

HEROES OF HIGH FANTASY



FIRES OF WAR
LOU FRYER — RALPH STICKLEY

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INSTRUCTIONS

This adventure module is designed to be played at any level and in any campaign setting. The appendix includes statblocks for all of the monsters and NPCs within this adventure at 'Beginner', 'Intermediate', and 'Advanced' challenge ratings. Beginner challenge rating is considered level 1-5, intermediate is 6-10, and advanced is any level 11 or higher. You are free to add more monsters than stated in each section of the encounter to make things more difficult if needed.

Specific loot is not included for all enemies. Loot drop tables for various generic NPCs the party may find themselves in combat with can also be found in the appendix.

We've also included this beginner / intermediate / advanced challenge rating mechanic within the adventure itself. Various skill checks will require higher or lower numbers depending on which difficulty setting you're running. It's presented as follows: Make a **DC 10** (beginner)/**15** (intermediate)/**20** (advanced)

Strength check to break down the door. This way you can keep the adventure flowing nicely without flipping back and forth to determine the appropriate challenge.

RESOURCES

Fires of War is intended to be used as a supplement to *Ultimate NPCs: Warfare*, which contains the full backstories and statblocks for the named NPCs in this adventure. *Ultimate NPCs: Warfare* also contains characters which would be suitable as pre-generated characters for the adventure; we suggest **Gael Amaenya-Kellock**, **Kameron**, **Private Bowlde**, **Aniyo Neune**, **Linnet**, and **Owain 'Bellows' Marrick** as they are all fairly new to the ways of war and would fit the 'new recruit' angle the adventure's premise presumes. Character sheets for these pre-generated characters can be downloaded for free from nordgamesllc.com.

OVERVIEW

Fires of War is a short adventure which should fill an average gaming session of 3–4 hours. It is designed to introduce the party to NPCs from *Ultimate NPCs: Warfare* and to serve as a jumping-off point for a warfare-based adventure or campaign.

It begins when the party arrives at a military encampment. **Ander Scorchheart**, who holds command, fills them in on the current state of affairs. A few days ago, the dangerous conscripted sorcerer **Mercy** was involved in a failed escape attempt orchestrated by **The Sons of Mercy** (a splinter faction within the conscript band known as **The Gallows Boys**), and was temporarily moved to Ander's unit. Rumors are also brewing that the enemy mercenaries of **Carrion Company** are on the move, led by the brutal **Fel Kade**, an old comrade of Ander's, who was presumed dead, and seeks vengeance.

The briefing is interrupted when Mercy is set loose from her wagon cell and wreaks havoc, just as Fel Kade launches an attack on the camp with Carrion Company. Now surrounded by chaos, flames, and death, the party must battle for survival amidst the fires of war.

Ander, always one step ahead of his enemies on both sides of the battlefield, had goaded Fel Kade into attacking by intentionally depleting his own forces, and manufactured Mercy's 'escape' to coincide (having the Sons of Mercy disguise themselves as her guards), hoping to win the sorcerer as his own personal weapon, regardless of the cost to his own soldiers.

The adventure is intended to raise more questions than it answers, and to leave various threads to explore, as discussed in **Part 3: Ashes and Embers**.

INTEGRATING THE ADVENTURE INTO A CAMPAIGN

Fires of War is designed to easily fit into any game world provided there is some manner of large-scale conflict occurring. The conflict's exact nature, cause, and primary belligerents are intentionally kept vague for maximum compatibility.

The simplest hook for the adventure is a call-to-arms posted on a town noticeboard or in the form of a recruitment officer looking for able-bodied warriors to report for duty. Alternatively, the party could have been drafted by a local ruler, or a central government.

PART 1: REPORTING FOR DUTY

Read the following when you are ready to begin:

Your wagon hits another rut. The condition of the road has only worsened over the course of your journey, maintenance having become less of a priority the closer you get to the heart of the conflict. Fields of crops and townsfolk coming out to wave off the brave soldiers on their way to war have given way to razed wastelands, and the empty, blackened shells of villages.

Waved on by a soldier, whose drooping eyes suggest he is drawing near to the end of his shift, you enter the camp through a gap in the surrounding ring of sharpened stakes. Watchfires dot the perimeter and cookfires illuminate the sprawl of tents, struggling to keep back the encroaching night.

"New recruits, is it?" pipes a voice beside you. Quill in hand, the officer opens a fat ledger. "Names?"

If this is the first time the characters have met each other, this is a good opportunity to have them introduced and/or described to the other players.

When all members of the party have given their names, read the following:

"You'll be serving with the 4th regiment. Left from here and straight on. Griffon rampant, sable on a pale field. Report to Scorchheart on arrival," he spits. "Off you go, quick now. Jory can see to the horses. Jory!"

A young halfling trots out of the shadows, attended by a raven, beak buried in its glossy feathers, perched on his shoulder. He takes the reigns of the horses, murmuring kind words which seem to soothe their nerves.

This is **Jory Ceffyl** (*Ultimate NPCs: Warfare*, p.94), the camp's beastmaster, and his raven **Faenagg**. While nervous around people, Jory has a way with animals; should any of the party members have an animal companion or familiar, he will take great interest and talk to it like a close friend (animals, in general, like Jory). Otherwise, he will chat to the horses, and respond to any attempt on the party's part to engage him in conversation politely, but awkwardly, clearly wanting to leave as soon as possible.

When the party heads for the 4th Regiment, read the following:

You make your way along an avenue between rows of tents. To either side of you, soldiers cluster around fires; some groups laugh, others stare into their fires in sullen silence. The avenue opens out into a cleared area around a larger pavilion under the banner of a griffon. A few figures sit around a campfire not far off, listening to an older soldier tell war stories. Beyond them, at the edge of the firelight, is a wooden wagon, a faint glow from within illuminating its barred window.

There are a few elements of the scene the party may wish to investigate further:

The older soldier is **Captain Kellock**, a good-natured veteran. He is currently telling the assembled group about Fel Kade, a deserter-turned-mercenary with a dark reputation.

If the party approaches Captain Kellock, read the following:

"...Fel Kade's not the man I served with anymore. That man died on the battlefield, years ago..." The older soldier glances up from the fire, and takes notice of your approach. The crow's feet around his eyes deepen as a warm smile spreads across his face.

"Ah, new faces, help yourself to food; the sausages are mostly bread, but they're hot!"

Kellock is an older man, his face weathered, and his patchy beard streaked with grey. While a consummate professional when it counts, he is friendly with strangers, and happy to share any information or stories, if asked. He knows that Ander has been sending most of the able-bodied soldiers to other companies, which he disagrees with, but it is not in his nature to question orders.

The party might ask questions similar to the following:

• **Who are you?** *"Captain Markus Kellock, at your service."*

• **What were you talking about?** *"Fel Kade. No doubt you saw his handiwork on the way here; slash and burn, that's him, him and his Carrion Company. He was part of my old unit. Fearless, he was. He died, or so we all thought; Fel Kade's last charge, there was a song about it and everything. Only he didn't. And now his company's working for the enemy, gods preserve us."*

• **What's the situation?** *"You tell me. Seems Scorchheart has us sat here scratching our arses (beggin' your pardon), while he sends off the best part of the company. If he's not careful, all he'll have is old farts and greenhorns to guard his precious wagon."*

• **What do you know about Ander?** *"Scorchheart? I used to serve with him, well, under him I suppose. He was Ander Valiente back then. He disappeared a few years ago, killed by orcs we thought, but he's rejoined now and worked his way back up to command." Kellock glances towards the larger tent. "I was never the biggest fan of the man, truth be told, but since he came back, well... I can't fault his ambition."*

• **What's in the wagon?** *He gives you a dark look. "Mercy."*

• **What's Mercy?** *"Evil. She's a murderer, and mad besides. Command seem to think it's a good idea to keep her as a weapon. The Sons of Mercy tried to break her out a few days ago, so now she's been reassigned to us."*

• **Who are the Sons of Mercy?** *"A splinter group of some conscripts we've got fighting for us. Criminals. Given a choice between the noose and the army, they chose to sign up. Some are just as mad as she is. Since they found her, well, it's a match made in hell. They worship her."*

The **wagon** contains the psychopathic sorcerer-conscript, **Mercy**, bound with spell-damping shackles, and watched over by a small group of sullen **guards**.

