ICONIC ENCOUNTERS 5TH EDITION CONVERSION

B10

NIGHT'S DARK TERROR

GRUMPY DOG GAME DESIGN

Credits

Foreword

One of the more interesting aspects of converting an older adventure to a newer edition is not the changes in mechanics, but rather the extent to which adventure design has evolved in the intervening years. *Night's Dark Terror* was written for an edition of Dungeons & Dragons occasionally known as either BECMI (for "Basic, Expert, Companion, Masters, Immortal") or simply Basic D&D. That edition took an introductory approach to the game, separating game concepts across a series of boxed rules. The Basic set dealt with low-level play in dungeons while The Expert set introduced wilderness adventuring and higher-level play. Further sets expanded the game still more. *Night's Dark Terror* was intended to bridge those first two boxed sets, guiding both the players and the dungeon master from dungeons to wilderness exploration.

So, *Night's Dark Terror* isn't an introduction to Dungeons & Dragons, but it is an introduction to new ways of experiencing the game for players who had only ever seen the inside of dungeons. When it comes to 5th Edition D&D, though, that sort of slow progression in how the game is played doesn't exist to nearly the same extent. I think that's one of the reasons *Night's Dark Terror*, in places, can come across as a bit of a railroad. Even though the PCs find themselves amidst a vast wilderness, the adventure tries to prod them along an assumed path, almost as if they aren't quite trusted to handle a true sandbox-style adventure just yet.

With all of that in mind, a fair amount of space in this product is dedicated not solely to translating rules from one edition to another, but to advice on how the adventure can be tweaked so that contemporary players don't feel they're being led by the nose. Which isn't to say anything critical about the adventure: It was intended to be an introductory experience and its design reflects that goal. Above all, *Night's Dark Terror* remains an under-appreciated treasure from TSR's UK team, who produced some of the game's most iconic adventures.

P Daniel Johnson, Summer 2023

Contents

Introduction

Welcome to Grumpy Dog Game Design's presentation of the Iconic Encounters 5th Edition conversion of the classic D&D adventure module *Night's Dark Terror* by Jim Bambra, Graeme Morris, and Phil Gallagher. This is a sprawling adventure that functions as more of a mini campaign than a mere stand-alone adventure module. My sincere hope is that this humble guide assists you in bringing this amazing adventure to your 5th Edition game.

The original setting of *Night's Dark Terror* is a campaign world not included for use in the Dungeon Masters Guild license. As such, I have to be somewhat circumspect in how I refer to certain elements of the adventure, in particular various place names and other identifiers of the campaign world. I ask the reader's indulgence if any prose within these pages seems awkward: It's probably because I'm trying to write around something without naming it.

In formatting this guide, I've attempted to follow the layout of the original adventure closely. Sections of this guide generally correspond in name and sequence to the sections in *Night's Dark Terror* for easy reference. Some sections of the original adventure are omitted. Generally, this is only the case when the section concerns something irrelevant to a rules edition conversion. An example is the paragraphs on expert play on page 2 of the adventure: While this meditation on the differences between basic and expert play was valuable at the time to newer dungeon masters, it isn't as relevant to a rules conversion guide and is thus not considered herein.

To use this conversion guide effectively, you should own a copy of the adventure *Night's Dark Terror*, as well as the 5th Edition D&D core rulebooks.

Monsters

Where monster or NPC stat blocks are required by an event or encounter, this guide will summarize the stat blocks needed with a subsection that looks like this:

Stat blocks: *Iron Ring Reaver*, **Hobgoblin**, **Giant Bat**, Crewman (**Commoner**).

Some monsters and NPCs in the adventure can use stat blocks as provided in the *Monster Manual*. Whenever this is the case, the monster's name is listed in bold type. Note in the above example the hobgoblin and giant bat names are listed in bold type, indicating you can find the relevant stat block in the *Monster Manual*.

In some cases, this involves substituting one monster for another. For example, the adventure may feature an encounter with piranhas, where this guide instructs you to use the stats for a swarm of quippers. In these situations, since existing stat blocks for similar monsters already exist, making a simple substitution is preferable to using an entirely new stat block. In the above example, the crewman is noted as using the commoner stat block from the *Monster Manual*.

In cases where no *Monster Manual* entry properly reflects the monster or NPC in the adventure, a stat block is provided in the New Monsters Appendix at the end of this guide. When a new stat block is provided, the creature's name will be listed in italics, as is the case with the Iron Ring Reaver in the above example.

In *Night's Dark Terror*, some enemies use the same name even though their stats are a bit different. This is common with the Iron Ring Hounds and Iron Ring Reavers, where many stat blocks are referred to by the same name. In this guide, I've provided a single stat block for each. In most cases, this is sufficient as the differences in stats in the adventure are generally insignificant and a single stat block suffices. Where some of the Reavers are significantly different, their stat blocks are referred to by name in the appendix at the back of this guide.

Treasure

Throughout this guide, I generally avoid commenting on magic items, coinage, and other treasure discovered during the adventure. Assumptions on the number of magic items PCs should find in the course of their career have changed quite a bit since the 80s, so it's likely you won't want to adhere to the large array of +1 and +2 weapons and armour and other magic items described in the original adventure.

Having said that, every DM has a different idea on how much treasure is appropriate. In a gritty, realistic world where squalid and poor lifestyles are the norm (see page 157 in the *Player's Handbook*), the sight of a gold piece could be rare, and most people would never see a platinum piece in their life. In such a world, the notion of a single goblin carrying dozens of gold coins would be absurd.

It's worth noting that in Basic D&D, PCs earned experience for finding treasure, with each gold piece value of treasure equaling one XP. Because of this, the amount of treasure found was factored into expected level progression.

In 5th Edition D&D, I generally advise DMs to be stingy with treasure. If you hand out gold and jewels at every encounter, players become numb to it and it disincentivizes the party to keep seeking out those fabled treasure hoards.

Morale

5th Edition players might be puzzled by the "ML" entry in monster and NPC stat blocks in *Night's Dark Terror*. "ML" stands for morale. In Basic D&D, this was an optional rule whereby certain circumstances, such as when a monster is reduced to one quarter or less of its maximum hit points, could call for a morale check. The DM rolled 2d6 and if the result was greater than the monster's ML, it would flee or surrender. This particular rule was something of a remnant of D&D's origins in wargaming, where unit morale checks are a fairly common rule. The rule obviously didn't survive the progression of D&D editions, but it is occasionally useful to see how tenacious a monster or NPC was intended to be by glancing at its ML score.

Maps

Night's Dark Terror includes a great many maps. I've done my best to reproduce the encounter maps in a digital format for use with virtual tabletops. This conversion guide includes about 27 maps (depending on how you count the various version of the Sukiskyn map), which cover all encounter maps included in the original adventure as well as a few extras that weren't.

These maps are all rendered at 74 DPI. That size works well for most VTTs and produces maps that aren't too ridiculously large. I confess that I did consider including maps at 300 DPI as well – a size that works well for people who want to print the maps rather than use them on a monitor. That lasted up until I tried to render the Xitaqa maps at 300 DPI and ended up with files that were over 2 GB each. To me, that qualifies as ridiculous, so I abandoned that and stuck with 74 DPI.

Each map is included both with and without a grid. In the map filenames, the "-NG" naming indicates "no grid". Larger maps are also included split up into smaller pieces, each below 10 MB in size. This is to make it easier to load the maps into VTTs with file size limits. For maps that have been split up, files ending in "L", "C", and "R", indicate left, centre, and right respectively to help you reconstruct the map image. Files that are numbered instead are intended to be reassembled from left to right. So, file 1 is the leftmost, followed by 2, and so forth. The worst-case scenario is some of the Xitaqa maps that had to be split into 20 separate files to fit each under 10 MB. Fingers crossed that your VTT doesn't slow down too much with such a massive map.

For each encounter described herein, if a map is included for the encounter, it will be indicated after the encounter name. For example, Leaving Civilization Behind has [Map 1] noted below it.

Adventure Hooks

Night's Dark Terror includes no real adventure hooks, other than the assumption that the PCs have arrived at a riverside town at the frontier of civilized lands. There they meet Stephan, who sends them on their way to Sukiskyn on a mission to help deliver horses for sale. If you'd like to include more hooks, consider these examples:

- Rumours have reached you of increasing activity by a known slaver gang called the Iron Ring. Exactly what they're up to is unclear, but by undertaking missions in the area, you hope to find opportunity to investigate;
- As a student of archaeology, you've long desired to study ruins and artifacts left behind by the mysterious Hutaakans. The lands these relics can be found in are dangerous, though, so travelling with a party on some other mission to the area might be the only way for you to get close;
- Some time ago, a member of your extended family embarked on a new life as a settler, helping to establish homesteads along the frontier of civilization; having not seen them in months, you're eager for a chance to journey into the wilds to visit.

The possibilities are almost endless, so feel free to invent story hooks of your own to draw your players more immersively into the adventure.

Adventure Outline

Night's Dark Terror is a huge adventure, easily one of the largest ever published for Basic Dungeons & Dragons and one of the earliest adventures that could be considered a mini-campaign. For modern players, that might seem paradoxical, considering the adventure is intended to only take the PCs from 2nd to 4th level. Keep in mind, though, that in the earlier editions of the game, gaining levels was a significantly slower affair than it is in 5th Edition.

In this adventure, an evil organization known as the Iron Ring is racing to discover the location of a lost civilization called Hutaaka, hoping to plunder its wealth and secrets. Initially, the party's interference in the Iron Ring's plan is accidental as the heroes find themselves in the wrong place at the wrong time. As the adventure unfolds, the PCs are given the opportunity to actively thwart the villains' plans and discover Hutaaka for themselves.

The adventure comprises seven chapters. The first chapter, *Siege at Sukiskyn*, sees the party trapped in a remote homestead besieged by goblins. Assuming they survive, the next chapters, *South of the River* and *Ruins of Xitaqa*, allow the PCs to explore the wilderness and slowly begin to piece together the Iron Ring's plot. In the next chapters, *Journey to Threshold* and *Threshold*, the PCs have formed a plan to seek out Hutaaka themselves and start their journey toward that distant lost valley. In the final chapters, *Towards the Black Peaks* and *The Lost Valley of Hutaaka*, the party finally reaches their destination, only to discover that more danger awaits.

Relocating to Other Settings

There are two elements to relocating this adventure to another campaign world. The first, resituating the adventure geographically, is relatively easy. In its original form, *Night's Dark Terror* takes place in a sprawling forest, cut through by a handful of rivers, and bordered to the north by mountains. Additionally, the area should feel like a remote frontier with a single small city and a few towns at its fringes, but otherwise far from the shelter of civilization.

In the Forgotten Realms, a good choice would be to set the adventure in the southern reaches of the High Forest. This area works well because the Star Mounts are known to contain a hidden valley that functions as an excellent stand-in for Hutaaka. Another option is to set the story in Lurkwood, with Hutaaka being a valley in the Spine of the World mountains. In this case, it could make sense to substitute the Griffon tribe Uthgardt barbarians for elves as potential purchasers of the settlers' horses. Also note that in the Forgotten Realms, the Iron Ring is based out of Skullport.

Setting *Night's Dark Terror* in Eberron is slightly more problematic due to the use of goblins as stereotypical evil minions rather than the capable and generally civilized humanoids they are in Khorvaire. With that in mind, setting the adventure near the border of Breland and Droaam makes sense, because the goblins tribes can be explained as more 'monstrous' if they affiliate with Droaam rather than Darguun. Options include setting the adventure in Skyraker Forest with Hutaaka in a remote reach of the Greywall Mountains or within the Dragonwood, with Hutaaka located in the Blackcaps.

The second element of relocating *Night's Dark Terror* is the adventure's rather intricate background and how it permeates the plot. In neither the Forgotten Realms nor Eberron is it part of the setting's history that an advanced civilization of jackal-headed humanoids once ruled a sprawling empire. There are two ways to deal with this. First, you can simply downplay the extent to which the Hutaakan civilization ever rose in size and influence. If the Hutaakans were a minor power whose relatively small kingdom rose and fell without much impacting the larger world, it shouldn't derail consistency with the campaign world's canon overly much.

The second option is to make a substitution, inserting Hutaaka in place of some similar ancient empire. In the Forgotten Realms, Hutaaka could have been an enclave of Aryvandaar. In this scenario, a reclusive and somewhat degenerate cast of gold elves would stand in for the Hutaakans, although the game stats could be left largely as they are. In Eberron, Hutaaka could be portrayed as a remnant of the Dhakaani Empire. In this case, the Hutaakans could be hobgoblins, isolated from the rest of their kind for centuries.

Pull-out sheets I and II in the adventure outline a number of facts relevant to the original setting of *Night's Dark Terror*, including a calendar for tracking the passing of days. For play in the Forgotten Realms, substitute the Calendar of Harptos. Similarly, in Eberron substitute the Galifar Calendar.

Days and Seasons

As noted above, the calendar provided here may be substituted if another campaign setting is being used. The weather and lunar phases may be used as presented, or substituted with something appropriate to another campaign. In the Forgotten Realms, the moon Selûne cycles through its phases about every 30.5 days. Eberron has twelve moons, so any chart attempting to show their daily phases would be expansive indeed.

Effects of Weather

The rules on weather found here are somewhat more simulationist than those normally adhered to in 5th Edition D&D. In general, I would suggest reviewing the weather rules on pages 109-112 of the *Dungeon Master's Guide* and using those in place of what is presented in this section. In particular, note the rules on strong winds and their effect on ranged weapons as well as the rules on heavy precipitation and its effect on visibility, both found on page 110 of the *Dungeon Master's Guide*.

Other Notes

Recovering Lost Hit Points. The rules on hit point recovery here should be replaced with the rules on resting found on page 186 of the 5th Edition *Player's Handbook*.

Awarding Experience Points. Under 5th Edition rules, level advancement is usually quite a bit quicker than it was with previous editions. *Night's Dark Terror* was made for the Basic D&D rules, where the experience points needed to gain a level varied based on class. To progress from level 2 to 4 under Basic D&D rules could take from 3,600 (thieves) to as much as 12,000 (elves) XP. Compare that to 5th Edition D&D, where progressing from level 2 to 4 takes 2,400 XP. Additionally, experience rewards for defeating monsters were significantly lower. Respectively, goblins and gnolls in Basic D&D were worth 5 and 20 XP each. In 5th Edition, the same monsters are worth 50 and 100 XP each. This difference is somewhat mitigated by Basic D&D's additional XP rewards for finding treasure, but it's fair to say that level progression was intended to be slower according to the rules *Night's Dark Terror* was written for.

In 5th Edition D&D, level progression is usually handled in one of three ways. The default method is through amassing experience by defeating monsters and other challenges, supplemented by rewards for completing quests. Other methods, presented on page 261 of the *Dungeon Master's Guide*, dispense with XP. These methods include session-based advancement, where characters advance in level every few sessions of play, and story-based advancement, where levels are gained at pre-determined points in the adventure.

The challenge in using XP-based level advancement with a classic adventure like *Night's Dark Terror* is that the sheer number of combat encounters is likely to result in the PCs climbing beyond the adventure's intended level range. The best solution to this problem is to use story-based level progression. This ensures the party is the appropriate level for each stage of the adventure and also serves to prolong the players' opportunity to experience playing their characters at each level.

The PCs should be level 2 at the adventure's start. Have them gain level 3 when they've completed *Siege at Sukiskyn*, then level 4 when they arrive at Threshold.

Bargaining. The extent to which you and your players wish to engage in role-playing price haggling with NPCs is, of course, up to you. The bargaining rules presented in the adventure are fine, although it should be noted that ability score modifiers are slightly higher in 5th Edition D&D than

they were in Basic D&D, so the results on *Table 4* are likely to be somewhat skewed in favour of the PCs.

If you'd prefer to use rules for bargaining that correspond more closely to typical rules for ability checks in 5th Edition D&D, you may substitute the following for the rules found in the adventure: To determine the result of bargaining, begin with the base price or base offer as given in the adventure, or use the price listed for the item in the *Player's Handbook*. Both the buyer and seller make Charisma ability checks, using any one of the Deception, Intimidation, or Persuasion skills as they prefer. Compare the two results and consult the following table:

Bargaining

Result	Price Modifier
Buyer's result 10 or more higher	-40%
Buyer's result 5 or more higher	-20%
Buyer and seller within 5	-
Seller's result 5 or more higher	+20%
Seller's result 10 or more higher	+40%

Saving Throws. This section refers to rules from the Basic D&D edition and can be ignored.

Optional Encounters. This section is from pull-out sheets VII and VIII, but I'm covering it here because it applies to most of the adventure. The encounters outlined here are provided for the DM to insert as they see fit or to be rolled for randomly.

Table 3 – Optional Encounters in the original adventure can be used to determine random encounters. The frequency of encounters is somewhat surprising: The adventure instructs us to check for encounters "once each day and twice each night", with a 75% chance of an encounter occurring in the daytime, and a 95% chance at night – on each roll! By comparison, the random encounter guidelines in the 5th Edition *Dungeon Master's Guide* suggest only a 15% chance of an encounter on each roll. My suggestion is that you check for an encounter as per the *Dungeon Master's Guide* (see page 86 in that book), and only if an encounter is indicated do you then roll on *Table 3*. Alternatively, you can ignore random rolls and decide for yourself where to add encounters.

