S SMITHY 4.

THE APOTHECARY 6.

THE STABLES 5.

HOBART'S GENERAL STORE 2.

THE BOMBASTIC BOAR 3.

THE LADY'S MANOR 7.

10. MT. FELLICK

9. THE SKY TRIBE

8. THE STONE TRIBE



# **Creature Index**

**The creatures and stat blocks used in this adventure come from the 2014 Monster Manual. The stat blocks from the 2024/2025 Monster Manual may be substituted, however many aspects of the creatures will be different and balance may need to be kept in mind during encounters.**

**If you decide to use the 2024/2025 Monster Manual you will need to give each creature their applicable Tied By Blood Adventure-specific gear, which can be pulled directly from the stat blocks provided below.**

**When we are given more guidance from WotC around certain aspects of the 2024/2025 Monster Manual, Moon Star Adventures will shift focus to the new content, but until then please enjoy these beasties!**





## GUARD

Medium Or Small Humanoid, Neutral

Armor Class 16

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Gear Chain Shirt, Shield, Spear, Longsword

Senses Passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

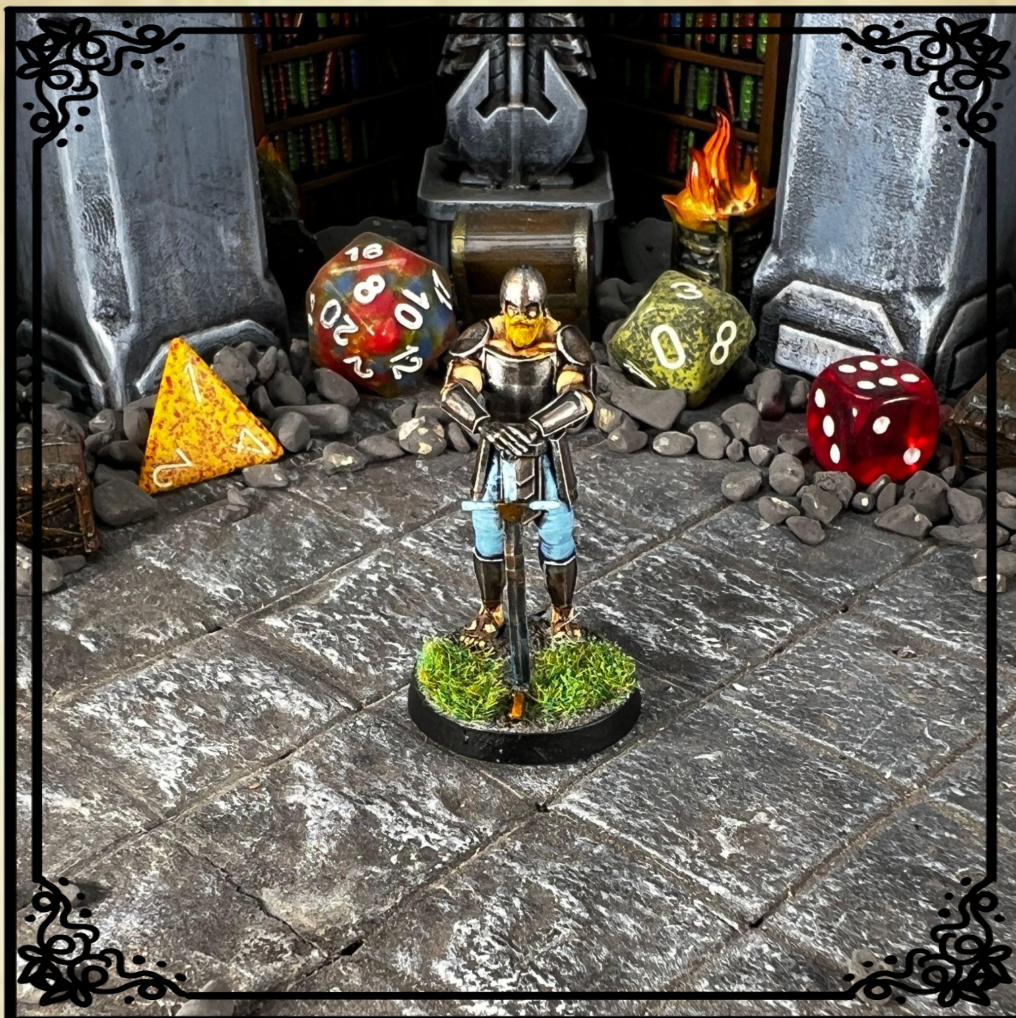
Proficiency Bonus +2

## Actions

**Spear.** *Melee or Ranged Attack* Roll: +3, reach 5 ft. or range 20/60 ft. Hit: 4 (1d6 + 1) Piercing damage.

**Longsword.** *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.





## GUARD VETERAN

Medium Humanoid (Any Race), Any Alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Gear Longsword, Shortsword, Heavy Crossbow, Splint Armor