If the party approaches the wagon, read the following:

The wagon is heavily built; dark wood and black iron rivets. The small barred window in the locked door seems to be the only opening in the structure.

"Don't get too close to the bars," the guard warns as you approach.

The interior is draped with silks and scattered with plush, tasseled cushions, almost enough to distract from the heavy, iron ring set into the floor and the chains snaking back from it.

"Oh," comes the voice from the shadows. "New faces."

She leans forward into the light with a light clank of chains. Her posture is impeccable, her clothing rich and light, her horns curved and elegant. Thick iron cuffs, attached to the chains, cover her hands, and the lower part of her face is covered by rune-inscribed metalwork. Her eyes burn into you.

"Have you come to keep me company? I'm beginning to get dreadfully bored."

Unknown to anyone else at camp, Ander has members of **The Sons of Mercy** acting as guards for the shift in order to enact his plan. If any party member looks for additional details about the guards, a successful **DC 12 / 14 / 16 Wisdom (Perception) check** will reveal evidence of prison tattoos, brands, and missing fingers marking them as former (or present) criminals.

Mercy is intelligent, cruel, and starved for entertainment. She enjoys sowing seeds of doubt and discord, and needling at others' insecurities. She is aware that The Sons of Mercy intend to break her out imminently after their recent failed attempt and suspects the previous attempt was a ruse in order to have her moved, though she does not suspect Ander's involvement.

MERCY'S JIBES

Mercy's tormenting of the party should, of course, be tailored to the characters in question. Below are some suggested points for her to dig into with the pre-generated characters:

Gael Amaenya-Kellock: Gael represents the kind of honor-bound, naively dutiful soldier Mercy most despises. Mercy will attempt to undermine her faith in the righteousness of their cause, citing her captivity and exploitation as evidence that those she fights for are far from wholly good.

Kameron: If Mercy notices that Kameron is making an effort to keep his anger in check, she will be immediately intrigued. Rather than outright asking, she will turn her attention to irritating him as much as possible in the hopes of making him snap.

Private Bowlde: Bowlde's awkwardness and lack of experience interacting with the opposite sex is almost palpable. Mercy's feminine wiles would probably make him uneasy in the best of circumstances, but with a small amount of effort, Mercy can truly discomfort him.

Aniyo Neune: Neune's calm balance is just another toy for Mercy to play with until it breaks. She will certainly pick up on any discomfort surrounding her family; the Aniyo name is well-known enough for Mercy to know of them, and she might question what the daughter of a noble house is doing with foot soldiers.

Linnet: Mercy will immediately pick up on any slip betraying Linnet's history and put the pieces together. If she suspects the other party members do not know the truth of Linnet's origins, she will make subtle hints to show Linnet that she knows, referring to her as 'it' for example.

Owain 'Bellows' Marrick: Mercy might pick up on the fact that Bellows' heroic front is just that, and probe into the details of his story for inconsistencies. Bellows is a hero to some, and a hero is not something Mercy can allow to exist unquestioned and untarnished.



The party might ask questions similar to the following:

- **Who are you?** *"Mercy. You'll forgive me if I don't shake hands." She holds up the iron manacles.*
- **Why are you in here?** *"These big, brave boys in all their steel are scared of me. Me! But I'm just a little thing."*
- **What did you do?** *"Kept myself entertained. I did nothing they didn't ask of me. They wanted me, cried out for me. They all begged for Mercy before the end..."*
- **Who are the Sons of Mercy?** *"They're all fools. But they love me, and who can blame them? They try to free me every now and then, which breaks the monotony somewhat, but their hearts didn't seem to be in it last time. Some do have a rather interesting talent for violence. The things they've done... it's enough to make a girl blush."*

PRISON BREAK

It is possible that, due to Mercy's manipulations or their own misguided good intentions, the party may choose to engineer an escape for Mercy themselves. Don't panic! You can simply skip to Part 2 with Mercy laying waste to the camp along with the (doubtless somewhat confused) Sons of Mercy. Mercy and her followers will likely ignore the party in this instance and focus fully on destruction.

The large pavilion is **Ander Scorchheart's** personal command tent.

When the party enter the tent, read the following:

The interior of the tent is dominated by a table scattered with maps and lit with flickering candles. The man across from you takes immediate notice of your entrance. He is middle-aged, with a soldier's build, and a neatly-cropped goatee. His quilted jacket and the shirt beneath are open almost to the navel, exposing crusted-black and angry-red scar tissue covering his chest. He puts down the wooden map-marker he has been examining.

"Yes?"

Ander is a calculating individual, constantly evaluating the potential of those around him, and how he can best use them to his own advancement. Privately, he is irritated at having been sent more troops, as he had hoped to have Mercy in as lightly defended an area as he plausibly could in order to enact his plan. In fact, he has been sending his most able troops elsewhere, and allowed word of this to reach **Fel Kade**, hoping to goad an attack. However, he will not raise suspicions by refusing the party.

The party might ask questions similar to the following:

- **Who are you?** *"Ander Scorchheart. I have command of this unit."*
- **Why do they call you Scorchheart?** *"No doubt you noticed the scars. Why don't you puzzle it out?"*
- **What's the situation?** *"I have reason to believe Fel Kade and his Carrion Company is on the move, and means to lead an attack on this encampment, on me. We have to shore up our defenses and make ready."*
- **Who is Fel Kade?** *"A brute and a killer. I had hoped to sway him to our side but, alas, our enmity runs too deep, and he is too short-sighted."*
- **What enmity?** *"We served together, before..." His fingers brush his marred chest. "I gave the order that killed him. It seems he has not forgiven me."*
- **He's dead?** *"Not literally, but the man he was died for certain. He was always rash, headstrong, but such savagery as he's displaying is new."*
- **What's in the wagon/Who is Mercy?** *"A useful asset, if somewhat unstable. She is assigned to us temporarily after I thwarted an attempt to break her out a few days ago. No doubt high command will have her moved to one of their lapdogs soon enough."*
- **Why are you moving troops out of the company?** *"The needs of high command are not your concern. You need only to obey orders."*



PART 2: CAMPFIRES

After a few minutes of talk, read the following:

Your conversation is cut short by a cacophony from outside. Horns, warcries, screaming, explosions and the roaring of flames. Above it all, a woman screams in exultation. Ander curses, and beckons you to follow him from the tent.

You are hit by a wall of heat and smoke. The surrounding tents are consumed by spreading flame. In the midst of it all stands Mercy, laughing as gout of fire stream from her unbound hands. Far off, a world away through the conflagration, sentries are sounding warnings; Carrion Company is attacking!

Mercy, along with **6 militia** (members of **The Sons of Mercy** who were posing as her guards and unlocked her wagon and shackles) will attack the party.

Mercy is focused on escape and causing as much wanton destruction on her way out as possible. While she will attack anyone who gets in her way, she is not specifically looking to kill people, unless she was insulted or irritated earlier, in which case, she seeks to punish the offending party member.

While Ander will support the party if prompted/required, he is more interested in holding back and seeing how the fight unfolds. He does not want Mercy harmed, but has little fear of that happening. When she flees, he will pursue her with a shout of, "Mercy is mine! Defend the camp; that's an order!"

The Sons of Mercy are true fanatics, and the ones who unlocked her cage. They will fight to the death to cover Mercy's escape.

THE POWER OF MERCY

This fight is intended to be an introduction in order to set up Mercy as a formidable threat and potential long-running villain. Unless she holds a particular grudge, she shouldn't aim to kill any party members, and shouldn't stick around long enough to be in danger of dying herself; her aim is to deal enough damage to discourage people following her and to make good her escape.

After this encounter, there are several options for encounters, all of which take place as the party make their way through the flaming wreckage of the camp. The inferno has spread rapidly through the tents, forming avenues penned-in by flame. The smoke makes it difficult to breathe, let alone see: everything beyond **60 feet** is **lightly obscured**. After two encounters have been completed, everything beyond **30 feet** is **lightly obscured** and everything beyond **60 feet** is **heavily obscured**.