One concern with using a flat percentage chance of an encounter is that it ignores any precautions the heroes might make. If the PCs are trying to avoid encounters, or simply trying to avoid being surprised, or trying to give themselves a chance of surprising hostile creatures, that should be taken into consideration, at least as long as their preparations are reasonable. Ideas include the following:

- Choosing to travel at a slow pace to use stealth (see page 182 in the *Player's Handbook* for the rules on this);
- Using magic such as *animal friendship* or a wizard's familiar to have a bird or other animal scout the area;
- Selecting a travel route that takes advantage of cover such as valleys and forests to ensure the party can't be spotted from afar.

Have the PCs make appropriate skill checks every day of travel. Relevant skills can include Nature, Stealth, and

Survival depending on the party's strategy. Compare that result against the passive Perception of any monsters they encounter. If the party's roll is higher, give the PCs the option of surprising the monsters or avoiding the encounter entirely.

Stat blocks: Bat (**Giant Bat**), **Boar**, Vyalia Elf (**Scout**), Fire Beetle (**Giant Fire Beetle**), Giant Foot-pad Lizard (**Giant Lizard**), **Gnoll**, **Goblin**, **Hellhound**, Insect Swarm (**Swarm of Wasps**), **Manticore**, Refugee (**Commoner**), Mountain Lion (**Lion**), **Orc**, Raven (**Blood Hawk**), Rock Snake (**Poisonous Snake**), **Shadow**, **Stirge**, **Zombie**, **Skeleton**, **Wolf**, *Hutaakan Minor Priest*, *Hutaakan Warrior*, *Traldar Warrior*, *Traldar Vocal*.

Getting Started

As noted above, PCs should start this adventure at level 2. (Ignore the adventure's suggestion about beginning with 5,000 XP as that refers to prior edition rules). There are also a number of suggestions in this section about distributing pull-out pages from the adventure. Whether this is advisable or not depends on whether you've relocated *Night's Dark Terror* to another campaign world. If so, you may consider drawing your own simple maps or otherwise substituting maps from your campaign for the ones found in the original adventure.

> **Stephan**
> Meeting Stephan at the adventure's outset is important. Later on, the PCs will learn that Stephan was taken prisoner by goblins at Ilyakana. His rescue becomes a significant plot point during the *South of the River* and *Ruins of Xitaqa* chapters.

Abbreviations
Most of this section should be ignored as it refers to rules relevant to an older edition. It's worth noting that Basic D&D used a simplified alignment system of lawful-neutral-chaotic rather than the nine-point alignment used in 5th Edition D&D. If it becomes necessary to translate between the two, assume a lawful character in the adventure is any good-aligned alignment, neutral is either neutral or lawful neutral, and chaotic is any evil alignment.

Siege at Sukiskyn

Leaving Civilization Behind

[Map 1]
If relocating the adventure to another setting, "the 7th of Thaumont" can be replaced with any day in the early spring. (If you set the adventure in a different season, be prepared to change some of the location descriptions – for example, bare trees poking through snow-covered ground rather than lush foliage over swathes of green).

Notes on this encounter:

- The encounter description in the adventure is inconsistent as to how many attackers there are. The text reads 16 Hounds (7 bowmen and 9 with daggers) while the stat blocks read 8 bowmen and 12 with daggers. I recommend the former, as this can be an overly challenging encounter for a 2nd level party.
- Page 182 of the *Player's Handbook* has rules on swimming.
- The adventure notes AC bonuses for characters in the boat or water. Substitute the following:
  - The boat gives three-quarters cover to anyone inside it against attacks from outside the boat (+5 bonus to AC and Dexterity saving throws).
  - While in the water, characters have half cover against attacks originating from outside the water (+2 bonus to AC and Dexterity saving throws).

STAT BLOCKS: *Reaver of the Iron Ring, Hound of the Iron Ring, Kalanos*, Crewman (**Commoner**).

W1 MISHA'S FERRY

[MAP 1]

This rather sad encounter describes Misha as having drowned but offers no chance for the PCs to find her body or learn her fate. Optionally, you could have anyone searching the riverbank downstream of Misha's cabin discover her body. A DC 10 Wisdom (Medicine) check reveals her cause of death (drowning) and a number of puncture wounds consistent with animal bites (DC 15 Wisdom (Nature) check to identify the bites as from vampire bats). If the body is retrieved from the river and brought to where the cave bear can find it, the bear will approach, spend a short while next to the body in mournful silence, then disappear into the forest to never be seen again (unless he reappears at encounter W18 further on).

STAT BLOCKS: Cave Bear (**Brown Bear**).

JOURNEY TO SUKISKYN

A fair amount of railroading is present in this encounter. As written, if the PCs attempt to travel at night, they automatically become lost. This sort of heavy handedness is almost certain to be unsatisfying for people playing rangers or other PCs with high Survival skills. Assuming the party does spend the night at the ferry, the journey to Sukiskyn is expected to take the entirety of the next day, regardless of how fast the PCs travel.

The reason for the railroading is that the siege of Sukiskyn, the party's next destination, is intended to start at dusk and the party is assumed to arrive shortly thereafter. In my opinion, the timing of the siege is nowhere near important enough to require this sort of railroading. My suggestion is that you allow your PCs to proceed to Sukiskyn however they choose. Change the descriptions of the siege events in the following scenes to match whatever time the party arrives. And if your PCs choose to travel through the night, having them spend the siege with a level of exhaustion will simply add to the tension.

STAT BLOCKS: **Wolf**.

FLAMES AT DUSK

[MAPS 2-5]

Welcome to Sukiskyn! The read-aloud text for this encounter assumes the party arrives at dusk. As noted above, this may not be the case. The siege will begin shortly after the PCs arrive, meaning that it could occur during the day and the descriptions should be altered as needed. In the original adventure, the setting of siege events at night is evocative and reinforces the sense of the PCs being isolated and surrounded by danger. This can be accomplished even if the timing of the PCs' arrival compels you to set the siege in the daytime. You may choose to have the day heavily overcast with thick fog, creating a dimly lit and eerie scene just as evocative as nighttime.

Ambush! This encounter has three parts. The first sees the party ambushed by Wolfskull goblins: To determine which, if any, PCs are surprised by the ambush, make a single ability check using the goblins' Dexterity (Stealth) of +6. Any PC whose passive Perception scores is lower than the goblins' check is surprised.

The second part sees the party running to the safety of Sukiskyn's walls as goblin wolf-riders close in. (The original adventure describes the goblins' mounts as dire wolves but in this guide I suggest substituting worgs). These riders are described as catching the PCs if they take more than "2 rounds" to enter the gate. In Basic D&D, 2 rounds was 20 seconds, so translate this to 3 rounds in 5th Edition rules.

The adventure assumes the PCs will run rather than fight (or try something else). If the player characters resist entering Sukiskyn, the adventure could go significantly off

the rails here. This isn't necessarily a bad thing, but it would suggest the party experiences the siege from outside the homestead rather than from within. Perhaps they engage in guerrilla tactics, whitling away the attacking forces with hit-and-fade strikes. In any event, the PCs can rejoin the planned adventure plot with the encounter The Day After, below.

The third part occurs within the walls of Sukiskyn as a group of five Red-blade goblins attempts to stop the PCs from reaching the main homestead. (Keep a tally of the number of Red-blade goblins killed, as it impacts the *Just Before Dawn* event below).

STAT BLOCKS: *Wolfskull Goblin*, *Red-blade Goblin*, Dire Wolf (**Worg**), Alfana (**Commoner** with dagger instead of club), *Taras*.

THE LONG NIGHT

[MAPS 2-5]
In Basic D&D, a "turn" was 10 minutes, so the barn, gatehouse, and palisade take about half an hour to burn down.

The Night. Open areas should be considered to be in dim light and thus lightly obscured. Areas within the trees are in darkness and thus heavily obscured. Characters inside the buildings have three-quarters cover when shooting from windows and battlements against attacks originating outside the buildings..

STAT BLOCKS: *Pyotr, Darya, Irina*, Matvey (**Commoner**), *Kuzma*, Masha (**Commoner**), Stellios (**Commoner** with sling).

SE2 Snipers. Given the distance from the edge of the woods to the homestead, the goblins in this event will be attacking with disadvantage, likely against targets that have at least three-quarters cover. The goblins have half cover amongst the trees and can hide in the darkness, giving disadvantage to any attack made against them. Since no one is likely to hit anything on either side, this event mainly serves to stop anyone in the homestead from resting effectively during the night. (Keep a tally of the number of Red-blade goblins killed, as it impacts the *Just Before Dawn* event below).

STAT BLOCKS: *Red-blade Goblin*.

SE3 Foray. The goblins using the barn as shelter should be consider to have half cover (+2 bonus to AC and Dexterity saving throws). For the goblins attacking the door, consider the door to have AC 15, 25 hit points, and immunity to poison and psychic damage. (Keep a tally of the number of Red-blade goblins killed, as it impacts the *Just Before Dawn* event below).

STAT BLOCKS: *Wolfskull Goblin, Wolfskull Bodyguard*, Dire Wolf (**Worg**), *Red-blade Goblin*.

SE4 Decoy. Some players may ask to make a Wisdom (Insight) check here to see if their character can deduce whether this is a decoy or not. This should be opposed by the hobgoblin's Charisma (Deception) check, made with advantage (since the goblin is assisting). The adventure notes that the decoy attempt continues for 2 turns, which is 20 minutes.

SE5 Aerial Attack.

STAT BLOCKS: *Giant Vampire Bat.*

Just Before Dawn. In this event, the remaining Red-blade goblins attack. This includes their king, Gnhass, his four bodyguards, and whatever remains of the 43 goblins they started with. Note that Red-blade goblins were likely killed during the *Flames at Dusk, Snipers,* and *Foray* events, so it's almost certain not all 43 remain at this point. If any PCs speak Goblin, they might be able to translate the goblins' death chant (use your imagination here).

Homestead doors have AC 15, 25 hit points (or less if already damaged), and immunity to poison and psychic damage.

The adventure notes that toppling a ladder requires an attack against AC 6. In 5th Edition terms, this would be described as making an unarmed strike against AC 14. Alternatively, you can call for a successful DC 14 Strength (Athletics) check to topple a ladder. Any goblin falling from a ladder takes 3 (1d6) bludgeoning damage.

STAT BLOCKS: *King Gnhass, Red-blade Bodyguard, Red-blade Goblin.*

THE DAY AFTER

Reading the Signs. This scene is best handled with skill checks. Finding the hobgoblin tracks amidst all the goblin tracks requires a successful DC 15 Wisdom (Survival) check. (Locating and following tracks occurs several times in this adventure – you should always feel free to adjust ability check DCs up or down based on weather or other factors: Following tracks made after a snowfall is easy, following tracks made before a snowfall is virtually impossible). The ruined tower amulet can be found with a successful DC 10 Intelligence (Investigation) or Wisdom (Perception) check made by any character searching the area.

This scene is also the beginning of significant railroading that continues in the adventure's next chapter, *South of the River*. Three groups of attackers left Sukiskyn – the Vipers first, followed by the Wolfskulls and the hobgoblin Vlack, and finally whatever remnants of the Red-blades successfully retreated. At this point, *Night's Dark Terror* is clear that only the trail of the Vipers can be located and followed. This isn't justified at all in the adventure but serves the intended progression of the plot: The party is expected to first recover the stolen horses, then to spend significant time exploring the wilderness around Sukiskyn, and finally to discover the Wolfskull lair, which leads them to Xitaqa.

I'm of the opinion that railroading isn't inherently bad as long as it's kept to a minimum and, most importantly, invisible to the players. If the players learn that their decisions are meaningless because the adventure is

railroading them, they're likely to quickly disengage. This scene leans dangerously close to that.

My suggestion is that you take the last part of *Siege at Sukiskyn*, beginning with *The Day After*, and consider its events as part of *South of the River* rather than necessarily preliminary to that next chapter of the adventure. See my notes under *South of the River* below for more comments on removing the adventure's railroad aspects.

Captives. See notes under *Sources of Information*, below.

Tracking the Horse-Thieves. Following the trail of the Viper goblins is noted as being automatic. Discerning the tracks of the worgs requires a DC 15 Wisdom (Survival) check.

W2 Scene of Battle [MAP 6]. See *Sources of Information* below for notes on what the goblin can tell the party. As written, the PCs can easily track the Vipers from here to the bandit camp while the Wolfskull trail cannot be followed. Again, see my notes under *South of the River* for possible changes to remove this sort of railroading.

STAT BLOCKS: *Oil Beetle*.

W3 Bandit Camp [MAP 7]. Fyodorll's tactics here are at your discretion. She isn't suicidal, so use your own judgement as to whether or not she tries to attack the PCs. If she does, in the absence of the ventriloquism spell, she uses *minor illusion* to distract the PCs. PCs can make Wisdom (Insight) checks against Fyodorll's Charisma (Deception) check to determine which, if any, of them are surprised by the bandits' attack.

Fyodorll's spellbook will contain the spells listed in her stat block instead of the list given in the encounter.

This encounter doesn't mention tracking the Viper goblins any further, but it's fair to assume they can be followed with a successful DC 15 Wisdom (Survival) check. Their trail leads back to the Viper lair (W10).

STAT BLOCKS: *Fyodorll*, Bandit (**Thug**).

SOUTH OF THE RIVER

Shaping the Adventure. This section isn't an event or encounter, rather it's an overview with guidance for the dungeon master on running this chapter. As noted under *The Day After* above, there is some railroading at play here.

At this point, the adventure assumes the party has recovered the stolen horses and returned to Sukiskyn. It also assumes they will explore the wilderness around the homestead, finding various locations and stumbling across various events, but that the party won't discover the Wolfskull lair until they've explored every other location and, presumably, that they won't discover and explore Xitaqa.

From a plot perspective, this makes sense. At the Wolfskull lair, the PCs will learn that Stephan has been taken to Xitaqa and finding Xitaqa begins the next chapter of *Night's Dark Terror*. If the party finds either location too

soon, it will likely cut out a significant amount of potential adventuring.

This was a much bigger issue in Basic D&D than it is under 5th Edition D&D rules. The main reason for forcing the party to spend weeks bouncing between encounters was simple: experience points. Not only did player characters need a lot more XP to gain a level in Basic D&D, but there was no such thing as milestone leveling. The adventure had to run the party through a gauntlet of encounters just to ensure they were the proper level when they started the adventure's next chapter. Above, I recommend milestone progression by having the PCs gain 3rd level after completing *Siege at Sukiskyn*, then gain 4th level when they arrive at Threshold. This progression removes the need to endure a certain number of encounters or slay a set number of monsters before advancing the plot.

Although it might be tempting for the sake of completeness to lead the PCs through all the encounters in this chapter before letting them find the information they need to head to Xitaqa, there are some risks with that. Players, as a rule, do not like to be herded or led by the nose. They like to feel they have genuine choices and that their decisions have meaning. Many of the railroading techniques present in *Night's Dark Terror* are likely to be obvious to players because they defy reason. Here are a few examples of questions your players might start asking:

• Is it reasonable for the party to embark on a quest to recover stolen horses when they know other homesteads nearby have been or are being attacked by goblins?
• Why can the Viper trail be followed so easily, yet the other goblin tribes' trails are impossible to follow?
• Why are the Viper and Red-blade lair locations known to all goblins, but no one knows where the Wolfskull lair is? What if the PCs capture a Wolfskull goblin?
• Why does no one know about Xitaqa? Given its height, Golthar's tower would be visible from a distance of 12-15 miles, or 4-5 hexes on the map. A 2-hour walk north from Sielo would be enough to bring the tower into view, so it seems likely someone would have glimpsed it.
• Why does no one mention Loshad until after the PCs find the Wolfskull lair? If the homesteaders know of someone who could lead them to Xitaqa, wouldn't they have thought to ask him where the Wolfskull lair was?

If you'd like to run *Night's Dark Terror* without the railroading, consider making the following changes:

1. Beginning with *The Day After* (near the end of the *Siege at Sukiskyn* chapter), don't push the PCs into tracking the Viper goblins to recover the horses. Instead, move forward to *Sources of Information* and treat the journey to track down the horses as one more event in the *South of the River* chapter.

2. Allow the PCs free reign to explore as they see fit. Consider the notes under *Sources of Information* below for ideas on what information the party should have access to.

3. If the PCs head straight for the Wolfskull lair, or even straight for Xitaqa, roll with it. But give other events their own hooks to entice the party to investigate them. For example, a dwarf from the gold mine (W12) might travel to Sukiskyn for aid – he might make it there, or the PCs might discover him a prisoner in one of the goblin lairs.

Not all players have the same reaction to having their choices hemmed in, but I strongly recommend being prepared for your PCs to resist being told what to do next by random NPCs.