Senses Passive Perception 12

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Proficiency Bonus +2

## Actions

**Multiattack.** The guard veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.





## LIZARDFOLK SCOUT

Medium Humanoid (Lizardfolk), Neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Gear Javelin, Spiked Shield

Senses Passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Proficiency Bonus +2

### Traits

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

### Actions

**Multiattack.** The lizardfolk makes two melee attacks, each one with a different weapon.

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

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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





## LIZARDFOLK WARRIOR

Medium Humanoid (Lizardfolk), Neutral

Armor Class 16 (natural armor, shield)

Hit Points 32 (4d10 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses Passive Perception 13

Languages Common, Draconic

Challenge 1/2 (100 XP)

Proficiency Bonus +2

### Traits

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

### Actions

**Multiattack.** The lizardfolk makes two melee attacks, each one with a different weapon.

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

**Heavy Club.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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





## PRINCE BAHB

Medium Humanoid (Lizardfolk), Neutral

Armor Class 16 (natural armor, shield)

Hit Points 60 (8d8 + 4)

Speed 30 ft., swim 30 ft.

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

Skills Perception +3, Stealth +4, Survival +5

Gear Scimitar, Spiked Shield

Senses Passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2

## Traits

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

**Slice and Dice.** Once per turn, when the lizardfolk makes a melee attack with its Scimitar and hits, the target takes an extra 8 (2d6) damage.

## Actions

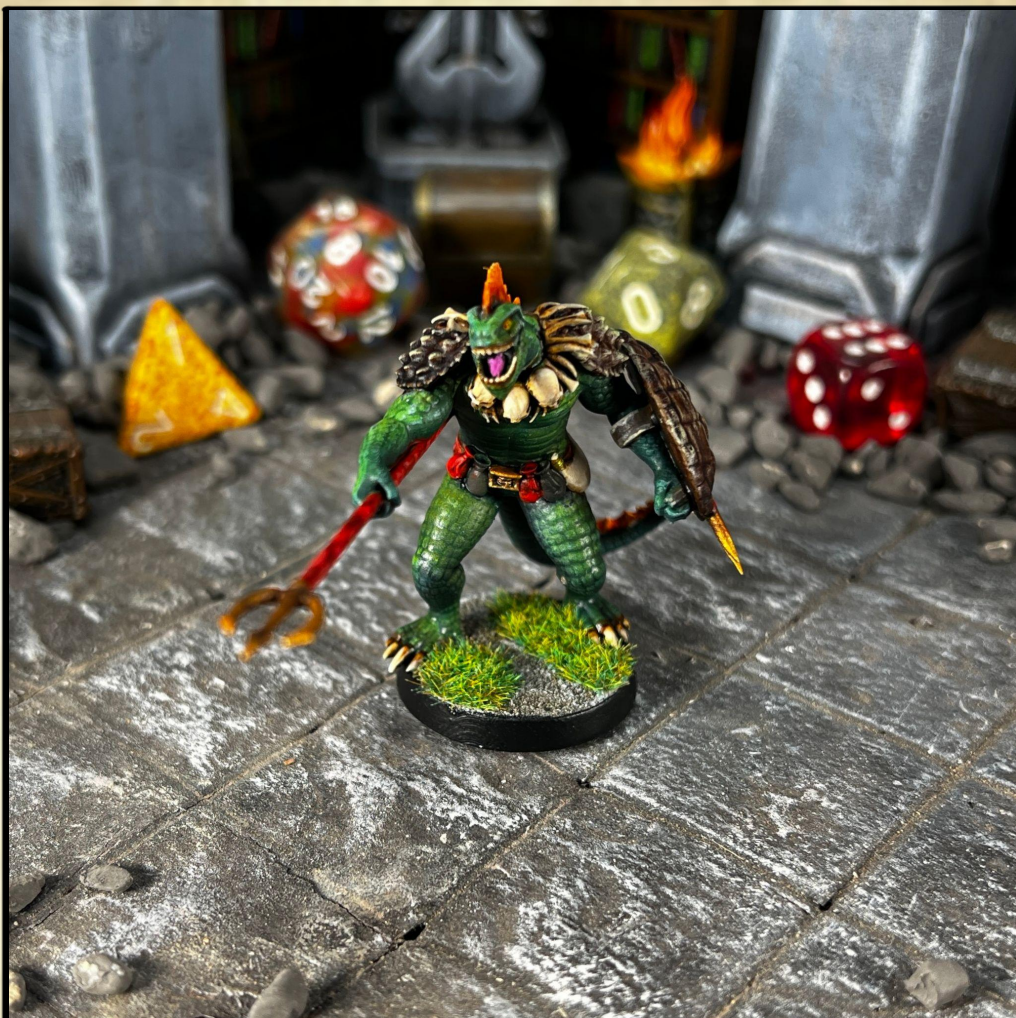
**Multiattack.** The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