The fire engulfing the camp is only getting worse. After each roll on the encounter table, each party member must make a **DC 8 / 10 / 12 Constitution saving throw** to stave off the ill effects of the smoke. On a failed save, the party member suffers **one level of exhaustion**. The DC for each subsequent check **increases by 2** as the severity of the smoke increases.

Fel Kade, the leader of **Carrion Company's** assault should pose a formidable threat to the party. Once the party is weakened by encounters and smoke, having expended around half their resources, continue to **Fel Kade's Charge**. This can be run as an encounter of its own, or interrupt any of the above before its conclusion to add another layer of complexity to the task at hand.

To determine what is happening in the chaos of the camp, the GM or Players can select from the following Encounter Table, or the events can be determined randomly by rolling:

d8	Event
1	Grunts
2	Wild Horses
3	Skirmish
4	Just Deserts
5	Elites
6	Dogs of War
7	Fire Fighting
8	Helping the Wounded

1. GRUNTS

Low-level members of Carrion Company are roving the camp, looking to prove themselves.

If this encounter is chosen/result is rolled, read the following:

Half a dozen soldiers stop in their tracks as they catch sight of you, and ready their weapons. Their ragtag armor marks them as deserters from every side of the conflict, or thieves arming themselves with whatever they can get their hands on.

The party is attacked by **6 soldiers**. They are vicious but inexperienced, and hoping to make a name for themselves in Carrion Company's hierarchy with a few easy kills. Should the odds turn against them, they will most likely flee.

2. WILD HORSES

The fire has spread to the horse lines, and Jory has cut the animals free but, rather than following him to safety, they are wreaking havoc.

If this encounter is chosen/result is rolled, read the following:

Above the shouts and the roar of flames, you hear an awful clamor of trumpeting screams. A raven streaks past, croaking raucously and the ground begins to shake as dozens of horses, eyes white with panic, trample through the blazing tents directly towards you.

Each party member must make a **DC 12 / 14 / 16 Dexterity saving throw** to avoid the stampede, or take **2d6 / 4d6 / 6d6 bludgeoning damage**.

Alternatively, a party member may attempt a **DC 14 / 16 / 18 Wisdom (Animal Handling) check** to calm the horses. On a success, the horses slow down enough for Jory to catch up with them and lead them to safety, thanking the party breathlessly. If the character **succeeds by 5 or more**, one of the horses is sufficiently calmed to allow the party member to ride it.

3. SKIRMISH

A section of the camp has managed to rally and put up an organized defense. They are holding, but just barely.

If this encounter is chosen/result is rolled, read the following:

The clamor of a nearby fight pauses momentarily, and you see a group of nervous soldiers huddled behind the scorched and splintered remnants of a cart.

"Help us!" one of them cries to you. "We won't hold off a second attack!"

Sure enough, figures charge from the smoke, fresh battlecries on their lips.

4 soldiers are facing off against **4 mercenaries**. The soldiers have formed a line behind a barricade of wreckage, but are easily outmatched. If the mercenaries are defeated, the soldiers will give their thanks and remain to secure the area. Should the party be in need of assistance during **Fel Kade's Charge**, any surviving soldiers from this encounter may be available to aid them.

4. JUST DESERTS

A few soldiers of more questionable commitment to the cause have taken the opportunity to desert, and take a few choice items with them.

If this encounter is chosen/result is rolled, read the following:

A soldier, sack of vegetables slung over one shoulder, gives a swift kick to his comrade who is rooting through a collapsed tent. Noticing the party for the first time, she straightens up with a purse of coin in her hand, and a dark look on her face.

"You never saw us," she says, holding out the pouch towards you, and moving her hand to the hilt of her weapon.

The deserters consist of a group of **4 soldiers** who simply want to leave with their loot, but are willing to fight if the party won't let them be on their way. Should any of them be reduced to half their total hit points, they will attempt to flee. Should half of them flee, the rest will try to follow.

If the party takes the bribe, the deserters will leave the area and encourage the party to do the same. The pouch contains **10 / 20 / 40 gold pieces**, a few of which are of exotic origin; souvenirs from a foreign campaign.

5. ELITES

Carrion Company's hardened warriors are seeking out loot and a decent fight.

If this encounter is chosen/result is rolled, read the following:

Unfazed by the chaos around them, the four burly figures twirl their weapons lazily as they fan out to confront you, smiling nastily.

"Finally, a decent scrap," one of them says, wiping some blood off his blade onto a nearby corpse. "Try not to die too quickly; I like a challenge!"

The party is attacked by **3 mercenaries** and **1 warmage**. These are veterans of Carrion Company, and are in their element.

6. DOGS OF WAR

Carrion Company have arrived with several attack dogs, as ruthless and vicious as their masters.

If this encounter is chosen/result is rolled, read the following:

As you round the corner, you skid to a halt as you are confronted by the bared teeth of several vicious, mongrel dogs, following on the heels of Carrion Company's kennelmaster. With hackles raised, they growl through pink-tinged slaver. The kennelmaster laughs and lifts a black whistle to his lips.

The party is attacked by Carrion Company's kennelmaster (a **mercenary**) and **4 Attack Dogs**. Unless the party has scouted ahead or approached stealthily, they are surprised for the first round of combat.

If the party kill or incapacitate the kennelmaster, the dogs will attack at random for one more round before fleeing. If a party member can obtain the **kennelmaster's whistle**, they can make a **DC 12 / 14 / 16 Wisdom (Animal Handling) check** to command one dog for the next hour (after this time, the dog will run off to rejoin its pack unless the party member has made a serious attempt to bond with the creature).

7. FIRE FIGHTING

The fire is spreading rapidly and nearing the armory.

If this encounter is chosen/result is rolled, read the following:

The dry, boot-flattened grass smokes around the canvas walls of the blazing armory. A small group of soldiers speeds past you and out of sight, away from the blaze, empty buckets swinging in their hands.

The armory is ablaze and must be doused if the regiment is to remain fighting fit. The armory has an AC of 15, 27 HP and is immune to piercing damage. It takes 5 damage at the start of each round it begins on fire. If the party decides to fight the fire, they must either fetch a bucket of water from the nearby well or use magical means.

On their first attempt to douse the flames, read the following:

A figure steps out of the darkness, hands wreathed in flames. He directs the fire towards the ropes securing the sides of the armory.

"No! You will not destroy my tribute!"

A **warmage** (a member of the Sons of Mercy) has spread the fire here as a twisted tribute to Mercy. His focus is on destroying the armory, though he will defend himself if the party begins to pose too much of a threat to him.

If the armory is reduced to 0 HP, it collapses, and its contents are too damaged to be salvageable.

The armory contains all simple and martial weapons as well as ammunition in quantities of 20. If the party manages to put out the fire, they may help themselves.



8. HELPING THE WOUNDED

The makeshift infirmary is filling with smoke; surely anyone still inside is in grave danger.

If this encounter is chosen/result is rolled, read the following:

Smoke is creeping through every stitch in the canvas of the infirmary walls. A dwarven woman with a scarf tied around her nose and mouth emerges through the open tent flap, dragging an unconscious, human man almost twice her size. Placing him on the ground, she moves to re-enter the tent but notices the party.

"Please!" she calls out, before pausing to cough some of the smoke from her lungs. "My patients! Many are unable to stand and some I cannot wake at all, please, help me get them out!"

The infirmary contains **6 unconscious soldiers**, each of whom must make a **death saving throw** at the beginning of every round they remain in the smoke-filled tent. There is a cleared area of ground 40 feet from the infirmary which is far enough away from the fire to be safe. Moving the soldiers here will ensure their safety in the short term where the medic, **Myrna Octavian** can tend to them. Any amount of magical healing will revive a soldier enough for them to make their own way to safety, but the effects of the smoke are too severe for mundane healing to help them in the tent.

If the party aid Myrna in getting her patients to safety, she will use her Healer action on any wounded party members to restore $1d6 + 4$ hit points, plus additional hit points equal to their maximum Hit Dice.

FEL KADE'S CHARGE

When you are ready for Fel Kade to join the fray, read the following:

A warhorse hurdles the flames, eyes white, teeth exposed in a scream. Thudding down into a long avenue, its momentum builds. The rider's armor glows red, his helm is a blank mask. Surrounded by fire, he would not look out of place charging from the bowels of hell itself. Spurring his horse's bleeding flank, he fixes you with unseen eyes, and levels his lance at you.