To best be able to react to whatever plans the party comes up with, keep the timing of events in mind. Stephan was captured at Ilyakana the day before the siege at Sukiskyn, meaning he and his captors probably don't reach the Wolfskull lair until 2 or 3 days after the siege. Subsequently, Yellow-fang goblins from Xitaqa travel to the Wolfskull lair to collect the prisoners, probably after Vlack arrives at Xitaqa and updates Golthar on events. That's a 3-day journey in each direction. All told, it could easily be 10 days or more before Stephan arrives at Xitaqa.

Stephan's location can profoundly change how this part of *Night's Dark Terror* plays out. If the PCs head straight for Xitaqa, they could arrive well before Stephan does, in which case the events in Golthar's tower will play out differently than the original adventure assumes. If the PCs go directly to the Wolfskull lair, they may rescue Stephan there and need some other reason to explore Xitaqa.

If you do want to slow things down and encourage your PCs to spend more time exploring the area, consider inserting adventure hooks for other events and locations, as noted in the points above. The heroes have a powerful motivation to find and rescue Stephan, so anything diverting them from that will need to be at least as dire. You may need to "up the stakes" at some of the other locations to accomplish this. Possibilities include:

- A settler captured at one of the destroyed homesteads has escaped one of the goblin lairs (W9 or W10) and seeks out the party to return with them to free other prisoners.
- The elves at the Island of Lost Dreams (W11) aren't merely moping about there – several have been captured by pixies and forcibly brought to the island. Other elves are searching for anyone who can help.
- Settlers at Sukiskyn advise the party they'll need to be well prepared before they attempt to investigate the dangerous ruins of Xitaqa, and to that end there could be powerful magical items waiting to be plundered at the tombs on the ridge (W13-W15).
- Loshad asks the party to deal with the werewolves at W17, not as payment for revealing the location of Xitaqa but because the werewolves have corralled a herd of wild horses in their canyon and are day by day devouring more and more of the defenseless animals.
- As noted above, a dwarf from the gold mine (W12) could seek the party for aid with their troubles.

The idea here is to give the players more control over how the adventure plays out. It requires the dungeon master to be a bit more agile in responding to the players' actions, but it can make for a much more rewarding game. One thing to keep in mind is that some of the monsters in this chapter, namely the werewolves and living statues, have damage resistances and immunities. You may consider allowing the PCs to stock up on a variety of weapons, including silvered weapons, at Sukiskyn before they start exploring the area.

SOURCES OF INFORMATION

The sources of information given in the adventure can be left as they are or expanded with the following suggestions:

Bad Tidings. This section from the end of the prior chapter works well if considered alongside the other sources of information. Ilyakana was destroyed the night before the siege of Sukiskyn and it's about a day's journey, so it makes sense for the survivors to arrive at Sukiskyn not long after the last goblins depart. This gives the PCs important information about attacks against other homesteads before they decide what to do next.

Another point here is that if the attacked homesteads were burned, the smoke plumes would be easily visible from Sukiskyn, particularly to someone observing from the upper floors. Location W8, the homestead Segenyev, is noted as being destroyed the night after Sukiskyn and the smoke visible up to 9 miles away. The height of a smoke plume obviously depends on the size of the fire and amount of material burning, but it's more likely that such a fire would be visible at a distance of 20 miles or more. I would suggest that anyone within 7 hexes of Segenyev would be able to see the smoke, while someone observing from an elevated position, such as the upper floors of a building, could see it

from 9 to 11 hexes (just barely visible from the upper floors of Sukiskyn).

Pyotr's Clan. Given their "excellent knowledge of the area", I would assume the members of Pyotr's clan know the rough location of every fixed encounter in this chapter. Emphasis, however, on 'rough'. In an era with only crude measurements of distance and direction, the PCs won't get more than vague instructions on finding these locations.

For example, if directed to the Viper goblin lair, the settlers might say, "it's a solid day's march southeast from Segenyev, which is about two day's march east-northeast from Sukiskyn; look for a stream that runs past some low hills and you should be near it". With those instructions, the PCs should be able to find Segenyev fairly easily, as it lies at the edge of the woods and can be seen from some distance off, at least to anyone outside the forest. On the other hand, finding a single, 10-foot-wide cave entrance in the depths of a dense forest should be difficult. Even following the directions closely, the party could easily find themselves missing it by several miles.

One possibility is to have a member of the clan, such as Taras, accompany the party as a guide. In fact, this is not likely to be of much help. The settlers have knowledge of the area, but they haven't necessarily actually been to these places. The settlers would have never, for example, had cause to visit one of the goblin lairs, even if experience has taught them roughly where it lies.

Discovering these locations is best adjudicated with skill checks. Survival is the most obvious, but Nature, Perception, Investigation, and perhaps even History could help as well. You might call for a skill check every few hours to see if the PCs stay on course or find important landmarks and clues to steer them towards their destination. PCs who use smart tactics like following footprints should be rewarded with easier skill check DCs. Use the principle of "failing forward" here. If the heroes fail a skill check, it should cost them time as they travel in circles, lead them into an encounter with monsters, or otherwise inconvenience them, but it shouldn't mean they never find what they're looking for.

Loshad. The chevall, Loshad, is the adventure's deus ex machina. As written, he doesn't show up until close to the end of the *South of the River* chapter, where he reveals the location of Xitaqa in exchange for the PCs defeating the werewolves at location W17. As noted above, there's a real possibility in this case that your players will question why his existence has been kept a secret. My advice is that you have someone in Pyotr's clan mention Loshad's existence fairly early, but have the chevall only appear in person when needed to push the plot forward, such as when the PCs are lost or stuck on where to go next. Bear in mind that although Loshad has an encyclopedic knowledge of the area, he has his own motives and isn't likely to assist the PCs without enlisting them to do something for him first.

Other Sources. Interestingly, the original adventure doesn't specifically include a means of finding the Wolfskull lair. It states clearly that this should be the last location discovered (excluding the Wolves' Den) and offers suggestions on possible sources of information, but precisely how the party learns of the lair's location is left to the DM's discretion.

My suggestion is that you lean into this. Make many possible sources of information available beyond the obvious NPCs. If a PC wants to use *speak with animals* to help navigate the forest, reward them on clever use of a non-combat spell. If the party has the foresight to take captives from combat encounters, be generous with what they learn from their defeated foes.

At the same time, don't lose sight of how difficult searching a dense forest would be. A single hex on the map is 3 miles across. In deep forest, it's possible to see about 40 feet. This means that to search an entire hex, the party would need to trek back and forth across it about 200 times, a task that would require a full month of walking. Searching the entire forest would take about 20 years. Adding in a search of the plains and hills north of the forest would easily double that. If your PCs venture out hoping to stumble across important locations based only on a brief conversation with an NPC and some vague directions, don't be shy about leaving them walking in circles for a few days to encourage them to think a little harder about their strategy.

WILDERNESS EVENTS

WE2 Lost Item. I would probably leave this event out entirely but if you choose to use it, substitute a DC 15 Wisdom (Perception) check for the "20% chance" noted in the adventure.

WE3 Lame Horse. Replace the reference to "cure light wounds spell" here with "*cure wounds*, *healing word*, or similar magic". A successful DC 15 Wisdom (Medicine) check can also reduce the days of rest the horse needs by half. A character who possesses and is proficient with smith's tools can replace the horseshoe without needing to locate a blacksmith.

WE4 Horses' Friend. First off, if your PCs are mistreating their horses, you should be finding new players. That aside, two skill checks could come into play here: If Loshad is following the party, he should make Dexterity (Stealth) checks against the PCs' passive Perception to see if they spot him; taming horses driven wild by the chevall should be difficult, requiring a successful DC 20 Wisdom (Animal Handling) check.

STAT BLOCKS: *Loshad.*

WE5 Vlack's Retinue. See *Optional Encounters* above for notes on tactics the PCs might use to control the circumstances under which they have encounters while traveling.

STAT BLOCKS: *Giant Vampire Bat, Vlack, Ice Wolf,* **Hobgoblin**.

Scenes of Destruction

W4 Ilyakana. The PCs might want a chance to cure Kalanos of his insanity. Stress-induced psychosis normally goes away within a month or so, but therapy can help relieve symptoms earlier. If the party is willing to spend a few days with Kalanos, they can attempt a DC 20 Wisdom (Medicine) or Charisma (Persuasion) skill check once per day every day after the first, curing Kalanos on a success.

Goblin Lairs

W9. Red-blade Lair
[Map 8]

Stat blocks: **Giant Rat**.

W9a Guardroom.
Stat blocks: **Stirge**.

W9b Strongroom. The locked door here requires thieves' tools and a successful DC 10 Dexterity check to open. If attacked, the door has AC 15, 20 hit points, and immunity to poison and psychic damage. If the shrews hear the party's approach, they can surprise the PCs if their Dexterity (Stealth) checks beat the PCs' passive Perceptions.

Opening the locked chest requires thieves' tools and a successful DC 15 Dexterity check. The chest is trapped:

Exploding Ruby
Simple trap (level 1–4, dangerous threat)
A fake glass ruby is magically linked to a trap on the chest. If the chest is moved, forced open, or opened without removing the trap, the "ruby" explodes.
Trigger. Anyone moving or forcing the chest open, or anyone who opens the chest without removing the trap, triggers the trap.
Effect. All creatures within a 10-foot radius of the "ruby" must make a DC 15 Dexterity saving throw. A creature holding or carrying the gem makes this check with disadvantage. On a failed save, a creature takes 11 (2d10) fire damage. On a successful save, the creature takes half as much damage.
Countermeasures. A successful DC 15 Wisdom (Perception) check reveals that a trap is present, although not the specific effects of the trap and only if a character inspects the lock. A successful DC 15 Dexterity check using thieves' tools disables the trap, and a check with a total of 5 or lower triggers the trap.

Stat blocks: *Giant Shrew*.

W10 Viper Lair.
[Map 9]
W10b Barricade. Anyone within 10 feet of the barricade has half cover (+2 bonus to AC and Dexterity saving throws) against attacks originating on the opposite side of the barricade.

Stat blocks: *Viper Goblin*.

W10c "Last Stand". See the Viper goblin leader's stat block for rules on throwing snakes. Finding treasure inside the carved snake is automatic for any character searching it. The locked casket requires thieves' tools and a successful DC 13 Dexterity check to open.

Stat blocks: *Viper Goblin Leader, Viper Goblin*, Small Rock Python (**Poisonous Snake**).

W10d Escape Tunnel. This location features a trap:

Pit Trap
Simple trap (level 1–4, moderate threat)
A crude pit trap dug into the tunnel floor here is concealed by an animal skin covered in dirt. A narrow ledge allows for movement around it.
Trigger. Anyone who steps on the pit's cover might fall into the trap.
Effect. The triggering creature must make a DC 10 Dexterity saving throw. This saving throw is made with disadvantage if the creature is dashing when they trigger the trap. On a successful save, the creature catches itself on the pit's edge or instinctively steps back. On a failed save, the creature falls into the pit and takes 3 (1d6) bludgeoning damage from the fall.
Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the presence of the animal skin and the narrow ledge where it is safe to travel.
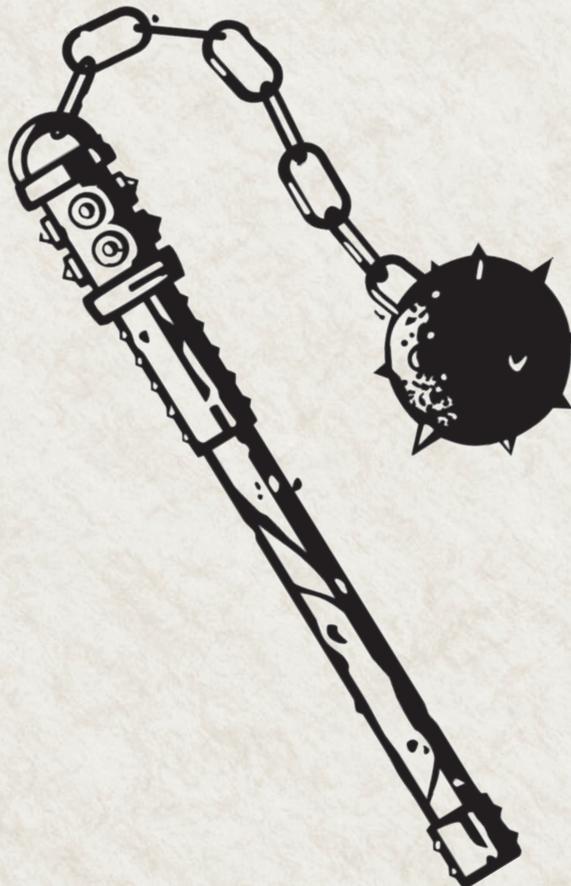
OTHER ENCOUNTERS

W11 LAKE OF LOST DREAMS
[MAP 10]

A character who possesses and is proficient with carpenter's tools can reduce the time required to build a raft to a single day. Since alignment is handled somewhat differently in 5th Edition than it was in Basic D&D, the effect of the black mirror is better handled by adding flaws to the PCs' personality characteristics rather than changing their alignments. Consider using the following rules for anyone visiting the island:

Non-chaotic aligned creatures spending time on the island will feel generally ill at ease, be plagued by disturbing dreams, and will begin to manifest new personality traits. Whenever a character finishes a long rest on the island, they must succeed on a DC 16 Charisma saving throw or gain a new personality flaw. If the character is Fey or has the Fey Ancestry trait, this saving throw must instead be made whenever they finish a short rest on the island. To determine the new flaw, roll on the following table:

PERSONALITY CHANGES

Roll (d6)	Flaw
1	*I enjoy manipulating others through deceit*
2	*Nobody else matters, only me*
3	*I act immediately to satisfy any whim that occurs to me*
4	*I'm obsessed with luck and make wagers on virtually everything*
5	*I delight in disagreeing with everything and everyone*
6	*The slightest excuse is all I need to respond with violence*

If the roll results in a flaw the character already possesses, no new flaw is gained. Flaws gained in this way can be removed by destroying the black mirror. Alternatively, any character who leaves the island can repeat their Charisma saving throw every time they finish a long rest, removing all gained flaws on a success.

Crossing the lake. Instead of the -4 penalty to hit described in the adventure, the pixies' invisibility gives them advantage to hit and gives disadvantage to anyone trying to hit them. The pixies shouldn't automatically surprise the party, rather their +7 stealth checks can be compared to the PCs' passive Perception scores to determine which PCs are surprised. A PC who detects the pixies can't see them (without a special ability to see invisible creatures) but does know where they are based on the sound of their wings or some other means.

STAT BLOCKS: *Lost Dreams Pixie.*

W11a Pixie Village. A character searching for the entrance to one of the pixie's tree-top chambers can discover it with a successful DC 15 Wisdom (Perception) check.

STAT BLOCKS: *Lost Dreams Pixie.*

W11c Skeleton Guardians. Note that these skeletons are equipped only with bone clubs, making the encounter significantly easier than if the heroes had to endure dozens of skeletons shooting arrows at them.

STAT BLOCKS: **Skeleton** (note these are armed only with clubs that deal 2 (1d4) bludgeoning damage).

W11d Ladder Trap. Use the following rules for the trap:

LADDER TRAP
Simple trap (level 1–4, dangerous threat)

This 20-foot-tall metal ladder is trapped with an electric charge that can both shock and potentially cause a dangerous fall.

Trigger. A creature who touches the ladder triggers the trap.

Effect. The triggering creature must make a DC 15 Dexterity saving throw. This saving throw is made with disadvantage if the creature is wearing metal armour. On a failed save, the creature takes 3 (1d6) lightning damage and falls to the bottom of the ladder, taking 7 (2d6) bludgeoning damage from the fall. On a successful save, the creature takes half the lightning damage and does not fall.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the aura of static electricity surrounding the ladder. Grounding the ladder in any way (such as splashing water on it or placing a metal object between the ladder and the floor or wall) safely discharges the trap.

W11e Dart Trap. Use the following rules for the trap:

DART TRAP
Simple trap (level 1–4, moderate threat)

This door is trapped with a pair of poisoned darts that shoot out of the walls at anyone opening the door.

Trigger. A creature who opens the door triggers the trap.

Effect. The trap makes two attacks against the triggering creature. Each attack has a +5 attack bonus and deals 1 piercing damage on a hit. These attacks can't gain advantage or disadvantage. A creature who takes damage from either attack must succeed on a DC 10 Constitution saving throw or fall unconscious for 2d20 hours.

Countermeasures. A successful DC 10 Wisdom (Perception) check reveals the holes in the walls on either side of the door. A successful DC 10 Dexterity check using thieves' tools disables the trap, or the holes can be plugged to prevent the darts from firing.

W11f The Mirror. The black mirror has AC 17, 5 hit points, and immunity to poison and psychic damage. When it is destroyed, all personality flaws gained on the island are removed.

STAT BLOCKS: **Gargoyle**.

W12. GOLD MINE
[MAP 11]

These stat blocks might be used at various places in the mine.

STAT BLOCKS: *Black Web Orc, Shroud Spider.*

W12c Paralyzed Orc. See the shroud spider stat block for rules on contact with the webs.