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





## PRINCE LAHRAY

Medium Humanoid (Lizardfolk), Neutral

Armor Class 16 (natural armor, shield)

Hit Points 60 (8d8 + 4)

Speed 30 ft., swim 30 ft.

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

Skills Perception +3, Stealth +4, Survival +5

Gear Trident, Spiked Shield

Senses Passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2

## Traits

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

**Skewer.** Once per turn, when the lizardfolk makes a melee attack with its Scimitar and hits, the target takes an extra 8 (2d6) damage.

## Actions

**Multiattack.** The lizardfolk makes two melee attacks, each one with a different weapon.

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

**Trident.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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





## HARPY

Medium Monstrosity, Chaotic Evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses Passive Perception 10

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

### Actions

**Multiattack.** The harpy makes two attacks: one with its claws and one with its club.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

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

**Luring Song.** The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be **charmed** until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is **incapacitated**.

While **charmed** by the harpy, a target is **incapacitated** and ignores the songs of other harpies. If the **charmed** target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A **charmed** target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.





## WERERAT

Medium Humanoid (Human, Shapechanger), Lawful Evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Darkvision 60 ft. (rat form only), Passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Proficiency Bonus +2

## Traits

**Shapechanger.** The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Smell.** The wererat has advantage on Wisdom ([Perception](#)) checks that rely on smell.

## Actions

**Multiattack (Humanoid or Hybrid Form Only).** The wererat makes two attacks, only one of which can be a bite.

**Bite (Rat or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

**Shortsword (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Hand Crossbow (Humanoid or Hybrid Form Only).** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.





## OWLBEAR

Large Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills [Perception](#) +3

Senses [Darkvision](#) 60 ft., Passive Perception 13

Languages --

Challenge 3 (700 XP)

Proficiency Bonus +2

## Traits

**Keen Sight and Smell.** The owlbear has advantage on Wisdom ([Perception](#)) checks that rely on sight or smell.

**Sickly.** If the PCs are level 1 or 2, the Owlbear is sickly. Lower AC and attack bonuses by 2 and lower Hitpoints by 20.

## Actions

**Multiattack.** The owlbear makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.



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# 5 MINUTE PAINTING TUTORIAL



Step 1. Base coat black. Heavy drybrush mid grey. Light drybrush white. Airbrush white to blend, focusing towards establishing brilliant white feather tips.



Step 2. Airbrush a brown contrast paint. Avoid the wing tips and focus on layering slowly to create a smooth gradient towards the deepest brown.



Step 3. Drybrush with a light beige to bring out feather texture. Here I drybrushed a little more than necessary. You could finish here and be happy.



Step 4. To increase colour variance and deepen saturation, a yellow wash can be added, brushing from the white feather tips to the dark brown.



Step 5. Use airbrush to reestablish the brilliant wing tips only. Before painting the rest of the model, spray a clear coat to protect the fragile airbrush layers.

Above all, have fun painting and learn to let go of your painting "mistakes." More valuable than any paint job is time you spend exploring long lost and magical lands with your loved ones x





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