Fel Kade charges the party, mounted on a **warhorse**. As long as he remains mounted, he attacks with a lance, but should he be dismounted for any reason, he will immediately discard it in favor of his greatsword.

Fel Kade fights with a combination of brutal savagery and tactical cunning, eliminating the weakest party members first, using his abilities to inconvenience the stronger party members in order to do so. He is driven by revenge for those he blames for his 'death', specifically Ander. Should the party appear to be on the verge of defeat, Fel Kade may use the opportunity to demand they take him to Ander.

If Fel Kade appears to be in need of assistance, members of Carrion Company from the surrounding area may come to his aid. Each round Fel Kade has less than half of his total hit points, roll a d8: on the result of an 8, a **mercenary** joins the fight and takes their turn in initiative order.



PART 3: ASHES AND EMBERS

If Fel Kade is defeated, read the following:

With Fel Kade defeated, the fight seems to go out of Carrion Company. A few desperate stragglers are quickly overcome by the rallying defense, and the majority flee to fight another day. The smoke begins to clear as fires are extinguished. Dead, dying and wounded litter the avenues between the smoldering remnants of the camp, but they are aided by the grim-faced living, who eye you with new-found respect. Your victory may have been narrow, but you were victorious none the less.

Carrion Company give up their attack, most will flee to rally at their own encampment (or perhaps succumb to infighting without Fel Kade to keep them in line), but those without the option will fight to the death rather than be captured. The camp is able to rally and the fires are extinguished.

Ander returns to camp alone, claiming that he managed to subdue and recapture Mercy but that, given her instability, it is better for him to retain sole control of her “*for now, at least. I’m sure high command will agree.*” He has, in fact, negotiated with her a new deal in which she remains free and is surreptitiously ‘fed’ Ander’s naysayers and opponents to do with as she pleases in return for appearing to resume her captivity when called for. How long will Mercy’s mercurial nature will allow this state of affairs to continue? How long can Ander maintain his ruse?

The party is commended for their efforts, and their skills are noted by the inhabitants of the camp, including high command, who could approach them for special missions. Ander will certainly keep an eye on the party, fighting to keep them under his command or to get rid of them dependent on how tractable or bothersome they appear to him. If he keeps them around, he will be sure to attempt to influence those he is able to, and turn their personal loyalty to him rather than any other commanders. The more eyes he has around the camp, the better. In time though, the party is sure to realize that Ander’s only true loyalty is Ander.

PRISON BREAK

If the party freed Mercy themselves, dependent on if they were witnessed by anyone other than The Sons of Mercy, they may suffer severe repercussions from high command, perhaps being sent on a near-impossible mission in order to make amends. At the very least, Ander will be wary of them as unpredictable elements, though he could potentially leverage their deed to blackmail the party should he ever need to. Likewise, The Sons of Mercy will be unsure of what to make of the party, and may attempt to recruit the party as allies, potentially filling in the party on Ander’s original plan.

Fel Kade is more likely to fight to the death than face capture, but should the party manage to restrain him, he will prove a less than cooperative prisoner. Having sworn vengeance against Ander, he will attempt escape at every opportunity, and his knowledge of the enemy is limited, even if he were willing to share it (and he is not), being a blunt instrument not privy to the intricacies of their strategy. A living Fel Kade also gives Carrion Company a rallying point, and it is possible they will attempt a raid in the future to free their commander. If and when he regains his freedom, the party’s names shall surely find their way onto Fel Kade’s list.

If the party rolled the ‘Wild Horses’ encounter and managed to calm the horses, or helped protect them from harm, their standing with Jory will dramatically increase. While not a particularly important person in the army, he is a useful person to know, especially if there are any animal companions in need of treatment, or the party has need of zoological knowledge in the future. Should the party harm the horses, Jory will quickly form a very low opinion of them. He won’t do anything overtly harmful, but any mounts, beasts of burden, or other animals the party is furnished with by the army will be the most ornery and foul-tempered beast Jory can find; ones which will inconvenience them at every possible turn.

If the party rolled the ‘Just Deserts’ encounter and accepted the bribe, the deserters are likely forced to turn to banditry to survive. The party could encounter them again as foes either individually, or perhaps as part of Fel Kade’s Carrion Company. Alternatively, they could use the opportunity to make a new start, and increase their standing in the world, grateful to the adventurers who turned a blind eye to their inauspicious start.

If the party rolled the ‘Helping the Wounded’ encounter and attempted to help Myrna’s patients, she will seek them out and give them each a potion of healing/potion of greater healing/potion of superior healing by way of thanks, and they will have her support in the command tent. Myrna doesn’t wield a great amount of power herself, but her opinion is trusted by the commanders.

WIN SOME...

If the party is defeated, either by Fel Kade or his lackeys, the mercenaries may be looking to take captives back to their camp for interrogation or, more likely, ransoming (a mercenary can be counted upon for their loyalty to their coin purse if nothing else). Regaining consciousness in the enemy stockade could be the starting off point for a whole new adventure; *Ultimate NPCs: Warfare* could provide you with additional NPCs to flesh out the enemy camp; sympathetic characters who might have been allies were it not for the circumstances, and villains the party will be eager for the chance to face across the battlefield.

APPENDIX A: BEGINNER MONSTERS

ATTACK DOG

Medium beast, unaligned

Armor Class 14 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (25 XP)

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

Pounce. If the attack dog moves at least 20 feet straight towards a target and hits it with a bite attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the attack dog can't bite another target.

MERCENARY

Medium humanoid (any race), neutral

Armor Class 16 (hide armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1 (200 XP)

Brutish Resilience. Whenever the mercenary takes damage from a weapon attack, that damage is reduced by 3 (to a minimum of 0 damage).

Steadfast. The mercenary has advantage on ability checks and saving throws to resist being moved or knocked prone.

ACTIONS

Multiattack. The mercenary makes two attacks: one with their warhammer and one with their shield bash.

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

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

d12 Mercenary Item(s)

- 1-2 A coin purse with 4d4 cp.
- 3-4 A coin purse with 4d6 cp, and 4d4 sp.
- 5-6 A coin purse with 4d8 cp, 4d6 sp, and 4d4 ep.
- 7-8 A coin purse with 4d10 cp, 4d8 sp, 4d6 ep, and 4d4 gp.
- 9 A notice of banishment, forbidding entry to a nearby country on pain of death
- 10 A small book with blackmail information about previous employers
- 11 A flask of eye-wateringly strong orcish ale
- 12 Roll twice for this loot drop.

MILITIA

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Athletics +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

ACTIONS

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

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

d12 Militia Item(s)

- 1-5 A coin purse with 1d4 cp
- 6-8 A coin purse with 1d6 cp, and 1d4 sp
- 9-10 A roughly-carved wooden figure on a necklace
- 11 1 gp in a concealed pocket, lining of a coat, or toe of a boot
- 12 Roll twice for this loot drop

SOLDIER

Medium humanoid (any race), any alignment

Armor Class 13 (padded armor, shield)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

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

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

d20 Soldier Item(s)

- 1-4 A coin purse with 3d4 cp.
- 5-7 A coin purse with 4d6 cp, and 3d4 sp.
- 8-9 A coin purse with 4d8 cp, 3d6 sp, and 2d4 ep.
- 10 A coin purse with 4d10 cp, 3d8 sp, 2d6 ep, and 1d4 gp.
- 11-13 A set of gambling dice made from human knucklebones
- 14-16 A small charcoal drawing of a sweetheart in a locket
- 17-19 A scrap of paper with names and locations of 'Folks to Tell I'm Gone'
- 20 Roll twice for this loot drop.

WARHORSE

Large beast, unaligned

Armor Class 12 (leather armor)

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (−4)	12 (+1)	7 (−2)

Senses passive Perception 11

Languages —

Challenge 1/2 (50 XP)

Trampling Charge. If the warhorse moves at least 20 feet towards a creature and 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, the warhorse can make another attack with its hooves against it as a bonus action.