W12c Roof Collapse. Use the following trap description for the roof collapse:

COLLAPSING ROOF
Simple trap (level 1–4, moderate threat)
This tunnel section has a dangerously unstable ceiling.
Trigger. A character who walks under the unstable ceiling triggers the trap, dumping heavy stones onto anyone below.
Effect. The triggering character and each creature within 5 feet of them must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) bludgeoning damage.
Countermeasures. A successful DC 10 Wisdom (Perception) check reveals the fragile nature of the ceiling. Characters with the Stonecunning trait make this check with advantage. Once spotted, the trap can be avoided by not using the tunnel or by intentionally triggering the trap while no one is below it (using magic or ranged weapons, for example).

W12c Yellow Mould. Use the rules for yellow mould found on page 105 of the *Dungeon Master's Guide.* Note that in Basic D&D, yellow mould filled a 10' x 10' space, whereas in 5th Edition it fills only 5' x 5', hence four patches of yellow mould should be encountered here.

W12c Unsafe Floor. Use the following trap description for the unsafe floor:

UNSAFE FLOOR
Simple trap (level 1–4, moderate threat)
A section of tunnel floor here is eroded and prone to collapsing into a shallow crevasse under a character's weight. A narrow ledge allows for safe movement around it.
Trigger. Anyone who steps on the fragile floor might fall into the trap.
Effect. The triggering creature must make a DC 10 Dexterity saving throw. This saving throw is made with disadvantage if the creature is dashing when they trigger the trap. On a successful save, the creature catches itself on the crevasse's edge or instinctively steps back. On a failed save, the creature falls into the crevasse and takes 3 (1d6) bludgeoning damage from the fall.
Countermeasures. A successful DC 10 Wisdom (Perception) check reveals the fragile state of the floor and the narrow ledge where it is safe to travel. A character with the Stonecunning trait makes this check with advantage.

W12e Ancient Guardians. Note that the statues here have significant resistances to damage and attack only if disturbed.

STAT BLOCKS: *Living Silver Statue.*

W12f Large Cavern. Characters without a climb speed need to succeed on a DC 10 Strength (Athletics) check to climb the 30' wall to the spider's lair (once a rope or set of pitons is in place, no skill check is needed).

W12g Slurp!. Ochre jellies in 5th Edition D&D lack some of the damage immunities they had in Basic D&D. As an option, you can compensate for this by adding a second ochre jelly to this encounter.

STAT BLOCKS: **Ochre Jelly**.

W12j & k Smaller Caverns. Characters searching the walls will automatically find the entrance to area k. Otherwise, a Passive Wisdom of 13 or higher will spot it without searching.

STAT BLOCKS: *Black Web Orc.*

W12l Hidden Entrance. A successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check made by a character examining the walls of debris reveals the hidden entrance and the means to open it.

STAT BLOCKS: *Black Web Orc.*

W12m-p Orcs' Lair. For the lion trap, use the following description:

STUFFED LION
Simple trap (level 1–4, moderate threat)
The orc leader's treasure is secured inside a stuffed lion. The treasure can be reached through the lion's mouth, which is trapped to bite anyone disturbing the treasure.
Trigger. Anyone who disturbs the treasure by reaching to grab it through the lion's mouth or attacking or moving the lion sets off the trap, causing the mouth to snap shut.
Effect. The trap makes an attack against anyone with a hand in its mouth. The attack has a +5 attack bonus and deals 5 (1d10) piercing damage on a hit. This attack can't gain advantage or disadvantage. The target of the attack automatically withdraws its hand once the attack is resolved. Once triggered, the lion's mouth is locked shut, requiring thieves' tools and a successful DC 13 Dexterity check to open.
Countermeasures. A successful DC 10 Wisdom (Perception) check reveals the mechanisms that cause the mouth to snap shut. A successful DC 10 Dexterity check made by a character with thieves' tools can disable the trap.

STAT BLOCKS: *Black Web Orc, Black Web Orc Leader.*

TOMBS ON THE RIDGE
[MAP 12]

Note that characters who finish a long rest while inside one of the tombs' barren circles are not able to regain expended spell slots.

W13. CIRCLE OF NIGHT

To determine if the shadows gain surprise, compare their Dexterity (Stealth) checks (+6) against the PCs' Passive Perception scores.

STAT BLOCKS: **Shadow**.

W13a Entrance. For the magical effect mentioned here, assume that the spell *protection from good and evil* does not function within the tomb and that all magical items that grant a bonus to AC lose that bonus while within the tomb.

W13b Passage of Corpses. The frescoes completely cover the alcoves behind them, so generally they must be destroyed before the alcoves are revealed. Treat each fresco as having AC 13, 4 hit points, and immunity to poison and psychic damage.

As a side note, I really wish they'd come up with a better name for this monster than "special ghoul".

STAT BLOCKS: *Special Ghoul.*

W13c Crystal Coffin. Depending on how liberal you are with distributing magical items, you could choose to have the mace be ornamental only, worth a few hundred gold but of no use as a weapon, or you could have the mace be a *+1 mace* or even a *mace of disruption*.

STAT BLOCKS: **Zombie**.

W14. TOMB OF WARRIORS

Weight in Basic D&D was measured in coins, with each coin weighing 1/10 of a pound. Coins are comparatively lighter in 5th Edition, weighing only 1/50 of a pound each. If you want the curse to have as much weight (pun intended), consider increasing the gold found to 5d8gp per corpse. A *remove curse* spell can break this curse.

W14a Pillaged Chamber. The wyrds lurk out of sight, either in their coffins or towards the edges of the room where they can't be seen until they rush forward to attack.

STAT BLOCKS: *Wyrd.*

W15. FOOL'S GOLD

If you're uncomfortable with absolutes such as "the secret exit cannot be found from the outside", replace that with the following: Detecting the secret entrance from outside requires a successful DC 25 Wisdom (Perception) check. Even if found, no mechanism to open the entrance exists on the outside.

W15a Trap. Use the following description for the trap here:

TRAPPED DOOR
Simple trap (level 1–4, deadly threat)

The bronze tomb door is trapped to seal intruders within the tomb, where thirst and starvation will eventually kill them.

Trigger. Anyone who enters room W15a triggers the trap.

Effect. The bronze entrance door (x) magically clangs shut and locks. The force of the door closing is such that any objects or creatures impeding it are forcefully pushed into an adjoining space. A creature standing in the doorway can make a DC 13 Dexterity saving throw. On a success, it chooses whether it's pushed into or out of the tomb when the door shuts. On a failure, roll randomly to determine which square the creature is pushed to. The door lacks a conventional lock and there is no means to unlock it. The door has AC 19, 50 hit points, immunity to poison and psychic damage, and a damage threshold of 20.

Countermeasures. The magical trigger is invisible except to someone using a *detect magic* spell or similar magic. If perceived, the trigger is an aura of transmutation magic filling room W15a. Casting *dispel magic* on this aura and

succeeding on a DC 15 ability check using the caster's spellcasting ability will dispel the effect, preventing the trap from being triggered but not opening the door if already triggered. The door can be opened by the means described at location W15b.

W15c Touch of Death. The secret door leading outside can be found with the DC 12 Wisdom (Perception) check, which also reveals the means of opening the door.

Stat blocks: *Living Rock/Ooze Statue.*

W16. Wolfskull Lair

[Map 13]

It's worth reiterating that *Night's Dark Terror* does not include an explicit means of finding the Wolfskull lair. For the heroes to find this location, you'll need to decide who or what can point them towards it.

The Petrified Forest. If the party tries to smash through any of the petrified undergrowth, assume that each 5' square has AC 17, 20 hit points, and immunity to poison and psychic damage.

Stat blocks: **Giant Bat**.

Goblin Patrol. The adventure is quite generous here in giving the party the option of automatically surprising the goblins. If you'd prefer, you can have the party make a Dexterity (Stealth) check with advantage against the goblins' Passive Perception. As with all goblin encounters in this adventure, I'm recommending that the dire wolves be substituted with worgs.

Stat blocks: *Wolfskull Goblin*, Direwolf (**Worg**).

The Lair. The adventure notes that the petrified canopy of branches and leaves forms an impenetrable roof over the Wolfskull lair. It's implied that the stone walls between the trees rise to the level of the canopy, thus making it difficult to enter the lair by any means other than the entrance by the bridge. Having said that, you may choose to give industrious PCs the benefit of the doubt and allow that some small gaps could be exploited by a party determined to find a less obvious way in.

W16a Black Rivers. The piranhas described here can be substituted with swarms of quippers. Every second round any creature is in the river, another swarm arrives and joins the attack.

Stat blocks: Piranhas (**Swarm of Quippers**).

W16c Guardroom. Light from a burning torch is actually visible from several miles away, so the description here that the torchlight is visible from 200 feet away most likely means that the walls of the goblin lair and the surrounding tree trunks effectively block the light any farther than that.

The read-aloud text assumes the goblins see the party as they cross the bridge. It's more likely that the goblins themselves will be surprised, since the well-lit room they're in makes them easily visible to a party approaching from across the river, while any such party would still enjoy the shadowy concealment of the forest. In any event, the goblins' tactics remain unchanged, with most staying to fight or charging out to attack anyone engaging at range, while a few scurry back to release more worgs.

Stat blocks: *Wolfskull Goblin*, Direwolf (**Worg**).

W16d Wolf Pens. Rather than the 20% chance of breaking loose, a worg can escape by succeeding on a DC 20 Strength (Athletics) ability check.

Stat blocks: Direwolf (**Worg**).

W16e Prison Guards. If the goblins try to surprise the party, have them make Dexterity (Stealth) rolls opposed by the PCs' Passive Perception scores. Depending on circumstances, such as if the goblins heard the fighting in rooms c and d and the party isn't being cautious, you may choose to give the goblins advantage on their stealth rolls.

Stat blocks: *Wolfskull Goblin*, *Wolfskull Bodyguard.*

W16f Cell. Picking the lock here requires thieves' tools and a successful DC 10 Dexterity check. The lock has AC 18, 3 hit points, and is immune to poison and psychic damage.

W16g Chief's Chamber. Rather than automatically winning initiative, if the goblins here are alerted, they should make Dexterity (Stealth) rolls opposed by the PCs' Passive Perception scores to try to surprise the party.

Stat blocks: *Wolfskull Goblin*, *Wolfskull Bodyguard, King Kloss.*

W16i Hollow Log. Use the following description for the trap here:

Trapdoor Trap

Simple trap (level 1–4, dangerous threat)
The floor of this hollow log is fitted with a hidden trapdoor that threatens to dump the unwary into the river. A narrow space around the trapdoor allows safe passage if one knows to avoid the trap.
Trigger. Anyone who steps on the trapdoor triggers the trap.
Effect. The triggering creature must make a DC 15 Dexterity saving throw. On a successful save, the creature catches itself on the trapdoor's edge or instinctively steps back. On a failed save, the creature falls through the door into the river below (this deals no damage but attracts quipper swarms as in W16a above).
Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the presence of the trapdoor and the safe ledge around it.

W16j Hobgoblins' Room. Use the stat block for a giant weasel for the giant ferrets.

STAT BLOCKS: Giant Ferret (**Giant Weasel**).

W16k Vlack's Room. Vlack's treasure compartment is detectable with a DC 10 Wisdom (Perception) check. For the trap, use the following description:

COMPARTMENT DOOR TRAP
Simple trap (level 1–4, dangerous threat)
The treasure compartment is fitted with a trap that causes one of the large, petrified branches overhead to crash down into the room.
Trigger. Opening the treasure compartment without disarming the trap triggers it.
Effect. A stone branch crashes down into the room. Each creature inside the room must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save.
Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the mechanism that triggers the trap, but only if a character inspects the compartment before opening it. A successful DC 15 Dexterity check using thieves' tools disables the trap, and a check with a total of 5 or lower triggers it.

STAT BLOCKS: *Thoul.*

LOSHAD'S BARGAIN

It's entirely possible you've introduced Loshad earlier in the adventure, and there may be no need for the chevall to direct the PCs towards Xitaqa. But, if the werewolves have not yet been destroyed, Loshad may well seek the party out and ask them to do so. Bear in mind that werewolves have significant damage immunities. I would advise that either Loshad or the residents at Sukiskyn can provide or direct the party to where they can find silvered weapons.

W17. Wolves' Den. [MAP 14] If the party sets up an ambush, have them make Dexterity (Stealth) checks opposed by the werewolves' Passive Perception. Keep in mind the lycanthropes' keen hearing and smell trait, which can give them a +5 bonus to their Passive Perception, unless the party takes extraordinary measures towards silence and to conceal their scent.

W17b Open Area. Rather than the Dexterity roll noted in the adventure, riding a frightened horse requires a successful DC 15 Wisdom (Animal Handling) check.

STAT BLOCKS: **Wolf**, **Werewolf**.

RUINS OF XITAQA

[MAP 15]
River Crossing. The note here that captured Iron Ring troops won't give information seems unnecessary. If the heroes have the forethought to take prisoners and question

them on the situation in Xitaqa, I would have them gain some general information on what sort of dangers lurk in the ruins. Regular troops wouldn't know about anything above the second level of Golthar's tower, however. Also note that the reaver should be carrying the key to the chest at location X9.

The PCs may even think to don the Iron Ring outfits taken from their attackers and enter Xitaqa in disguise. How likely this is to succeed depends on the party. If eight humans set out on patrol where a few hours later it's five halflings who return, the disguises aren't going to fool anyone. Having said that, even a thin disguise could get the PCs past the baboons and goblins of the outer ruins, while the hobgoblins in the tower are more likely to look upon would-be imposters with jaundiced eyes. In any event, the basic mechanic is to have the PCs roll Charisma (Deception) checks opposed by the monsters' Wisdom (Insight) checks.

STAT BLOCKS: *Iron Ring Reaver, Iron Ring Hound,* **Riding Horse**.

The Ruins. Note that the adventure variously lists the baboons as "wild rock baboons" or "slave rock baboons", but they seem to be mutually interchangeable with the exception that wild baboons have a thrown rock attack. For this guide, I've simplified this into a single stat block for the baboons.

STAT BLOCKS: *Rock Baboon.*

Outer Ruins. The adventure describes the choice between the streets and the high ground as mutually exclusive: The party chooses a route and sticks with it. There's nothing saying the party can't descend to the streets or climb up to the high ground at any time, though. In general, assume the high ground is 10' above the streets and requires a DC 12 Strength (Athletics) check to climb up to or down from. If a PC is assisted by a rope or some other means, the attempt is automatically successful. If the party does move between the streets and the high ground, you can elect to have them fight one or the other (or both) of the encounters indicated.

STAT BLOCKS: *Yellow-fang Goblin, Rock Baboon,* **Giant Bat**.

B. Wild Baboon Lairs. It's safe to presume the doors of buildings inhabited by baboons would be generally left open, so I've drawn them that way on the Xitaqa maps.

STAT BLOCKS: *Rock Baboon.*

> **THE BABOONS**
> From their description as "brightly-coloured apes", you may think these creatures are more properly identified as mandrills than baboons, although either would actually be a species of large monkey rather than an ape. In fact, mandrills were grouped into the same genus as baboons until 1989, meaning that when *Night's Dark Terror* was published in 1986, it was entirely correct to refer to a mandrill as a baboon. From a behavioural standpoint, baboons are much more aggressive than mandrills, however. For consistency, I've kept with the original adventure in referring to the creatures as baboons.

G. Goblin Lair. On the Xitaqa maps, I've drawn these buildings with glowing hearths and smoking chimneys.

STAT BLOCKS: *Yellow-fang Goblin, Rock Baboon.*

X1 & X3 Front and Rear Lobbies. These locations share the same description. If the heroes are having too easy a time of it, feel free to have some goblins retreat to form a larger, combined force in location X2.

STAT BLOCKS: *Yellow-fang Goblin.*

X2 Hall. Assume the platform is 5' high, has AC 15, 20 hit points, and immunity to poison and psychic damage.

STAT BLOCKS: *Yellow-fang Goblin, Yellow-fang Bodyguard, King Plak.*

GOLTHAR'S TOWER

Climbing the tower would be quite difficult and dangerous. A successful DC 15 Strength (Athletics) check should be required to climb each storey (about 10') by any character without a climb speed. (Note that the first storey of the tower is 20' high from the plaza, but only 10' high from the high ground above the streets). Failing this check with a roll of 5 or less results in the character plummeting to the ground, however far that might be. Modify this as necessary if the party employs ropes, pitons, and other means of lessening the danger.

STAT BLOCKS: **Giant Bat**.

X4 & X5 Plaza and Entrance Hall. The adventure states that the hobgoblins automatically notice and attack the adventurers. If the party is being cautious, though, it would be fair to have them make Dexterity (Stealth) checks opposed by the hobgoblins' Passive Perception to determine if they can approach unseen.

STAT BLOCKS: **Hobgoblin**.

X6 Crypt. The gelatinous cubes can be spotted with a successful DC 15 Wisdom (Perception) check prior to their attack.

STAT BLOCKS: **Gelatinous Cube**.

X7 Old Library. Instead of read languages, a *comprehend languages* spell is needed to read the books here.

STAT BLOCKS: **Giant Spider**.

X8. Vlack's Quarters. The location description here assumes the monsters are prepared for the heroes' arrival and have secreted themselves behind the curtains in the alcoves. Modify this if the party successfully sneaks in. You may also wish to change the ice wolf's tactics, particularly if Vlack isn't present, since it seems unlikely a creature of animal intelligence would plan a surprise attack from behind a curtain. (More likely, the ice wolf would be attracted to the sounds of battle in locations X5, X6, or X7).

STAT BLOCKS: *Ice Wolf, Vlack.*

X9 Dormitory. Thieves' tools and a successful DC 13 Dexterity check are sufficient to open the locked chest here, if the PCs don't have the key. Note that the presence of Stephan's equipment is dependent on whether Stephan is here or not. If the party arrives at Xitaqa before Stephan, omit his items from the chest's contents.

X10 "Empty Room". Invisible walls within the room are not shown on the map, so it will be necessary to keep track of their placement some other way. Treat everything (and everyone) inside the room as though it is affected by a *greater invisibility* spell that cannot be dispelled. The entire room

radiates an aura of illusion magic to anyone viewing it with *detect magic* or a similar effect.

If you'd prefer to not arm the minotaur with a magic weapon, an alternative is to equip it with a *gem of seeing*, which will similarly allow the monster to see the PCs while they are invisible.

Stat blocks: **Minotaur**.

X11 Art Gallery (CR 8). Unlocking the door leading into this location requires thieves' tools and a successful DC 13 Dexterity check. The door has AC 15, 18 hit points, and immunity to poison and psychic damage.

The layout of this room is somewhat problematic for Golthar's escape, since he's in the outer hall beyond the portraits. The adventure's description of his tactics suggests that he can move to either of the outer halls and even up the stairs, but from the map this doesn't seem possible. In fact, it's difficult to understand how Golthar got into the outer hall in the first place. My advice is that the staircase leading up to the next floor should have two more secret doors – one on either side – which will allow Golthar freedom to run up the stairs or to move past them to the opposite hall as needed.

The secret doors are well hidden. A successful DC 20 Wisdom (Perception) check is required to spot a secret door, or a character searching the wall can find a secret door with a successful DC 15 Intelligence (Investigation) check. Either successful check also reveals the means of opening the door. (Golthar knows how to open the secret doors and treats them as regular doors).

For each of the trapped paintings, use the following description:

Trapped Painting
Simple trap (level 1–4, moderate threat)
The paintings in this room are trapped with a powerful electric current.
Trigger. Attacking a painting with a melee attack triggers the trap.
Effect. The triggering creature must make a DC 10 Constitution saving throw. On a failed save, the creature takes 5 (1d10) lightning damage and is stunned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a successful save, the creature takes half damage and is not stunned.
Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the telltale signs of static electricity about the paintings. *Dispel magic* will remove the trap, as will simply attacking the painting with a ranged attack.

Stat blocks: *Living Jade Statue*, *Golthar*.

X12. Golthar's Room. Golthar's locked chest can be opened by a character with thieves' tools and a successful DC 12 Dexterity check. The Hutaakan scroll can be read with *comprehend languages*.

This encounter is a "forced failure", set up so the party is unlikely to stop Golthar from escaping. These are always problematic, as a savvy (or lucky) party might succeed despite the odds. In this case, the adventure is clear that some other Iron Ring wizard (Karllag) picks up where Golthar left off. It is preferable to have Golthar escape, though, simply because a recurring villain makes for a more dramatic confrontation later on.

Although I generally avoid commenting on treasure, in this location it is important to the plot that the PCs find the *magical silver needle* and *golden thread*.

Stat blocks: *Golthar*.

Journey to Threshold

Sukiskyn to Rifllian

There's an assumption here that the party is taking with them the 24 white horses recovered from the bandits at location W3. If the PCs have gotten this far and haven't yet visited the bandit camp, you could either have the residents of Sukiskyn invite them to do so at this point, or assume the horses were recovered by Taras and Gregor while the party was adventuring elsewhere.

W18 Misha's Ferry [Map 1]**.** If the party avoided hostility with Misha's bear during their first visit to the ferry, you may wish to reward them by having the bear reappear here to assist with battling the Iron Ring (if so, have the bear appear on the second or third round of combat, charging in from the woods). To determine surprise, have the Iron Ring forces make Dexterity (Stealth) checks opposed by the party's Passive Wisdom scores.

Stat blocks: Bors and Hermann (*Iron Ring Reaver*), *Iron Ring Hound*, Cave Bear (**Brown Bear**).

WE7. The Slavers' Camp [Map 16]**.** It's entirely possible the party will elect to not attack the Iron Ring in their camp and instead attempt to ambush them elsewhere. If the party does attack, note the changes in which guards are active and which are asleep depending on when the attack occurs. Either way, the PCs will need to beat the guards' Passive Perception scores with their Dexterity (Stealth) checks to gain surprise, although a clever party might accomplish the same thing with a Charisma (Deception) check opposed by the guards' Wisdom (Insight).

Depending on how you wish to portray Loshad, you may consider having him join the fight accompanied by a few warhorses. This works best if the party runs into trouble and needs some assistance against such a large number of opponents.

Stat blocks: *Rucker*, Sydnor (*Iron Ring Reaver*), Sgagast (**Bugbear**), *Iron Ring Hound*, *Yellow-fang Goblin*, Slave (**Commoner**), Goblin Slave (*Red-blade Goblin* with no weapons or armour), **Riding Horse**.
Optional stat blocks: *Loshad*, **Warhorse**.

W19 Gnomes' Ferry [Map 17]. This encounter's description has a small inconsistency: The text suggests Aksel is accompanied by 2 Hounds, while the stat blocks say 7 Hounds. Since Aksel is intended to be outnumbered, 2 is likely the correct number of Hounds.

Stat blocks: Aksel (*Iron Ring Reaver*), *Iron Ring Hound*, Gnome (**Commoner**).

WE8 Merchants. Information provided by Ahiktos should be modified based on actual events. For instance, if Golthar didn't survive to flee Xitaqa, it would be better to give Karllag a somewhat different description, rather than have Golthar substituted with a seemingly identical other evil wizard.

Stat blocks: Ahiktos (**Noble**), Guard Leader (**Veteran**), Normal Guard (**Guard**), Wagon-driver (**Commoner**).

Rifllian

Iron Ring Watchers. Jolenta, Gactis, and 2 Hounds hide on a wooded knoll to observe the party as it makes its way into and out of Rifllian. The adventure assumes the watchers won't be discovered and that they can go on to orchestrate the ambush at event WE12. If you'd like to give the heroes some chance of spotting their observers, especially if they take some precautions such as scouting the area, consider having the Iron Ring forces make Dexterity (Stealth) checks opposed by the party's Wisdom (Perception) to determine if the observers are themselves observed.

Stat blocks: *Jolenta*, Gactis (*Iron Ring Reaver*), *Iron Ring Hound.*

R1 Arrival at Rifllian. If you've relocated the adventure to some other campaign setting, you may consider changing some of the details here. The unicorn heraldry, for example, might be substituted with something appropriate to your campaign.

On to Threshold

WE11 Follower Behind. Assuming the PCs travel at a normal pace, Gactis won't be able to avoid detection while following them (using stealth while travelling requires moving at a slow pace, so Gactis wouldn't be able to keep up). If the party doubles back to catch Gactis, he tries to evade them and the PCs need a successful DC 15 Wisdom (Survival) check to locate his trail. If they try for an ambush instead, their Dexterity (Stealth) checks will need to beat his Passive Perception to lure him into a trap.

If they ignore him entirely, what he does is up to you. He might join the attack with the Scange or continue to follow the party to Threshold and rejoin Jolenta there. The adventure doesn't mention him again, so the assumption is he's expendable.

Stat blocks: Gactis (*Iron Ring Reaver*).

WE12 Trouble Ahead [Map 18]. The adventure assumes Jolenta rushed ahead from Rifllian to set up this ambush with the Scange, but in truth the bandits' sole purpose seems to be hanging about ambushing anyone coming up the road or river, so even if the PCs managed to find and defeat Jolenta, it shouldn't change this encounter.

On the River. You may wish to dispense with any mechanics around the Scange boat grappling the Mudlark and simply have the bandits begin boarding after a few rounds exchanging ranged attacks.

If you'd rather roll for it, the Scange boat needs to get within 50' of the Mudlark, after which each round two bandits can make attack rolls against AC 12. Treat these attacks exactly as if the bandits were throwing hand axes (ranged attacks at range 20/60 using Strength). On a hit, the boats are grappled and are hauled side by side against each other at the start of the next round.

On the Trail. The bandits make a group Dexterity (Stealth) check opposed by the party's Passive Perception. On a success, the party is surprised, and the lead PC stumbles into the bandits' rope. On a failure, the PCs notice the bandits when the lead PC is still 20 feet away.

If the lead PC is surprised, either he (if on foot) or his mount (if mounted) must succeed on a DC 10 Dexterity saving throw or fall prone at the start of combat due to the bandits' rope trap.

The arboreal swordsmen will only attempt their leaping attacks if the heroes are mounted. If they do, have them make Strength (Athletics) or Dexterity (Acrobatics) checks contested by the mount's Dexterity (Acrobatics) to determine if they successfully land on the mounts' backs. The *Dungeon Master's Guide* has rules for fighting after climbing onto a larger creature on page 271. If a mount attempts to dislodge an attacker, it would be fair for the mounted PC to make a Dexterity (Animal Handling) check to not also be knocked off.

Thieves' tools and a successful DC 12 Dexterity check will suffice to open the locked chest at the Scange camp.

Stat blocks: Hrothgar (**Thug**), **Warhorse**, Scange Bandit (**Bandit**).

Threshold

If it becomes necessary, the townsfolk use the **Commoner** stat block, while guards use the **Guard** stat block and guard sergeants use the **Veteran** stat block.

Threshold's laws on weapons and armour might be viewed as somewhat arbitrary by your players, which could lead to the PCs flouting them, which in turn could lead to pointless conflict with local authorities. As an alternative, the law might instead require weapons to be peace bonded. This means that weapons are secured in place, such as by tying sword hilts to their scabbards so they can't be drawn. This is usually done with a specific type and colour of cord tied in

specific knots so that if a weapon has been drawn, authorities can see that the cord has been removed or broken. It takes an action to remove a peace bond cord before a weapon can be wielded.

Inns. Assume the reaction the PCs get at any inn is indifferent at first. If they care to change that, buying a round of drinks or a successful DC 10 Charisma (Persuasion or Deception) check should increase NPC attitude to friendly.

Hiring Retainers. Retainers aren't as common in 5th Edition as they were in Basic D&D but if the party would like to hire some help, see the sidekick rules in *Tasha's Cauldron of Everything* for some options.

Fogor Isle. For pickpocket attempts, assume the thieves have a +5 Dexterity (Sleight of Hand) check, opposed by a random PC's Passive Perception score.

Stat blocks: Thief (**Thug**).

Golthar's Plan

TE1 Patriarchal Parade. This is one of those risky forced fail encounters, where the adventure assumes the PCs can't think of a way to catch Golthar. Golthar and Jolenta are described as being "across the street", which would certainly be within range of most, if not all, of the PCs' ranged attacks. Another consideration is that a character with a fly speed or a spellcaster with *misty step* could probably ignore the intervening crowds entirely.

Having the PCs spot Golthar is good storytelling, as it foreshadows the later encounter on Fogor Isle. To avoid

triggering a combat encounter too early though, consider these options:

- Tease the heroes with a hint of Golthar's presence without giving them an actual target: They spot a familiar swirl of yellow robes in the throng, but when they stop to scan the crowd, they can't locate him.
- Move Golthar and Jolenta back: They might be seen glaring at the party from a balcony a hundred feet away. Whatever the PCs do, the pair disappears into the building and cannot be located.

TE2 Phoney Rescue. This is another encounter where the adventure removes a certain amount of player agency. Mechanically, you could have Mafka's Charisma (Deception) check opposed by the party's Wisdom (Insight) determine whether or not the PCs are fooled by her act. Although if they aren't fooled, there remains the problem of Mafka "vanishing into the crowd", which could leave your players asking why it's arbitrarily impossible for them to follow her.

As with much of the *South of the River* chapter previously, this railroading is best removed by simply allowing the PCs a chance to succeed. They may see through Mafka's deception and hold her for questioning. This could allow them to skip the Crossed Swords encounter entirely and head straight for the wererat hideout. There's nothing wrong with that.

Rescuing Mafka from the cart requires a successful DC 12 Dexterity (Acrobatics) or Strength (Athletics) check.

Stat blocks: Mafka (*Iron Ring Reaver*).

TE3 The Iron Ring Sighted. Yet another forced fail, here the party sees one of the wererats and is prevented from stopping him. As with TE2, you may wish to acknowledge the PCs have a chance to catch Vokos and question him, with similar results to interrogating Mafka as noted above. In truth, this encounter adds little to the adventure, so you may choose to leave it out.

Stat blocks: Vokos (**Wererat**).

TE4 Outside the Crossed Swords. Picking the lock on either of the inn's doors requires thieves' tools and a successful DC 12 Dexterity check. The boarded windows have AC 15, 15 hit points, and immunity to poison and psychic damage.

Day/Night. I'm not sure why the adventure includes a nigh-infinite number of stevedores to stop the party from entering the inn during the day. Obviously, the intent is that the party waits for night, but I'm honestly not sure why it matters. I would probably ignore this and dispense with the stevedores.

Stat blocks: Vokos (**Wererat**), Stevedore (**Bandit** (without crossbow)).

TE5 Through the Alleyways. The adventure notes here that the party can catch and question Vokos, but it assumes he can get away with his lies. It would be appropriate to allow him a Charisma (Deception) check opposed by the PCs' Wisdom (Insight) check to determine if they sense his deceit.

The party might also have other tactics, such as intimidation or magic (*detect thoughts*, perhaps). As in TE2 and TE3 above, the PCs might gain enough information to skip the Crossed Swords and head directly to the wererat hideout.

TE6 Ambush. Any ambush attempt requires the ambushers to make Dexterity (Stealth) checks against the party's Passive Perception scores.

Note that *Night's Dark Terror* does include the possibility of Golthar returning later on once the PCs reach the lost valley. This is covered under encounter HE2 below. With that in mind, you may wish to have Golthar flee this encounter rather than die here. Alternatively, if Golthar is killed here, perhaps his masters in the Iron Ring have him raised from the dead so he can atone for his failures by defeating the heroes and finding the lost valley.

Stat blocks: *Golthar*, *Jolenta*, Sligh (*Iron Ring Reaver*), *Iron Ring Hound*, **Wererat**, Thug (**Bandit** (without crossbow)).

TE7 The Crossed Swords Tavern [Map 19]**.** If the party enters the inn by picking the lock on one of the doors and remains quiet, the troll may not be aware of their presence, and they could have a chance of surprising it.

Stat blocks: **Troll**.

TE8 The Wererat Hideout [Map 19]**.** Rather than stealth being impossible on the stairs, any Dexterity (Stealth) checks should be made with disadvantage. In Golthar's room, the hidden compartment can be discovered with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check. The lock on the casket can be picked with thieves' tools and a successful DC 13 Dexterity check.

Stat blocks: Thug (**Bandit** (without crossbow)).

OPTIONAL EVENTS
Dogged! The PCs might wish to help Chester rather than simply take his dog. A successful DC 13 Wisdom (Medicine) check reveals that the man is in no imminent danger of dying, although it could take a further successful DC 13 Charisma (Persuasion) check to convince him that he doesn't need to give up his dog. Use the **Mastiff** stats for the dog.

The Thief. If you'd prefer that the PCs have some chance of catching their observer, have him make a Dexterity (Stealth) check opposed by their Wisdom (Perception) checks to see if he can truly "disappear into the crowd".

Stat blocks: Thief (**Bandit**).

The Beggar. Thieves attempting to steal from the PCs should make Dexterity (Sleight of Hand) checks opposed by the PCs' Passive Perception scores.

Stat blocks: Begar (**Commoner**), Urchin Thief (**Bandit** (without crossbow)).

Shower. Dodging the shower requires a successful DC 8 Dexterity saving throw. A character hit by the shower makes Charisma ability checks at disadvantage until they bathe.

Wagons. You may wish to give the PCs an opportunity to make a DC 8 Dexterity saving throw to avoid the splashing mud here.

Bear. It should be obvious to any but the most impulsive characters that the bear isn't a threat. A successful DC 12 Wisdom (Animal Handling) check should be sufficient to pacify the bear, made with advantage if baked goods are offered first.

Stat blocks: **Black Bear**.

Accident. Treat any attacks made by NPCs here as with improvised weapons.

TOWARDS THE BLACK PEAKS

As this section of the adventure plays out, the party is compelled to flee up the valley because of large gnoll war-parties chasing them. The only real problem here, aside from the outside chance of overconfident players wanting to fight 30 gnolls at a time, is if the party decides to turn around and run back to Threshold. To avoid that, play up the encroaching fog that shrouds the area. By the time the

party reaches encounter VE3, they should have marched several miles not being able to see more than a few dozen feet around themselves.