ACTIONS

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

WARMAGE

Medium humanoid (any race), neutral

Armor Class 14 (leather armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	15 (+2)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Spellcasting. The warmage is a 3rd level spellcaster. Their spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: *fire bolt, shocking grasp, true strike*

1st level (4 slots): *burning hands, jump, magic missile, thunderwave*

2nd level (2 slots): *magic weapon, misty step*

ACTIONS

Multiattack. The warmage makes two attacks; they can cast a cantrip in place of one attack.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if wielded in two hands.

d12 Warmage Item(s)

- 1-2 A coin purse with 1d4 pp.
- 3-4 A coin purse with 1d6 gp, and 2d4 pp.
- 5-6 A coin purse with 1d8 ep, 2d6 gp, and 3d4 pp.
- 7-8 A coin purse with 1d10 sp, 2d8 ep, 3d6 gp, and 4d4 pp.
- 9 A spellcasting focus built into the hilt of a rondel dagger
- 10 A scrap of silk which expands into a comfortable, well-furnished tent when unfolded
- 11 A glass bead on a fine chain, which contains a single drop of blood suspended within
- 12 Roll twice for this loot drop.

ANDER SCORCHHEART

Medium humanoid (human), neutral evil

Class Fighter 3/Warlock 1 **Armor Class** 16 (breastplate)
Background Soldier **Hit Points** 23 (3d10 + 1d8 – 4)
Occupation Tactician **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	9 (–1)	15 (+2)	14 (+2)	17 (+3)

Saving Throws Strength +4, Constitution +1

Skills Arcana +4, Deception +5, Insight +4, Perception +4;

Tools calligrapher's supplies, dragonchess, land vehicles

Senses passive Perception 14

Languages Common, Elvish, telepathy 60 ft.

Challenge 2 (450 XP)

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

Combat Superiority. Ander has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Ander can expend 1 superiority die when taking the attack action. He forgoes one of his attacks and uses a bonus action to allow a friendly creature who can see or hear him to use its reaction to make one weapon attack, adding 1d8 to the attack roll.

Distracting Strike. Ander can expend 1 superiority die when he hits a creature with a weapon attack to distract the target. He adds 1d8 to the attack's damage roll. The next attack made against the target by a creature other than him before the start of his next turn has advantage.

Maneuvering Attack. Ander can expend 1 superiority die when he hits a creature with a weapon attack to move an ally. He adds 1d8 to the attack's damage roll. An ally who can see or hear him can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Fighting Style (Defense). Ander adds +1 to his AC when wearing armor (included in his stat block).

Military Rank. Ander has the rank of commandant. Soldiers loyal to his organization recognize this rank.

Pact Magic. Ander is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, friends*

1st level (1 slot): *charm person, dissonant whispers*

Second Wind (Recharges after a Short or Long Rest). On his turn, Ander can use a bonus action to regain 1d10 + 3 hit points.

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



FEL KADE

Medium humanoid (human), chaotic evil

Class Fighter 5/Barbarian 3 **Armor Class** 16 (half plate)
Background Soldier **Hit Points** 71 (5d10 + 3d12
 + 16)
Occupation Sellsword **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	15 (+2)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Strength +8, Constitution +5**Skills** Athletics +8, Insight +5, Intimidation +5, Perception +5;**Tools** dice, land vehicles, woodcarver's tools**Senses** passive Perception 15**Languages** Common, Dwarvish**Challenge** 3 (700 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Fel Kade can take an additional action on top of his normal action and possible bonus action.

Rage (3/day). On his turn, Fel Kade can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Combat Superiority. Fel Kade has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 16 Strength saving throw or drop one item of Fel Kade's choice that it's holding.

Feinting Attack. Fel Kade can expend one superiority die to choose a creature within 5 feet of him. He gains advantage on his next attack roll against that target and adds 1d8 to attack's damage roll on a hit.

Menacing Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack. He adds 1d8 to the attack's damage roll. The target must make a DC 16 Wisdom saving throw or become frightened of Fel Kade until the end of his next turn.

Danger Sense. Fel Kade has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Fighting Style (Defense). Fel Kade adds +1 to his AC when wearing armor (included in his stat block).

Frenzy. When raging, Fel Kade can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends he suffers one level of exhaustion.

Military Rank. Fel Kade has the rank of captain. Soldiers loyal to his organization recognize this rank.

Reckless Attack. When making his first attack on his turn, Fel Kade may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Second Wind (Recharges after a Short or Long Rest). On his turn, Fel Kade can use a bonus action to regain 1d10 + 5 hit points.

ACTIONS

Multiattack. Fel Kade makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.



MERCY

Medium humanoid (tiefling), chaotic evil

Class Sorcerer 12
Background Criminal
Occupation Conscript
Armor Class 15 (unarmored)
Hit Points 98 (12d6 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Constitution +7, Charisma +9

Skills Deception +9, Insight +5, Intimidation +9, Stealth +6;

Tools dragonchess, thieves' tools

Senses darkvision 60 ft., passive Perception 11

Damage Resistances fire

Languages Common, Draconic, Infernal

Challenge 4 (1,100 XP)

Font of Magic. Mercy has 12 sorcery points, which are expended when used and are regained after a long rest. She can use a bonus action on her turn and expend 2 sorcery points to create a 1st level spell slot, 3 for 2nd level, 5 for 3rd level, 6 for 4th level, or 7 for 5th level. Additionally, she can use a bonus action on her turn and expend a spell slot to gain a number of sorcery points equal to the slot's level.

Empowered Spell. Mercy can expend a sorcery point when she casts a spell to reroll up to 5 of the damage dice and take the new results.

Heightened Spell. Mercy can expend 3 sorcery points when she casts a spell which forces a creature to make a saving throw to resist its effects to give the creature disadvantage on its first saving throw against the spell.

Twinned Spell. When Mercy casts a spell which targets only one creature other than herself, she can spend a number of sorcery points equal to the spell's level to target another creature in range.

Criminal Contact. Mercy has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dragon Ancestor. Mercy doubles her proficiency bonus (+8) to Charisma checks when interacting with dragons, if applicable.

Elemental Affinity. When Mercy casts a spell which deals fire damage, she adds +5 to the damage roll.

Infernal Legacy. Mercy can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 17). Once she casts a spell, she can't cast it again until she completes a long rest.

Spellcasting. Mercy is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *acid splash*, *chill touch*, *fire bolt*, *poison spray*, *ray of frost*, *shocking grasp*, *thaumaturgy*

1st level (4 slots): *burning hands*, *thunderwave*, *witch bolt*

2nd level (3 slots): *crown of madness*, *scorching ray*

3rd level (3 slots): *fear*, *lightning bolt*

4th level (3 slots): *ice storm*, *wall of fire*

5th level (2 slots): *cloudkill*, *cone of cold*

6th level (1 slot): *chain lightning*

ACTIONS

Chains. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



APPENDIX B: INTERMEDIATE MONSTERS

ATTACK DOG

*Medium beast, unaligned***Armor Class** 15 (chain shirt)**Hit Points** 33 (6d8 + 6)**Speed** 40 ft.

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

Skills Perception +4**Senses** passive Perception 14**Languages** —**Challenge** 1 (200 XP)

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

Pounce. If the attack dog moves at least 20 feet straight towards a target and hits it with a bite attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 9 (2d6 + 2) piercing damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the attack dog can't bite another target.

MERCENARY

*Medium humanoid (any race), neutral***Armor Class** 16 (breastplate)**Hit Points** 52 (8d8 + 16)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	14 (+2)	13 (+1)	15 (+2)

Skills Acrobatics +5, Persuasion +4, Insight +3**Senses** passive Perception 11**Languages** any one language (usually Common)**Challenge** 3 (700 XP)

Fencing Form. While wielding a one-handed melee weapon in one hand and nothing in the other, the mercenary gains a +1 bonus on attack rolls made with that weapon (included in their statblock) and a +2 bonus to their AC against attacks made by the last creature the nimble fencer made a melee attack against.

ACTIONS

Multiattack. The mercenary makes two attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage.

REACTIONS

Parry. When they are hit by a melee attack, the mercenary can force the attacker to reroll the attack roll. Advantage, disadvantage and any bonuses or penalties still apply to the reroll.

d12 Mercenary Item(s)

1-2 A coin purse with 4d4 cp.