Per the adventure, the fog doesn't clear until encounter VE4, about 3 hours after encounter VE3. That works well if the party continues towards the lost valley after VE3, but if the PCs should decided to retreat to Threshold, have the fog clear early and make it apparent to them that they've marched miles into gnoll territory, with gathering parties of gnolls and ogres blocking any chance of safely making it back to town.

VE3 Sacred Ground [Map 20]**.** When the ghouls attack, have them make Dexterity (Stealth) checks opposed by the party's Passive Perception scores to determine who is surprised. The tunnel entrances can be spotted with a successful DC 12 Wisdom (Perception) check.

Disregard the notes about weapon use in the tunnels. Instead, Small creatures have no penalties while in the tunnels, but Medium creatures have to squeeze (each foot of movement costs an extra foot, disadvantage on attacks and Dexterity saving throws, and attacks rolls against the character have advantage). Remember that this is due to the tunnels' height, not their width: In theory, a character with a climbing speed could walk along the wall and avoid these penalties.

The adventure notes that Krasgat's helper leaves to find a gnoll war-party, returning in 4 turns. This equates to 40 minutes, meaning that unless the PCs choose to rest here, they're likely to be long gone before the reinforcements arrive. If you want the encounter with Krasgat to be more impactful, have the war-party arrive sometime during the fight. (If the heroes are a bit beat up after this encounter, that's not a bad thing as it will add to the tension of them fleeing up the valley).

Adjust Krasgat's tactics for the spells and abilities she has on her 5th Edition stat block.

Stat blocks: **Ghoul**, **Giant Rat**, *Krasgat*, **Gnoll**, Gnoll Leader (**Gnoll Pack Lord**).

Fleeing Up the Valley

VE4. Smoke and Drums. Stat blocks are referenced here for the sake of completeness, but ideally your players see the wisdom in fleeing up the valley.

Stat blocks: **Gnoll**, Gnoll Leader (**Gnoll Pack Lord**), **Ogre**.

VE5 Ambush [Map 21]**.** As with all ambush attempts, the gnolls' Dexterity (Stealth) checks opposed by the party's Passive Perception scores determine surprise. You may choose to give the gnolls advantage, since they clearly had time to prepare their hiding spots well in advance.

Stat blocks: **Gnoll**, Gnoll Leader (**Gnoll Pack Lord**).

V1 The Gorge [Map 22]**.** Note that the waterfall here is 320 feet high, meaning that a fall from the bridge would generally be fatal.

Stat blocks: *Living Steel Statue*.

The Mountain Pass

I'm not sure if horses plummeting to their deaths should be a significant part of any adventure, so it might be best here to dispense with rolls and instead evoke the steep, treacherous nature of the mountain journey through vivid descriptions alone.

If you do want to involve mechanics, any character riding or leading an animal can made a DC 12 Wisdom (Animal Handling) check whenever the adventure indicates a chance of falling, with advantage if they take proper precautions like dismounting and leading the animal. On a failure, they have a near miss as the animal stumbles precariously close to a cliff edge. The party loses 1d4 hours of travel time as they calm the animal and find a safer way through (with the delay possibly inviting additional random encounters).

VE8 Rockfall. For the rockfall, have any creatures in danger each make a DC 10 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) bludgeoning damage in addition to incurring some risk of a fall as noted above.

VE9 Narrow Road. Rather than requiring strength, the same Animal Handling check noted above can be used here to navigate the narrow ledge.

V2 The High Bridge [Map 23]**.** Frightened animals can be controlled with successful DC 12 Wisdom (Animal Handling) checks. Falling off a mount causes a character to land prone in an adjacent space but causes no damage.

Stat blocks: **Griffon**.

V3 Fallen Bridge [MAP 24]. Presumably the adventure assumes all the mounts and pack animals are dead by the time the party arrives at this encounter, because no advice is given as to how ungulates are supposed to navigate this obstacle. Given that challenge, you may choose to skip this encounter.

Any character without a climb speed climbing up or down the gorge requires a successful DC 10 Strength (Athletics) check. Use of ropes, pitons, or other apparatus can provide advantage or negate the need for a roll, at your discretion.

Exposure to the noxious cave requires a successful DC 11 Constitution saving throw or the exposed character contracts sewer plague (see page 257 in the *Dungeon Master's Guide*).

Spotting the rattler requires a 13 Passive Perception score. If noticed, the DC to climb the gorge increases to 12 for any character trying to avoid the snake. Any character without a climb speed attempting to fight while climbing makes attack rolls with disadvantage and attack rolls made against them have advantage.

STAT BLOCKS: *Tuatara Lizard*, Mountain Rattlesnake (**Poisonous Snake**).

V4 Gateway to Hutaaka [MAP 25]. This is another nigh-impassable area for mounts and pack animals, so you may choose to modify it by having an intact bridge lead to the gates.

Climbing the walls of the gorge here is automatically successful. Climbing the wall next to the gates is more difficult, requiring a successful DC 13 Strength (Athletics) check by any character without a climb speed.

The gates have AC 17, 50 hit points, an 8-point damage threshold, and immunity to poison and psychic damage. A successful DC 25 Strength (Athletics) check is required to force them open. A *knock* spell opens them easily.

STAT BLOCKS: Raven (**Blood Hawk**), *Living Rock Statue*.

THE LOST VALLEY OF HUTAAKA

EASTERN HUTAAKA

The Map 26 folder contains two generic maps that can be used for encounters in the valley.

Most of the atmosphere-building events have no mechanics, but a couple need to be addressed:

Trap. To avoid the boulder, each character in its path must succeed on a DC 8 Dexterity saving throw or take 7 (2d6) bludgeoning damage. You may wish to allow a Passive Perception score of 12 or better to notice a primitive trip wire so the trap can be avoided.

Restless Dead. A possible option here if you want to avoid your party engaging in a succession of meaningless battles against wandering zombies and skeletons is to instead make the restless dead ghostly apparitions that can be seen, possibly heard, but not otherwise interacted with. This

would achieve the goal of making the journey through the valley spooky without it turning into a slugfest.

Ancient Structures. See the Optional Encounters section above for notes on these encounters.

MEETING THE INHABITANTS

There might be a temptation here to introduce some 5th Edition mechanics like Charisma (Persuasion) and Wisdom (Insight) checks to see if either faction believes and/or trusts the heroes, but I don't think it's necessary. This event is constructed so that the PCs either help the Traldar defeat the Hutaakans, or they get into a fight with the Traldar and the Hutaakans rush to aid them. Either way, the intent here is that the party finishes this encounter allied with one of the two factions. Both factions are eager for a new ally, so having them become hostile because of a bad Charisma check is contrary to their inclinations.

Should events unfold that the Hutaakans try to ambush the PCs and Traldar, as usual have the ambushers make Dexterity (Stealth) checks opposed by the Passive Perception of the PCs and Traldar to determine who is surprised, if anyone.

Once the party has become nominally allied with one of the two factions (assuming they don't take an unexpected approach such as attacking or ignoring both factions), they will at some point meet the faction leaders and receive a narrative on the history and current situation in the valley. As the adventure notes, both factions tend to colour their description of the opposing faction, to the extent of outright lying.

Having said that, these lies have been told and believed for generations, so it could be argued that the current inhabitants have come to accept these ideas as truth. You may wish to have the inhabitants make Charisma (Deception) checks opposed by the party's Wisdom (Insight) to see if the PCs can detect an undercurrent of dishonesty, or you may decide that the inhabitants believe their statements to be true to the extent that there is no deception: They may be wrong, but they aren't actually lying.

STAT BLOCKS: *Traldar Warrior*, *Traldar Vocal*, Giant Footpad Lizard (**Giant Lizard**), *Hutaakan Minor Priest*, *Hutaakan Warrior*.

WESTERN HUTAAKA

HE1 Hutaakan Ceremony [MAP 27]. This might be the party's first encounter with the 'pawn' undead under control of the ghouls in the temple. You may choose to accentuate this by describing the undead as moving with a precision and purpose not normally seen among the chaotic ranks of lesser undead.

STAT BLOCKS: *Hutaakan Minor Priest*, *Kforedz*, Skeleton Pawn (**Skeleton** with advantage on saving throws against any effect that turns undead), Zombie Pawn (**Zombie** with advantage on saving throws against any effect that turns

undead), *Traldar Warrior*, *Traldar Vocal*, Giant Foot-pad Lizard (**Giant Lizard**).

HE2 Old Enemy. Having Golthar survive to reappear here is a great way to add drama in the form of a recurring villain, and since this is D&D, even if Golthar didn't survive, he could probably be raised from the dead.

HE4 Restless Dead. These encounters mainly serve to add some urgency to the party's mandate in the valley. It should be clear to the PCs that attrition is taking its toll, and whatever faction they've aligned with won't long survive the perpetual undead onslaught.

Stat blocks: **Skeleton**, **Zombie**, Skeleton Pawn (**Skeleton** with advantage on saving throws against any effect that turns undead), Zombie Pawn (**Zombie** with advantage on saving throws against any effect that turns undead), **Wight**.

HE5 Kartoeba Strikes. Kartoeba's presence in the adventure is a bit awkward. The monster has been added in such a way that its presence is observed through nearby attacks and trails of slime, but the adventure is clear that the party shouldn't actually be able to track it down until event HE7.

Given that the slime trails would lead back to the various tunnel entrances located about the valley, one may wonder why the heroes would be so incapable of simply following such an obvious trail. In fact, the adventure states that if the party enters Kartoeba's tunnels in any way other than following the trail in event HE7, they automatically become lost and randomly exit the tunnels after some hours of wandering.

There is some metagame logic to this, as defeating Kartoeba is intended to be the adventure's climactic encounter. The adventure even suggests having the PCs watch as Kartoeba drags Golthar off – presumably to be devoured – which could present an interesting moral dilemma (perhaps by rescuing Golthar, the heroes could persuade him to turn from his evil ways – who knows?).
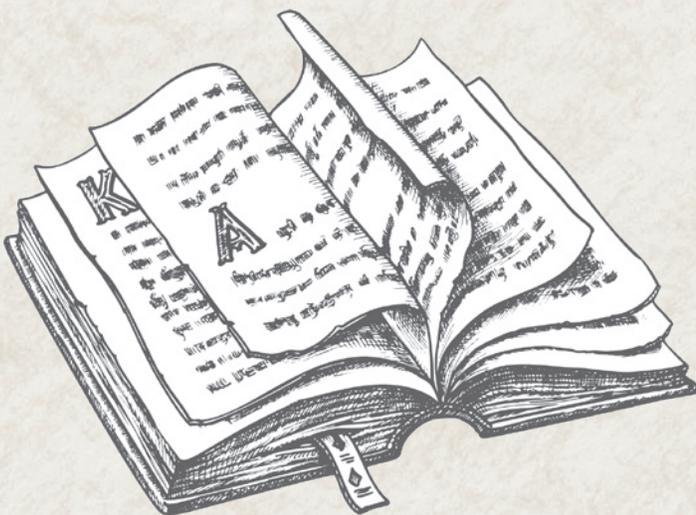
Nonetheless, your players could balk at obvious railroading if they make an intelligent effort to track down whatever is leaving the slime trails and are arbitrarily told they become lost and end up wandering helplessly for hours. To avoid railroading, a simple solution lies in Kartoeba's prodigious size and strength: If the party follows a slime trail, they do indeed find what was a tunnel entrance, but the creature collapsed it behind itself, burying the entrance under tons of rock the party has no hope of moving. In this way, the valley isn't dotted with hidden tunnel entrances, rather Kartoeba makes whatever entrances it needs when it needs them, collapsing them afterward. For the PCs to find the monster, they must then descend into its tunnels from the temple.

THE FINAL SOLUTION
The inscribed rod described here functions as a spell scroll with the spells *knock* and *continual flame*.

H3 Vault of the Elders [Map 28]**.** Although it isn't stated in the adventure, the sound of "stone grating on stone" suggests that the special ghoul here has emerged from a stone sarcophagus of some sort, which you may wish to add to the map. The following description can be used for the cursed ring:

> RING OF WEAKNESS
> *Ring, uncommon (requires attunement)*
> While wearing this ring, you have disadvantage on attack rolls and ability checks using Strength, as well as Strength saving throws.
> **Curse.** This ring is cursed, and becoming attuned to it extends the curse to you. As long as you are cursed, the ring cannot be removed.

Stat blocks: *Special Ghoul.*

H4 The Singing Pool. The logic behind the Traldar not collecting the water themselves doesn't quite hold water (pun intended). The adventure states the journey cannot be completed in less than a day, but the distance is only about 16 miles. A round-trip should take about 11 hours at the most, implying that it likely could be accomplished between sunup and sundown. Riding their lizards, the trip would be even shorter. You may wish instead to place the rhagodessae at the pool, ambushing anyone who comes near. This would better explain with the Traldar have failed to collect the water on their own.

Stat blocks: *Rhagodessa.*

HE6 Laying the Dead to Rest. This event assumes the party is aligned with one of the valley's factions. If not, you may wish to arrange for the PCs to learn what needs to be done to resolve the undead threat for themselves, using either of the methods listed under H3 and H4 above. The note on awarding 500 XP for completing the ritual should be ignored if you are using milestone level progression.

Stat blocks: *Kforedz, Hutaakan Minor Priest, Guri-ben-Kaal, Traldar Warrior.*

HE7 Trail of Kartoeba. As noted under HE5 above, you may wish to modify this event. Here, the party finally gets to track down Kartoeba, although it's entirely arbitrary since none of the circumstances of tracking the creature have changed. It might be more satisfying to have the party descend into the tunnels from the Temple of Pflarr after having eliminated the undead threat. (Perhaps while exploring H5b, a tentacle reaches up from the pit and drags an ally screaming into the darkness below).

Stat blocks: *Kartoeba.*

HE8 Peace in the Valley? Care should be taken in running this section of *Night's Dark Terror* so that the game doesn't turn into a prolonged genocidal bloodbath. The adventure assumes the PCs will attempt to escape the valley, but a stubborn party might want to revenge itself upon treacherous erstwhile allies.

One potential idea is to move this section ahead of HE7. If the party's allies turn on them immediately after the undead threat is eliminated, a fun event would be to have the party captured and lowered into Kartoeba's pit via the hanging cage. The motivation needn't be evil, rather the Hutaakans or Traldar in their ignorance simply believe that such a sacrifice is needed to finally placate the creature and achieve peace in the valley. (To accomplish this, a reserve force of Hutaakans or Traldar would likely need to follow the party to the temple, ready to rush in and surround them once the ceremony is complete).

Temple of Pflarr

[Map 29]
H5 Above Ground. Opening the barred doors requires a *knock* spell or successful DC 10 Strength (Athletics) check. (Since the party must get into the temple for the adventure to continue, this check can be made as many times as needed to succeed).

H5a Vestibule. This room is rather small for the 18 undead guardians it's intended to contain. You may wish to relocate the guardians to H5b instead (perhaps put them up on the balcony to drop down on the party as it enters).

Note that the missing ceremonial washstand referred to here is not the missing golden bowl needed for the ceremony described in *The Knowledge of the Elders*. The golden bowl needed for the ceremony, which can be found at H5d, is intended to be placed on the main altar at location H5b.

Stat blocks: Skeleton Pawn (**Skeleton** with advantage on saving throws against any effect that turns undead), Zombie Pawn (**Zombie** with advantage on saving throws against any effect that turns undead).

H5b Main Temple. The secret door can be discovered with a successful DC 13 Wisdom (Perception) check, although as noted in the adventure, the door cannot be opened without the magical key.

Looking at the map, it might be hard to imagine how anyone would get into the cage, with it being suspended over the pit and surrounded by flames. I envision that one would lower the cage part-way to the pit, then use a long hook to pull it over to the balcony. You may imagine better solutions. Any creature moving through the flames or ending its turn within the flames takes 7 (2d6) fire damage.

The pit is kept dark by a magical effect identical to a *darkness* spell but with a duration of permanent. Climbing the walls of the pit requires a successful DC 20 Strength (Athletics) check by any characters without a climb speed. Note that falling the entire depth of the pit deals 63 (18d6) bludgeoning damage.

Stat blocks: **Grey Ooze**, *Living Jade Statue*, Skeleton Pawn (**Skeleton** with advantage on saving throws against any effect that turns undead), Zombie Pawn (**Zombie** with advantage on saving throws against any effect that turns undead).

H5c Robing Rooms. The secret door here can be discovered with a successful DC 10 Wisdom (Perception) check. Use the following description for the trap:

Secret Door Trap
Simple trap (level 1–4, moderate threat)
This secret door is guarded against anyone opening it without the pass phrase.
Trigger. Opening the door without first speaking the pass phrase triggers the trap.
Effect. All creatures within 10 feet of the door must succeed on a DC 10 Dexterity saving throw or take 5 (2d4) lightning damage.
Countermeasures. A successful DC 15 Wisdom (Perception) check reveals faint sigils carved around the door. A successful DC 13 Intelligence (Arcana) check reveals their purpose and allows them to be defaced and neutralized. Note that the pass phrase is known only to the High Priestess.

H5d Secret Passage. You may wish to allow a DC 10 Wisdom (Medicine) check if the PCs try to determine what killed the High Priestess. What exactly did kill her seems open to interpretation, since as far as I can tell the adventure never actually says. You could assume she was slain by the Traldar about five months previously when they drove the Hutaakans from the temple, but that begs the question as to why they didn't take the golden bowl or any of her other treasure. Possibly she was injured by the Traldar and bled to death while hiding from them in the secret passage.

STAT BLOCKS: **Wraith**.

H5e Priests' Quarters. Rather than a 50% chance of dislodging a rock, have any character crawling through the passage make a DC 10 Dexterity saving throw, taking 2 (1d4) bludgeoning damage on a failed save.

H5f Antechambers. Note that the ceremonial washstands in these locations are not the correct location for the ceremony to destroy the undead, which is intended to take place at the main altar in location H5b.

STAT BLOCKS: Skeleton Pawn (**Skeleton** with advantage on saving throws against any effect that turns undead), Zombie Pawn (**Zombie** with advantage on saving throws against any effect that turns undead).

H5g Room of Records. The locked doors leading to H5f can be opened with thieves' tools and a successful DC 13 Dexterity check. Use the following description for the trap:

> RECORDS ROOM TRAP
> *Simple trap (level 1–4, dangerous threat)*
> This door is magically warded.
> **Trigger.** If any character other than Kforedz opens the door, the trap is triggered.
> **Effect.** All creatures within 15 feet of the door must succeed on a DC 10 Constitution saving throw or become blinded for one hour.
> **Countermeasures.** A successful DC 15 Wisdom (Perception) check reveals faint sigils carved around the door. Use of a *comprehend languages* spell allows the caster to learn that only the Hutaakan High Priestess can safely open the door.

The literature in the room can be read and understood with the use of a *comprehend languages* spell. Alternatively, you may wish to allow someone to decipher the language with a successful DC 20 Intelligence (History) check.

H5h The Crypts. To locate the secret door from the crypts side, a successful DC 12 Wisdom (Perception) check allows a character to see the scratches on the floor where the sarcophagus has been swiveled back and forth (from the tunnels, it can be seen automatically).

STAT BLOCKS: **Skeleton**, **Zombie**, **Wight**, **Mummy**.

H5i Treasure Room. The locked chests can each be opened with thieves' tools and a successful DC 14 Dexterity check. For the trap, use the following description:

> LOCKED CHEST TRAP
> *Simple trap (level 1–4, moderate threat)*
> This chest is trapped with poisonous spores.
> **Trigger.** Opening the chest triggers the trap.
> **Effect.** A 30 ft radius cloud of poisonous spores surrounds the chest. Every creature within this radius when the trap is triggered must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage.
> **Countermeasures.** A successful DC 15 Wisdom (Perception) check reveals the presence of the trap. A character with thieves' tools can make a DC 13 Dexterity check, disarming the trap on a success. Failing this check by 5 or more triggers the trap.

CATACOMBS OF KARTOEBA
[MAP 30]

You may wish to disregard the notion of PCs becoming automatically lost. If the party begins to wander off into the farther network of tunnels beyond the map, mention that they've entered disused tunnels that extend away from the temple – that should prompt them to turn around.

Meandering Tunnels and H6 Under the Temple. Rules for green slime can be found on page 105 of the *Dungeon Master's Guide*.

Stat blocks: **Ochre Jelly**, **Carrion Crawler**.

H6a Dark Pit. The continual darkness spell is simply a *darkness* spell with a duration of permanent.

H6b Kartoeba's Lair. On the adventure's map, Kartoeba is shown as inhabiting a separate tunnel somewhat removed from this location. You may wish to have Kartoeba enter this area unexpectedly through one of the secret doors, possibly surprising the PCs as they explore the room.

Stat blocks: *Kartoeba.*

APPENDIX: NEW MONSTERS

Stat blocks for new monsters are presented here in alphabetical order. Some stat blocks are intended to be used for multiple NPCs. For example, many Iron Ring reavers throughout *Night's Dark Terror* have rather similar stats, so for the sake of simplicity many of them use a common stat block for an Iron Ring Reaver presented below. When an NPC has some significant difference, such as spell casting ability, they've been given a unique stat block. In all cases, magical items are omitted as they were substantially more prevalent in Basic D&D than they are in 5th Edition.

BLACK WEB ORC

These orcs are encountered in location W12 Gold Mine. Similar to normal orcs, these have poison resistance due to their affinity to arachnids and prefer swords and thrown axes.

BLACK WEB ORC
Medium Humanoid (Orc), Chaotic Evil

Armour Class 13 (hide armour)
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)

Damage Resistances poison
Skills Stealth +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

Aggressive. As a bonus action, the black web orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

BLACK WEB ORC LEADER

Night's Dark Terror presents the orc leader as only marginally tougher than his fellows. I thought I'd give him a bit more punch.

BLACK WEB ORC LEADER
Medium Humanoid (Orc), Chaotic Evil

Armour Class 13 (hide armour)
Hit Points 34 (4d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	8 (-1)	11 (+0)	13 (+1)

Damage Resistances poison
Skills Stealth +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP)   **Proficiency Bonus** +2

Aggressive. As a bonus action, the black web orc leader can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The black web orc leader deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 4 plus 1d8) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) slashing damage.

DARYA

Pyotr's wife, Darya is a competent fighter in her own right.

DARYA
Medium Humanoid (Human), Lawful Good

Armour Class 12 (leather armour)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	15 (+2)	10 (+0)	12 (+1)

Skills History +4
Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)   **Proficiency Bonus** +2

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 3 (1d4 + 1) piercing damage.

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

FYODORLL

Shrewd elven leader of an entrepreneurial bandit gang.

FYODORLL

Medium Humanoid (Elf), Neutral Evil

Armour Class 15 (leather armour)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	11 (+0)	15 (+2)	10 (+0)	16 (+3)

Skills Deception +5, Perception +2, Stealth +6
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish
Challenge 1 (200 XP)   **Proficiency Bonus** +2

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

ACTIONS

Poison Spray. One creature within 10 feet of Fyodorll that she can see must succeed on a DC 12 Constitution saving throw or take 13 (2d12) poison damage.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Spellcasting. Fyodorll casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12):

At will: *minor illusion*
2/day each: *expeditious retreat*, *sleep*
1/day each: *detect thoughts*, *levitate*

GIANT SHREW

Not many people know there are 100 billion shrews in the world, or that they have a venomous bite.

GIANT SHREW

Small Beast, Unaligned

Armour Class 12
Hit Points 16 (3d8 + 3)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

GIANT VAMPIRE BAT

Somewhat more dangerous than normal giant bats, these giant vampire bats have a paralytic bite.

GIANT VAMPIRE BAT

Medium Beast, Unaligned

Armour Class 13
Hit Points 16 (3d8 + 3)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Golthar

If Golthar meets an untimely death, this stat block can also be used for his replacement, Karllag (the adventure has different stats for the two, but they're similar enough that I'm just presenting one).

GOLTHAR

Medium Humanoid (Human), Neutral Evil

Armour Class 14 (17 with *mage armour*)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	16 (+3)	16 (+3)	10 (+0)

Saving Throws Int +5, Wis +5
Skills Arcana +5, History +5, Intimidation +2
Senses passive Perception 13
Languages Common, Draconic, Elvish
Challenge 3 (700 XP)   **Proficiency Bonus** +2

ACTIONS

Arcane Burst. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 14 (2d10 + 3) psychic damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Spellcasting. Golthar casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *blade ward, light, message*
2/day each: *mage armour, shield, sleep*
1/day each: *fly, hold person, see invisibility, web*

REACTIONS

Instinctive Charm (Recharge 4-6). When a visible creature within 30 feet of Golthar makes an attack roll against him, Golthar forces the attacker to make a DC 13 Wisdom saving throw. On a failed save, the attacker redirects the attack roll to the creature closest to it, other than Golthar or itself. If multiple eligible creatures are closest, the attacker chooses which one to target.
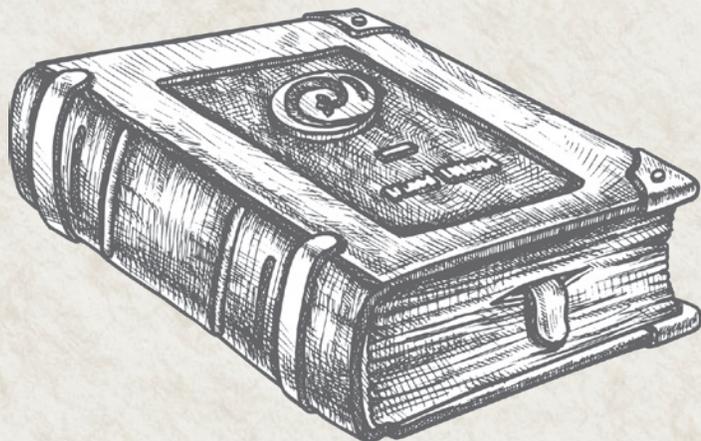
Guri-ben-Kaal

The stocky chief of the lost valley's Traldan population. Guri-ben-Kaal's bodyguards use the stat blocks of Traldar Warriors.

GURI-BEN-KAAL

Medium Humanoid (Human), Neutral

Armour Class 16 (leather armour, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	13 (+1)	9 (-1)	10 (+0)	15 (+2)

Skills Insight +2, Perception +2
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)   **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when Guri-ben-Kaal hits with it (included in the attack).

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Hutaakan Minor Priest

Night's Dark Terror alternatively describes these as merely Hutaakan Priests. I thought I'd use the Minor Priest name and a single common stat block, to help distinguish them from the main priestess, Kforedz.

HUTAAKAN MINOR PRIEST

Medium Humanoid (Hutaakan), Neutral

Armour Class 13 (natural armour)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Senses passive Perception 12
Languages Common
Challenge 1/4 (50 XP)   **Proficiency Bonus** +2

ACTIONS

Sacred Flame. One creature within 60 feet of the priest that it can see must succeed on a DC 12 Dexterity saving throw or take 4 (1d8) radiant damage.

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

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *spare the dying*
1/day: *healing word*

Hutaakan Warrior

The Hutaakan warriors have a preference for ambushes and missile weapons.

Hutaakan Warrior

Medium Humanoid (Hutaakan), Neutral

Armour Class 15 (chain shirt)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages Common
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Ice Wolf

A lesser cousin to the winter wolf, ice wolves are occasionally employed as mounts by hobgoblins.

Ice Wolf

Large Monstrosity, Unaligned

Armour Class 13 (natural armour)
Hit Points 32 (5d10 + 5)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Damage Resistances cold
Damage Vulnerabilities fire
Senses passive Perception 13
Languages —
Challenge 2 (450 XP)   **Proficiency Bonus** +2

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

Snow Camouflage. The ice wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

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

Cold Breath (Recharge 5-6). The ice wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a successful one.

Irina

An apprentice cleric, Irina is Pyotr's daughter.

Irina

Medium Humanoid (Human), Lawful Good

Armour Class 12
Hit Points 10 (3d8 - 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	9 (-1)	11 (+0)	16 (+3)	12 (+1)

Senses passive Perception 13
Languages Common
Challenge 1/4 (50 XP)   **Proficiency Bonus** +2

Actions

Sacred Flame. One creature within 60 feet of Irina that she can see must succeed on a DC 13 Dexterity saving throw or take 4 (1d8) radiant damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Spellcasting. Irina casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance*, *spare the dying*
1/day each: *bless*, *cure wounds*

Iron Ring Hound

Hounds of the Iron Ring show up frequently throughout *Night's Dark Terror*. The adventure presents them with a handful of stat blocks, but they're not significantly different so I'm representing them with one common stat block here. Small adjustments can be made if needed — for example, armour class can be adjusted for a Hound without armour, et cetera.

Iron Ring Hound

Medium Humanoid (Human), Neutral Evil

Armour Class 12 (leather armour)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)   **Proficiency Bonus** +2

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

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

Iron Ring Reaver

The Reavers of the Iron Ring are a more varied lot than their lackeys, the Hounds. Throughout the adventure, various enemies are described as Reavers, some named and some not. Generally, the Reavers fall into three categories: fighters, thieves, and spell-casters. For 5th Edition D&D, the fighters and thieves can be reflected by a single stat block that works well for all encounters. In some cases, you may wish to adjust the stats for a Reaver not in armour or lacking some weapons. The spell-casters are more unique and for those I've provided individual stat blocks under each of their names.

Iron Ring Reaver

Medium Humanoid (Human), Neutral Evil

Armour Class 17 (studded leather, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Senses passive Perception 11
Languages Common
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

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

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Jolenta

Jolenta is a capable reaver. She orchestrates several ambushes against the heroes as they try to reach the lost valley.

Jolenta

Medium Humanoid (Human), Neutral Evil

Armour Class 16 (chainmail)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Saving Throws Wis +5, Cha +5
Senses passive Perception 13
Languages Common
Challenge 1 (200 XP)   **Proficiency Bonus** +2

Actions

Iron Grasp. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d10) necrotic damage.

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

Spellcasting. Jolenta casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance, resistance*
2/day each: *bane, cure wounds*
1/day each: *hold person, silence*

Kalanos

The PCs meet boatman Kalanos early in the adventure and later have a chance to save him after the destruction of Ilyakana. His Uncontrolled Recklessness trait is only active while he's insane.

Kalanos

Medium Humanoid (Human), Neutral Good

Armour Class 12 (leather armour)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

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

Senses passive Perception 10
Languages Common, Elvish
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

Uncontrolled Recklessness. Kalanos gains advantage on all melee weapon attack rolls and attack rolls against him have advantage.

Actions

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

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Karlagg

See Golthar.

Kartoeba

The mighty "Thing in the Pit", Kartoeba serves as the adventure's climactic encounter.

Kartoeba

Large Aberration, Unaligned

Armour Class 14 (natural armour)
Hit Points 75 (10d10 + 20)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	2 (-4)	10 (+0)	13 (+1)

Saving Throws Dex +4, Cha +3
Skills Perception +3, Stealth +7
Senses blindsight 120 ft., passive Perception 13
Languages —
Challenge 6 (2,300 XP)   **Proficiency Bonus** +3

Fearful Presence. Any creature that starts its turn within 60 feet of Kartoeba and can see it must succeed on a DC 12 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 Kartoeba's Fearful Presence for the next 24 hours.

Grasping Tentacles. Kartoeba has up to four tentacles. Each tentacle can be attacked (AC 20;10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to Kartoeba, who can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

Actions

Multiattack. Kartoeba makes four attacks with its tentacles, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature grappled by Kartoeba. *Hit:* 22 (4d8 + 4) piercing damage plus 7 (2d6) acid damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 40 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and Kartoeba can't use the same tentacle on another target.

Reel. Kartoeba pulls each creature grappled by it up to 20 feet straight toward it.

Legendary Actions

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

Detect. Kartoeba makes a Wisdom (Perception) check.
Tentacle Attack. Kartoeba makes a single Tentacle attack.
Slither. Kartoeba moves up to its movement speed without provoking attacks of opportunity.

KFOREDZ

Conniving and duplicitous, Kforedz leads the remaining Hutaakans.

KFOREDZ

Medium Humanoid (Hutaakan), Neutral

Armour Class 16 (chain shirt, shield)
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4
Skills Deception +4, Persuasion +6
Senses passive Perception 13
Languages Common
Challenge 3 (700 XP)　　　　**Proficiency Bonus** +2

ACTIONS

Pflarr's Command. One creature within 60 feet of Kforedz that she can see must succeed on a DC 13 Wisdom saving throw or take 13 (3d8) psychic damage and fall prone.

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

Spellcasting. Kforedz casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *resistance, spare the dying*
2/day each: *cure wounds, hold person, protection from evil and good, silence*
1/day each: *animate dead, lesser restoration, remove curse*

KING GNHASS

Chieftain of the Red-blade goblins, Gnhass is likely to meet his doom during the siege of Sukiskyn.

KING GNHASS

Small Humanoid (Goblin), Neutral Evil

Armour Class 15 (chain shirt)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	11 (+0)	8 (-1)	12 (+1)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1 (200 XP)　　　　**Proficiency Bonus** +2

Nimble Escape. Gnhass can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

REACTIONS

Redirect Attack. When a creature Gnhass can see targets it with an attack, Gnhass chooses another goblin within 5 feet of him. The two goblins swap places, and the chosen goblin becomes the target instead.

KING KLOSS

Kloss leads the Wolfskull goblins and is less inclined to suicidal attacks than his counterpart, Gnhass.

KING KLOSS

Small Humanoid (Goblin), Neutral Evil

Armour Class 17 (chain shirt, shield)
Hit Points 31 (7d6 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	11 (+0)	9 (-1)	12 (+1)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 2 (450 XP)　　　　**Proficiency Bonus** +2

Nimble Escape. Kloss can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if wielded with two hands to make a melee attack.

REACTIONS

Redirect Attack. When a creature Kloss can see targets it with an attack, Kloss chooses another goblin within 5 feet of him. The two goblins swap places, and the chosen goblin becomes the target instead.

KING PLAK

Chieftain of the Yellow-fang tribe, Plak rules from the ruins of Xitaqa.