3-4 A coin purse with 4d6 cp, and 4d4 sp.

5-6 A coin purse with 4d8 cp, 4d6 sp, and 4d4 ep.

7-8 A coin purse with 4d10 cp, 4d8 sp, 4d6 ep, and 4d4 gp.

9 A notice of banishment, forbidding entry to a nearby country on pain of death

10 A small book with blackmail information about previous employers

11 A flask of eye-wateringly strong orcish ale

12 Roll twice for this loot drop.

MILITIA

*Medium humanoid (any race), any alignment***Armor Class** 14 (chain shirt)**Hit Points** 39 (6d8 + 12)**Speed** 30 ft.

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

Skills Athletics +5, Perception +4**Senses** passive Perception 14**Languages** any one language (usually Common)**Challenge** 1 (400 XP)

ACTIONS

Multiattack. The militia makes two melee attacks.

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

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

d12 Militia Item(s)

1-5 A coin purse with 1d4 cp

6-8 A coin purse with 1d6 cp, and 1d4 sp

9-10 A roughly-carved wooden figure on a necklace

11 1 gp in a concealed pocket, lining of a coat, or toe of a boot

12 Roll twice for this loot drop

SOLDIER

Medium humanoid (any race), any alignment

Armor Class 15 (padded armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills Athletics +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Shield Wall. While the soldier is within 5 feet of at least two other creatures with this trait and they are all wielding shields, the soldier gains a +2 bonus to their AC and to Dexterity saving throws.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

d20 Soldier Item(s)

- 1-4 A coin purse with 3d4 cp.
- 5-7 A coin purse with 4d6 cp, and 3d4 sp.
- 8-9 A coin purse with 4d8 cp, 3d6 sp, and 2d4 ep.
- 10 A coin purse with 4d10 cp, 3d8 sp, 2d6 ep, and 1d4 gp.
- 11-13 A set of gambling dice made from human knucklebones
- 14-16 A small charcoal drawing of a sweetheart in a locket
- 17-19 A scrap of paper with names and locations of 'Folks to Tell I'm Gone'
- 20 Roll twice for this loot drop.

WARHORSE

Large beast, unaligned

Armor Class 14 (ring mail)

Hit Points 32 (5d10 + 5)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (−4)	12 (+1)	7 (−2)

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

Trampling Charge. If the warhorse moves at least 20 feet towards a creature and hits it with a hooves attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the warhorse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

WARMAGE

Medium humanoid (any race), neutral

Armor Class 15 (chain shirt)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	11 (+0)	14 (+2)	18 (+4)

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Eldritch Smite. When the warmage hits a target with a melee attack, they can use a bonus action and expend a spell slot to deal an additional 13 (3d8) force damage to the target.

Pact Strength. The warmage can use their Charisma modifier in place of their Strength modifier for melee weapon attacks and damage rolls.

Spellcasting. The warmage is a 5th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). They regain expended spell slots after a short or long rest, and know the following Warlock spells:

Cantrips: *blade ward, mage hand, true strike*

3rd level (2 slots): *burning hands, hold person, scorching ray, vampiric touch*

ACTIONS

Multiattack. The warmage makes two attacks.

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

d12 Warmage Item(s)

- 1-2 A coin purse with 1d4 pp.
- 3-4 A coin purse with 1d6 gp, and 2d4 pp.
- 5-6 A coin purse with 1d8 ep, 2d6 gp, and 3d4 pp.
- 7-8 A coin purse with 1d10 sp, 2d8 ep, 3d6 gp, and 4d4 pp.
- 9 A spellcasting focus built into the hilt of a rondel dagger
- 10 A scrap of silk which expands into a comfortable, well-furnished tent when unfolded
- 11 A glass bead on a fine chain, which contains a single drop of blood suspended within
- 12 Roll twice for this loot drop.

ANDER SCORCHHEART

Medium humanoid (human), neutral evil

Class Fighter 4/Warlock 4 **Armor Class** 16 (breastplate)
Background Soldier **Hit Points** 40 (4d10 + 4d8 – 8)
Occupation Tactician **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	9 (–1)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Strength +6, Constitution +2**Skills** Arcana +6, Deception +7, Insight +5, Perception +5;**Tools** calligrapher's supplies, dragonchess, land vehicles**Senses** passive Perception 15**Languages** Common, Elvish, telepathy 60 ft.**Challenge** 3 (700 XP)

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

Combat Superiority. Ander has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Ander can expend 1 superiority die when taking the attack action. He forgoes one of his attacks and uses a bonus action to allow a friendly creature who can see or hear him to use its reaction to make one weapon attack, adding 1d8 to the attack roll.

Distracting Strike. Ander can expend 1 superiority die when he hits a creature with a weapon attack to distract the target. He adds 1d8 to the attack's damage roll. The next attack made against the target by a creature other than him before the start of his next turn has advantage.

Maneuvering Attack. Ander can expend 1 superiority die when he hits a creature with a weapon attack to move an ally. He adds 1d8 to the attack's damage roll. An ally who can see or hear him can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Eyes of the Rune Keeper. Ander can read all writing.

Fighting Style (Defense). Ander adds +1 to his AC when wearing armor (included in his stat block).

Military Rank. Ander has the rank of commandant. Soldiers loyal to his organization recognize this rank.

Pact Magic. Ander is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, fire bolt, friends, message, thaumaturgy*

2nd level (2 slots): *charm person, dissonant whispers, enthrall, scorching ray, suggestion*

Second Wind (Recharges after a Short or Long Rest). On his turn, Ander can use a bonus action to regain 1d10 + 4 hit points.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) damage if used with two hands.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Gaze of Two Minds. Ander touches a willing creature and can perceive through its senses until the end of his next turn. Ander can use his action on subsequent turns to continue this connection as long as the creature is on the same plane of existence. Ander benefits from any special senses the creature possesses, but is blinded and deafened to his own surroundings.



FEL KADE

Medium humanoid (human), chaotic evil

Class Fighter 9/Barbarian 3 **Armor Class** 16 (half plate)
Background Soldier **Hit Points** 115 (9d10 + 3d12 + 36)
Occupation Sellsword **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	10 (+0)	15 (+2)	15 (+2)

Saving Throws Strength +9, Constitution +7

Skills Athletics +9, Insight +6, Intimidation +6, Perception +6;

Tools dice, land vehicles, woodcarver's tools

Senses passive Perception 16

Languages Common, Dwarvish

Challenge 6 (2,300 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Fel Kade can take an additional action on top of his normal action and possible bonus action.

Rage (3/day). On his turn, Fel Kade can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Combat Superiority. Fel Kade has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 17 Strength saving throw or drop one item of Fel Kade's choice that it's holding.

Feinting Attack. Fel Kade can expend one superiority die to choose a creature within 5 feet of him. He gains advantage on his next attack roll against that target and adds 1d8 to attack's damage roll on a hit.

Menacing Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack. He adds 1d8 to the attack's damage roll. The target must make a DC 17 Wisdom saving throw or become frightened of Fel Kade until the end of his next turn.

Riposte. Fel Kade can use his reaction and expend 1 superiority die when missed by a creature's melee attack to make a melee weapon attack against it and adds 1d8 to attack's damage roll on a hit.

Trip Attack. Fel Kade may expend 1 superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds 1d8 to the attack's damage roll. If it is Large or smaller, the target must make a DC 17 Strength saving throw or fall prone.

Danger Sense. Fel Kade has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Fighting Style (Defense). Fel Kade adds +1 to his AC when wearing armor (included in his stat block).

Frenzy. When raging, Fel Kade can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends, he suffers one level of exhaustion.

Indomitable (1/day). Fel Kade can reroll a failed saving throw.

Know Your Enemy. Fel Kade can learn certain information about a creature's capabilities, compared to his own, if he spends at least one minute observing or interacting with it outside of combat. He can discern if the creature is his equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Fel Kade has the rank of captain. Soldiers loyal to his organization recognize this rank.

Reckless Attack. When making his first attack on his turn, Fel Kade may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Second Wind (Recharges after a Short or Long Rest). On his turn, Fel Kade can use a bonus action to regain 1d10 + 9 hit points.

ACTIONS

Multiattack. Fel Kade makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.



MERCY

Medium humanoid (tiefling), chaotic evil

Class Sorcerer 16 **Armor Class** 16 (unarmored)
Background Criminal **Hit Points** 130 (16d6 + 64)
Occupation Conscript **Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Constitution +8, Charisma +10

Skills Deception +10, Insight +6, Intimidation +10, Stealth +8;

Tools dragonchess, thieves' tools

Senses darkvision 60 ft., passive Perception 11

Damage Resistances fire

Languages Common, Draconic, Infernal

Challenge 6 (2,300 XP)

Font of Magic. Mercy has 16 sorcery points, which are expended when used and are regained after a long rest. She can use a bonus action on her turn and expend 2 sorcery points to create a 1st level spell slot, 3 for 2nd level, 5 for 3rd level, 6 for 4th level, or 7 for 5th level. Additionally, she can use a bonus action on her turn and expend a spell slot to gain a number of sorcery points equal to the slot's level.

Empowered Spell. Mercy can expend a sorcery point when she casts a spell to reroll up to 5 of the damage dice and take the new results.

Heightened Spell. Mercy can expend 3 sorcery points when she casts a spell which forces a creature to make a saving throw to resist its effects to give the creature disadvantage on its first saving throw against the spell.

Twinned Spell. When Mercy casts a spell which targets only one creature other than herself, she can spend a number of sorcery points equal to the spell's level to target another creature in range.

Criminal Contact. Mercy has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dragon Ancestor. Mercy doubles her proficiency bonus (+10) to Charisma checks when interacting with dragons, if applicable.

Dragon Wings. On her turn, as a bonus action, Mercy can grow wings, granting her a flying speed of 30 feet, or dismiss them.

Elemental Affinity. When Mercy casts a spell which deals fire damage, she adds +5 to the damage roll.

Infernal Legacy. Mercy can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 18). Once she casts a spell, she can't cast it again until she completes a long rest.

Spellcasting. Mercy is a 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *acid splash*, *chill touch*, *fire bolt*, *poison spray*, *ray of frost*, *shocking grasp*, *thaumaturgy*

1st level (4 slots): *burning hands*, *thunderwave*, *witch bolt*

2nd level (3 slots): *crown of madness*, *scorching ray*

3rd level (3 slots): *fear*, *lightning bolt*

4th level (3 slots): *ice storm*, *wall of fire*

5th level (2 slots): *cloudkill*, *cone of cold*

6th level (1 slot): *chain lightning*

7th level (1 slot): *fire storm*

8th level (1 slot): *incendiary cloud*

ACTIONS

Chains. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 5 (1d4 + 3) bludgeoning damage.



APPENDIX C: ADVANCED MONSTERS

ATTACK DOG

Medium beast, unaligned

Armor Class 17 (half plate)

Hit Points 44 (8d8 + 8)

Speed 40 ft.

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

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 2 (450 XP)

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

Pounce. If the attack dog moves at least 20 feet straight towards a target and hits it with a bite attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the attack dog can't bite another target.

MERCENARY

Medium humanoid (any race), neutral

Armor Class 15 (chain shirt)

Hit Points 110 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Skills Athletics +7, Intimidation +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Duelling Style. When the mercenary is wielding a melee weapon in one hand and no other weapons, they gain a +2 bonus to damage rolls with that weapon (included in their statblock).

Clothesline. If the mercenary moves at least 15 feet straight toward a Large or smaller creature, and then hits it with a fist attack on the same turn, the target takes an additional 5 (2d4) damage and has disadvantage on its saving throw to avoid being knocked prone.

Pin Down. As a bonus action, the mercenary can pin a prone creature. The target is grappled (escape DC 17), and while grappled in this manner, the mercenary cannot move the grappled creature unless it initiates a regular grapple attempt.

ACTIONS

Multiattack. The mercenary makes two attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

d12 Mercenary Item(s)

1-2 A coin purse with 4d4 cp.

3-4 A coin purse with 4d6 cp, and 4d4 sp.

5-6 A coin purse with 4d8 cp, 4d6 sp, and 4d4 ep.

7-8 A coin purse with 4d10 cp, 4d8 sp, 4d6 ep, and 4d4 gp.

9 A notice of banishment, forbidding entry to a nearby country on pain of death

10 A small book with blackmail information about previous employers

11 A flask of eye-wateringly strong orcish ale

12 Roll twice for this loot drop.

MILITIA

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Saving Throws Dex +5, Int +4

Skills Nature +4, Perception +5, Stealth +7, Survival +7

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Archer's Precision. The militia gains a +2 bonus on attack rolls made with ranged weapons (included in the attack).

Colossus Slayer (1/turn). When the militia hits a creature with a weapon attack, the creature takes an extra 4 (1d8) damage if it's below its hit point maximum.

ACTIONS

Multiattack. The militia makes two attacks.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

d12 Militia Item(s)

- 1-5 A coin purse with 1d4 cp
- 6-8 A coin purse with 1d6 cp, and 1d4 sp
- 9-10 A roughly-carved wooden figure on a necklace
- 11 1 gp in a concealed pocket, lining of a coat, or toe of a boot
- 12 Roll twice for this loot drop

SOLDIER*Medium humanoid (any race), any alignment***Armor Class** 16 (chainmail)**Hit Points** 32 (5d8 + 10)**Speed** 30 ft.

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

Skills Perception +5**Senses** passive Perception 10**Languages** any one language (usually Common)**Challenge** 1 (200 XP)

Line Defense. If the soldier is within 5 feet of at least two other creatures with this trait, they can use their reaction to make a single melee weapon attack against a target when that target enters the line infantry's reach.

ACTIONS

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

d20 Soldier Item(s)

- 1-4 A coin purse with 3d4 cp.
- 5-7 A coin purse with 4d6 cp, and 3d4 sp.
- 8-9 A coin purse with 4d8 cp, 3d6 sp, and 2d4 ep.
- 10 A coin purse with 4d10 cp, 3d8 sp, 2d6 ep, and 1d4 gp.
- 11-13 A set of gambling dice made from human knucklebones
- 14-16 A small charcoal drawing of a sweetheart in a locket
- 17-19 A scrap of paper with names and locations of 'Folks to Tell I'm Gone'
- 20 Roll twice for this loot drop.

WARHORSE*Large beast, unaligned***Armor Class** 16 (chainmail)**Hit Points** 45 (7d10 + 7)**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11**Languages** —**Challenge** 2 (450 XP)

Trampling Charge. If the warhorse moves at least 20 feet towards a creature and hits it with a hooves attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the warhorse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 17 (4d6 + 4) bludgeoning damage.

WARMAGE*Medium humanoid (any race), neutral***Armor Class** 16 (breastplate)**Hit Points** 44 (8d8 + 8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	10 (+0)

Senses passive Perception 12**Languages** any one language (usually Common)**Challenge** 4 (1,100 XP)

Arcane Celerity. When the warmage is affected by a spell that changes their speed or grants them one, that speed is increased by 15 feet.

Spellcasting. The warmage is a 6th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: *chill touch, fire bolt, poison spray*

1st level (4 slots): *color spray, expeditious retreat*

2nd level (3 slots): *invisibility, scorching ray*

3rd level (3 slots): *fireball, fly*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands.

d12 Warmage Item(s)

- 1-2 A coin purse with 1d4 pp.
- 3-4 A coin purse with 1d6 gp, and 2d4 pp.
- 5-6 A coin purse with 1d8 ep, 2d6 gp, and 3d4 pp.
- 7-8 A coin purse with 1d10 sp, 2d8 ep, 3d6 gp, and 4d4 pp.
- 9 A spellcasting focus built into the hilt of a rondel dagger
- 10 A scrap of silk which expands into a comfortable, well-furnished tent when unfolded
- 11 A glass bead on a fine chain, which contains a single drop of blood suspended within
- 12 Roll twice for this loot drop.

ANDER SCORCHHEART

Medium humanoid (human), neutral evil

Class Fighter 6/Warlock 6

Background Soldier

Occupation Tactician

Armor Class 16 (breastplate)

Hit Points 58 (6d10 + 6d8 – 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	9 (–1)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Strength +7, Constitution +3

Skills Arcana +7, Deception +9, Insight +6, Perception +6;

Tools calligrapher's supplies, dragonchess, land vehicles

Senses passive Perception 16

Languages Common, Elvish, telepathy 60 ft.