KING PLAK

Small Humanoid (Goblin), Neutral Evil

Armour Class 15 (chain shirt)
Hit Points 31 (7d6 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+1)	13 (+1)

Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 2 (450 XP)　　　　**Proficiency Bonus** +2

Nimble Escape. Plak can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

REACTIONS

Redirect Attack. When a creature Plak can see targets it with an attack, Plak chooses another goblin within 5 feet of him. The two goblins swap places, and the chosen goblin becomes the target instead.

KRASGAT

About as creepy as they come, Krasgat is a gnoll shaman who sics an entire gnoll army on the PCs.

KRASGAT

Medium Humanoid (Gnoll), Chaotic Evil

Armour Class 14 (hide armour)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	16 (+3)

Senses darkvision 60 ft., passive Perception 11
Languages Gnoll
Challenge 2 (450 XP)   **Proficiency Bonus** +2

ACTIONS

Multiattack. Krasgat makes two Eldritch Blast attacks.

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) force damage.

Spiked Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Spellcasting. Krasgat casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At will: *blade ward, minor illusion*
1/day each: *darkness, fear, hex, hold person*

KUZMA

Kuzma is Pyotr's mother.

KUZMA

Medium Humanoid (Human), Lawful Good

Armour Class 10
Hit Points 14 (4d8 - 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (-1)	9 (-1)	14 (+2)	18 (+4)	10 (+0)

Senses passive Perception 14
Languages Common
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

ACTIONS

Sacred Flame. One creature within 60 feet of Kuzma that she can see must succeed on a DC 14 Dexterity saving throw or take 4 (1d8) radiant damage.

Spellcasting. Kuzma casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *mending, spare the dying*
2/day each: *bless, cure wounds*
1/day: *lesser restoration*

LIVING STATUES

Various types of living statues appear in *Night's Dark Terror*. Some had abilities and resistances that don't translate well to 5th Edition D&D, so I've made some adjustments that I hope preserve the feel of the monsters while making them playable in the modern game.

Note the subtle difference between the living rock and living rock/ooze statues: One squirts magma and the other blobs of grey ooze.

LIVING JADE STATUE

Medium Construct, Unaligned

Armour Class 16 (natural armour)
Hit Points 24 (4d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	5 (-3)	11 (+0)	8 (-1)

Saving Throws Dex +3, Con +4, Wis +2
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

Magic Resistance. The living jade statue has advantage on saving throws against spells and other magical effects.

Unusual Nature. The living jade statue doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The living jade statue makes two slam attacks.

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

LIVING ROCK STATUE

Large Construct, Unaligned

Armour Class 16 (natural armour)
Hit Points 60 (8d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	5 (-3)	11 (+0)	8 (-1)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)　　　　　**Proficiency Bonus** +2

Magic Resistance. The living rock statue has advantage on saving throws against spells and other magical effects.

Unusual Nature. The living rock statue doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The living rock statue makes two magma squirt attacks.

Magma Squirt. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) fire damage.

LIVING ROCK/OOZE STATUE

Large Construct, Unaligned

Armour Class 16 (natural armour)
Hit Points 60 (8d10 + 16)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	5 (-3)	11 (+0)	8 (-1)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)　　　　　**Proficiency Bonus** +2

Magic Resistance. The living rock/ooze statue has advantage on saving throws against spells and other magical effects.

Stone Passage. The living rock/ooze statue can burrow through solid stone.

Unusual Nature. The living rock/ooze statue doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The living rock/ooze statue makes two grey ooze attacks.

Grey Ooze. The living rock/ooze statue squirts a blob of grey ooze (see Blob of Grey Ooze stat block) into an unoccupied adjacent space. The blob of grey ooze can then act, using the same initiative as the living rock/ooze statue.

BLOB OF GREY OOZE

Small Ooze, Unaligned

Armour Class 10
Hit Points 11 (2d6 + 4)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +4
Damage Immunities acid, cold, fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1/4 (50 XP)　　　　　**Proficiency Bonus** +2

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:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 5 (2d4) acid damage, and if the target is wearing nonmagical metal armour, its armour is partially corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armour is destroyed if the penalty reduces its AC to 10.

LIVING SILVER STATUE

Tiny Construct, Unaligned

Armour Class 16 (natural armour)
Hit Points 7 (2d4 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	13 (+1)	5 (-3)	11 (+0)	8 (-1)

Damage Resistances fire, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)   **Proficiency Bonus** +2

Magic Resistance. The living silver statue has advantage on saving throws against spells and other magical effects.

Unusual Nature. The living silver statue doesn't require air, food, drink, or sleep.

ACTIONS

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

LIVING STEEL STATUE

Large Construct, Unaligned

Armour Class 17 (natural armour)
Hit Points 67 (9d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	5 (-3)	11 (+0)	8 (-1)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with wooden or adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)   **Proficiency Bonus** +2

Metal Absorption. Whenever the living steel statue is hit with a nonmagical metal weapon not made of adamantine, that weapon becomes stuck to the statue. A character holding the weapon can use an action to make a DC 16 Strength (Athletics) check, freeing the weapon on a success. A weapon that has not been freed is absorbed into the statue at the end of its next turn, destroying the weapon, and the statue gains 3 (1d4 + 1) temporary hit points.

Magic Resistance. The living steel statue has advantage on saving throws against spells and other magical effects.

Unusual Nature. The living steel statue doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The living steel statue makes two slam attacks.

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

LOSHAD

The stat block provided for Loshad can be used for any chevall, if needed.

LOSHAD

Large Monstrosity (Shapechanger), Neutral

Armour Class 12
Hit Points 52 (7d10 + 14)
Speed 50 ft.

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

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 2 (450 XP)   **Proficiency Bonus** +2

Horse Whisperer. Loshad can speak with horses. Horses have a friendly attitude toward Loshad and will help and obey him if possible.

Shapechanger. Loshad can use his action to polymorph into a Large centaur or back into his true form, which is a Large horse. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. Loshad reverts to his true form if he dies.

Summon Warhorses (1/Day). Loshad magically calls 1d3 warhorses. The warhorses arrive in 1d4 rounds, acting as allies of Loshad and obeying his spoken commands. The warhorses remain for 1 hour, until Loshad dies, or until Loshad dismisses them as a bonus action.

Trampling Charge. If Loshad moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, Loshad can make another attack with his hooves against it as a bonus action.

ACTIONS

Multiattack. In horse form, Loshad makes two hooves attacks. In centaur form, he makes two hooves attacks or two shortbow attacks.

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

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

Lost Dreams Pixie

Corrupted by the magic of the black mirror, these pixies have become uncharacteristically violent and aggressive. Their alignment becomes neutral good if the black mirror is destroyed.

Lost Dreams Pixie

Tiny Fey, Chaotic Evil

Armour Class 15
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7
Senses passive Perception 14
Languages Sylvan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Actions

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

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

Spellcasting. The pixie casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *druidcraft*
1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

Oil Beetle

The opportunistic scavengers can be aggressive to anyone who comes between them and their food.

Oil Beetle

Small Beast, Unaligned

Armour Class 14 (natural armour)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Actions

Multiattack. The oil beetle attacks once with its bite and once with its oil spray.

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

Oil Spray. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d6) fire damage.

Pyotr

Patriarch of Sukiskyn, Pyotr is the leader of the homesteaders.

Pyotr

Medium Humanoid (Human), Neutral Good

Armour Class 12 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	13 (+1)	11 (+0)	15 (+2)	12 (+1)

Skills Animal handling +4, Persuasion +3
Senses passive Perception 12
Languages Common, Elvish
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +1 to hit, range 150/600 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

Reactions

Parry. Pyotr adds 2 to his AC against one melee attack that would hit him. To do so, Pyotr must see the attacker and be wielding a melee weapon.

Red-blade Bodyguard

Elite warriors of the Red-blade tribe.

Red-blade Bodyguard

Small Humanoid (Goblin), Neutral Evil

Armour Class 15 (leather armour, shield)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	9 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

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

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Red-blade Goblin

With stats similar to a normal goblin, the Red-blades are notable for their use of slings.

Red-blade Goblin

Small Humanoid (Goblin), Neutral Evil

Armour Class 15 (leather armour, shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)   **Proficiency Bonus** +2

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

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Rhagodessa

A dangerous, spider-like monster.

Rhagodessa

Large Monstrosity, Unaligned

Armour Class 14 (natural armour)
Hit Points 39 (6d10 + 6)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)   **Proficiency Bonus** +2

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

Actions

Multiattack. The rhagodessa makes two attacks with its suckers, uses Pull, and makes one attack with its bite.

Sucker. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* The target is grappled (escape DC 13). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws. The rhagodessa has two suckers, each of which can grapple only one target.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Pull. The rhagodessa pulls each creature grappled by it up to 5 feet straight toward it.

These wild monkeys have been trained by the Yellow-fang Goblins to be unusually aggressive.

ROCK BABOON

Medium Beast, Unaligned

Armour Class 12
Hit Points 19 (3d8 + 6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

ACTIONS

Multiattack. The rock baboon makes one club attack and one bite attack.

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

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

This Iron Ring Reaver leads a slaver band.

RUCKER

Medium Humanoid (Human), Neutral Evil

Armour Class 16 (chainmail)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +3
Senses passive Perception 12
Languages Common
Challenge 1 (200 XP)   **Proficiency Bonus** +2

ACTIONS

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

Spellcasting. Rucker casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *guidance, resistance*
2/day each: *bane, healing word*
1/day each: *blindness/deafness, hold person*

This monstrous spider is worshiped by the Black Web Orcs.

SHROUD SPIDER

Large Beast, Unaligned

Armour Class 14 (natural armour)
Hit Points 67 (9d10 + 18)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +7, Stealth +9
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses blindsight 60 ft., passive Perception 17
Languages —
Challenge 5 (1,800 XP)   **Proficiency Bonus** +3

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

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

Web Sense. While in contact with a web, the shroud spider knows the exact location of any other creature in contact with the same web.

ACTIONS

Multiattack. The shroud spider makes two bite attacks and makes one web attack if able to.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Web (Recharge 5-6). The shroud spider sprays webbing at a point within 60 ft., creating a web with a 10-foot-radius centred on that point. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed. This paralysis lasts as long as the creature remains in contact with the web, or until the web loses its potency after 1 hour. A creature that comes into contact with the web must make the same saving throw or be paralyzed as above. The shroud spider is immune to the paralysis effect of its own webbing. The web can be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

LEGENDARY ACTIONS

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

Detect. The shroud spider makes a Wisdom (Perception) check.
Lurk. The shroud spider takes the Hide action.
Skitter. The shroud spider moves up to its movement speed without provoking attacks of opportunity.

If you're at all worried your players might laugh at you when you tell them they're fighting a "special ghoul", you may choose to rename this monster.

SPECIAL GHOUL

Medium Undead, Chaotic Evil

Armour Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	11 (+0)	10 (+0)	13 (+1)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 3 (700 XP)　　　　　**Proficiency Bonus** +2

Loathsome Visage. Any creature that starts its turn within 30 feet of the special ghoul must succeed on a DC 11 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 special ghoul's Loathsome Visage for the next 24 hours.

Turning Defiance. The special ghoul has advantage on saving throws against effects that turn undead.

Unusual Nature. The special ghoul doesn't require air, drink, or sleep.

ACTIONS

Multiattack. The special ghoul makes one attack with its claws and attack with its bite.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stephan is Pyotr's brother. His antics are a significant catalyst for the adventure's progression.

STEPHAN

Medium Humanoid (Human), Lawful Good

Armour Class 15 (leather armour, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)	15 (+2)

Skills Survival +1
Senses passive Perception 9
Languages Common, Elvish
Challenge 1/2 (100 XP)　　　　　**Proficiency Bonus** +2

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if wielded with two hands to make a melee attack.

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

REACTIONS

Parry. Stephan adds 2 to his AC against one melee attack that would hit him. To do so, Stephan must see the attacker and be wielding a melee weapon.

Taras is Pyotr's eldest son.

TARAS

Medium Humanoid (Human), Neutral Good

Armour Class 13 (leather armour)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	10 (+0)	9 (-1)	12 (+1)	11 (+0)

Skills Animal Handling +3
Senses passive Perception 11
Languages Common, Elvish
Challenge 1/2 (100 XP)　　　　　**Proficiency Bonus** +2

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

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

Thoul

Magical hybrids of hobgoblins, ghouls, and trolls, thouls aren't truly undead.

Thoul

Medium Monstrosity, Chaotic Evil

Armour Class 12
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	7 (-2)	9 (-1)	8 (-1)

Senses darkvision 60 ft., passive Perception 9
Languages Goblin
Challenge 1 (200 XP)   **Proficiency Bonus** +2

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

Actions

Multiattack. The thoul attacks once with its longsword and once with its claws.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Traldar Vocal

These highly specialized humans are adapted to use their scream as a weapon.

Traldar Vocal

Medium Humanoid (Human), Neutral

Armour Class 11
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	9 (-1)	10 (+0)	11 (+0)

Skills Animal Handling +4
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

Screamer. The Traldar vocal can make his voice heard up to 5 miles away.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Shout. Each creature in a line 30 feet long and 5 feet wide originating at the Traldar vocal must succeed on a DC 11 Constitution saving throw or be stunned until the end of the Traldar vocal's next turn.

Traldar Warrior

Distinguished by their exceptionally hairy hands.

Traldar Warrior

Medium Humanoid (Human), Neutral

Armour Class 14 (leather armour, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	9 (-1)	10 (+0)	9 (-1)

Skills Animal Handling +4
Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)   **Proficiency Bonus** +2

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if wielded with two hands to make a melee attack.

Tuatara Lizard

These lizards look like a cross between an iguana and a toad with white spikes along their back.

Tuatara Lizard

Large Beast, Unaligned

Armour Class 15 (natural armour)
Hit Points 56 (7d10 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +3
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 3 (700 XP)   **Proficiency Bonus** +2

Actions

Multiattack. The lizard attacks twice with its claws and once with its bite.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

VIPER GOBLIN

These goblins have developed a resistance to poison damage from their long association with snakes.

VIPER GOBLIN

Small Humanoid (Goblin), Neutral Evil

Armour Class 14 (leather armour, shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Skills Stealth +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)   **Proficiency Bonus** +2

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

ACTIONS

Warhammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

VIPER GOBLIN LEADER

This guy makes us wonder why flinging snakes isn't a more common combat tactic.

VIPER GOBLIN LEADER

Small Humanoid (Goblin), Neutral Evil

Armour Class 15 (leather armour, shield)
Hit Points 22 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	9 (-1)

Skills Stealth +6
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

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

ACTIONS

Warhammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

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

Fling Snake (3/Day). The goblin throws a Poisonous Snake at an unoccupied space the goblin can see within 30 feet. The snake is friendly to the goblin and the goblin's allies. The snake acts immediately after the goblin and uses the goblin's initiative count. If the goblin is killed, any unflung snakes of the 3/day appear in the nearest unoccupied spaces to the goblin.

VLACK

This hobgoblin king has been reduced to a mere minion of the Iron Ring.

VLACK

Medium Humanoid (Hobgoblin), Lawful Evil

Armour Class 16 (chainmail)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)   **Proficiency Bonus** +2

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

ACTIONS

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

WOLFSKULL BODYGUARD

Battleaxes set these goblins apart from most others.

WOLFSKULL BODYGUARD

Small Humanoid (Goblin), Neutral Evil

Armour Class 15 (leather armour, shield)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	9 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

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

ACTIONS

Battleaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if wielded with two hands to make a melee attack.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if wielded with two hands to make a melee attack.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

WOLFSKULL GOBLIN
Ubiquitous enemies of the adventure's early chapters.

WOLFSKULL BODYGUARD

Small Humanoid (Goblin), Neutral Evil

Armour Class 15 (leather armour, shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

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

ACTIONS

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft.or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if wielded with two hands to make a melee attack.

WYRD
These undead elves hold a particular hatred for living elves.

WYRD

Medium Undead, Neutral Evil

Armour Class 13
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Damage Resistances necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Condition Immunities charmed, exhaustion, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Elvish
Challenge 2 (450 XP) **Proficiency Bonus** +2

Elvish Enmity. Any time the wyrd inflicts damage on an elf, the damage is increased by 3.

Unusual Nature. The wyrd doesn't require air, drink, or sleep.

ACTIONS

Multiattack. The wyrd makes two Wyrd Sphere attacks.

Wyrd Sphere. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 7 (2d6) force damage.

Yellow-fang Bodyguard

Denizens of Xitaqa, the Yellow-fangs have allied themselves with the Iron Ring.

Yellow-fang Bodyguard

Small Humanoid (Goblin), Neutral Evil

Armour Class 15 (leather armour, shield)
Hit Points 18 (4d6 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	9 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/2 (100 XP)   **Proficiency Bonus** +2

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

Actions

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

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

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Yellow-fang Goblin

Yellow-fang Goblin

Small Humanoid (Goblin), Neutral Evil

Armour Class 15 (leather armour, shield)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	9 (-1)	8 (-1)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)   **Proficiency Bonus** +2

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

Actions

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

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