Challenge 6 (2,300 XP)

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

Combat Superiority. Ander has 4 superiority dice. These dice are expended when used and are regained after a short or long rest.

Commander's Strike. Ander can expend 1 superiority die when taking the attack action. He forgoes one of his attacks and uses a bonus action to allow a friendly creature who can see or hear him to use its reaction to make one weapon attack, adding 1d8 to the attack roll.

Distracting Strike. Ander can expend 1 superiority die when he hits a creature with a weapon attack to distract the target. He adds 1d8 to the attack's damage roll. The next attack made against the target by a creature other than him before the start of his next turn has advantage.

Maneuvering Attack. Ander can expend 1 superiority die when he hits a creature with a weapon attack to move an ally. He adds 1d8 to the attack's damage roll. An ally who can see or hear him can use its reaction to move up to half its speed, provoking no opportunity attacks from the target of the attack.

Eldrich Sight. Ander can cast *detect magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Ander can read all writing.

Fighting Style (Defense). Ander adds +1 to his AC when wearing armor (included in his stat block).

Military Rank. Ander has the rank of commandant. Soldiers loyal to his organization recognize this rank.

Pact Magic. Ander is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, fire bolt, friends, message, thaumaturgy*

3rd level (2 slots): *charm person, counterspell, dissonant whispers, enthrall, hypnotic pattern, scorching ray, suggestion*

Second Wind (Recharges after a Short or Long Rest). On his turn, Ander can use a bonus action to regain 1d10 + 6 hit points.

ACTIONS

Multiattack. Ander makes two weapon attacks.

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

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

Gaze of Two Minds. Ander touches a willing creature and can perceive through its senses until the end of his next turn. Ander can use his action on subsequent turns to continue this connection as long as the creature is on the same plane of existence. Ander benefits from any special senses the creature possesses, but is blinded and deafened to his own surroundings.

REACTIONS

Entropic Ward (Recharges after a Short or Long Rest). When a creature attacks Ander, he can impose disadvantage on the attack roll. If the attack misses, Ander has advantage on the next attack roll he makes against the creature before the end of his next turn.



FEL KADE

Medium humanoid (human), chaotic evil

Class Fighter 13/Barbarian 3 **Armor Class** 16 (half plate)
Background Soldier **Hit Points** 151 (13d10 + 3d12 + 48)
Occupation Sellsword **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	10 (+0)	16 (+3)	16 (+3)

Saving Throws Strength +10, Constitution +8**Skills** Athletics +10, Insight +8, Intimidation +8, Perception +8;**Tools** dice, land vehicles, woodcarver's tools**Senses** passive Perception 18**Languages** Common, Dwarvish**Challenge** 8 (3,900 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Fel Kade can take an additional action on top of his normal action and possible bonus action.

Rage (3/day). On his turn, Fel Kade can enter a rage as a bonus action. He gains advantage on Strength checks and Strength saving throws, a +2 bonus to damage when making Strength based melee attacks, and resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute; it ends early if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also choose to end his rage early as a bonus action.

Combat Superiority. Fel Kade has 5 superiority dice. These dice are expended when used and are regained after a short or long rest.

Disarming Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to disarm the target. He adds 1d8 to the attack's damage roll. The target must make a DC 18 Strength saving throw or drop one item of Fel Kade's choice that it's holding.

Feinting Attack. Fel Kade can expend one superiority die to choose a creature within 5 feet of him. He gains advantage on his next attack roll against that target and adds 1d10 to attack's damage roll on a hit.

Goadng Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack to attempt to goad the target. He adds 1d10 to the attack's damage roll. The target must make a DC 18 Wisdom saving throw or have disadvantage on attack rolls against all targets other than him until the end of his next turn.

Menacing Attack. Fel Kade can expend 1 superiority die when he hits a creature with a weapon attack. He adds 1d10 to the attack's damage roll. The target must make a DC 18 Wisdom saving throw or become frightened of Fel Kade until the end of his next turn.



Parry. Fel Kade can use his reaction to expend 1 superiority die when damaged by another creature's melee attack, reducing the damage taken by 1d10.

Riposte. Fel Kade can use his reaction and expend 1 superiority die when missed by a creature's melee attack to make a melee weapon attack against it and adds 1d10 to attack's damage roll on a hit.

Trip Attack. Fel Kade may expend 1 superiority die when he hits a creature with a weapon attack to attempt to knock the target down. He adds 1d10 to the attack's damage roll. If it is Large or smaller, the target must make a DC 18 Strength saving throw or fall prone.

Danger Sense. Fel Kade has advantage on Dexterity saving throws against effects he can see, such as traps and spells, as long as he is not blinded, deafened, or incapacitated.

Fighting Style (Defense). Fel Kade adds +1 to his AC when wearing armor (included in his stat block).

Frenzy. When raging, Fel Kade can make a single melee weapon attack on each of his turns as a bonus action. When his rage ends, he suffers one level of exhaustion.

Indomitable (2/day). Fel Kade can reroll a failed saving throw.

Know Your Enemy. Fel Kade can learn certain information about a creature's capabilities, compared to his own, if he spends at least one minute observing or interacting with it outside of combat. He can discern if the creature is his equal, superior, or inferior in up to two categories: Strength score, Dexterity score, Constitution score, Armor Class, current hit points, total class levels, or Fighter class levels.

Military Rank. Fel Kade has the rank of captain. Soldiers loyal to his organization recognize this rank.

Reckless Attack. When making his first attack on his turn, Fel Kade may choose to attack recklessly, giving him advantage on all Strength-based attacks during his turn, but granting advantage to all attacks made against him until his next turn.

Second Wind (Recharges after a Short or Long Rest). On his turn, Fel Kade can use a bonus action to regain 1d10 + 13 hit points.

ACTIONS

Multiattack. Fel Kade makes three weapon attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Warhammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

MERCY

Medium humanoid (tiefling), chaotic evil

Class Sorcerer 20
Background Criminal
Occupation Conscript

Armor Class 17 (unarmored)
Hit Points 162 (20d6 + 80)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	16 (+3)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Constitution +9, Charisma +11

Skills Deception +11, Insight +7, Intimidation +11, Stealth +10;

Tools dragonchess, thieves' tools

Senses darkvision 60 ft., passive Perception 11

Damage Resistances fire

Languages Common, Draconic, Infernal

Challenge 9 (5,000 XP)

Font of Magic. Mercy has 20 sorcery points, which are expended when used and are regained after a long rest. She can use a bonus action on her turn and expend 2 sorcery points to create a 1st level spell slot, 3 for 2nd level, 5 for 3rd level, 6 for 4th level, or 7 for 5th level. Additionally, she can use a bonus action on her turn and expend a spell slot to gain a number of sorcery points equal to the slot's level. When Mercy finishes a short rest, she regains 4 sorcery points.

Empowered Spell. Mercy can expend a sorcery point when she casts a spell to reroll up to 5 of the damage dice and take the new results.

Heightened Spell. Mercy can expend 3 sorcery points when she casts a spell which forces a creature to make a saving throw to resist its effects to give the creature disadvantage on its first saving throw against the spell.

Subtle Spell. Mercy can expend a sorcery point when casting a spell to cast it without somatic or verbal components.

Twinned Spell. When Mercy casts a spell which targets only one creature other than herself, she can spend a number of sorcery points equal to the spell's level to target another creature in range.

Criminal Contact. Mercy has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dragon Ancestor. Mercy doubles her proficiency bonus (+12) to Charisma checks when interacting with dragons, if applicable.

Dragon Wings. On her turn, as a bonus action, Mercy can grow wings, granting her a flying speed of 30 feet, or dismiss them.

Elemental Affinity. When Mercy casts a spell which deals fire damage, she adds +5 to the damage roll.

Infernal Legacy. Mercy can cast *darkness* and *hellish rebuke* as a 2nd-level spell using Charisma as her spellcasting modifier (spell save DC 19). Once she casts a spell, she can't cast it again until she completes a long rest.

Spellcasting. Mercy is a 20th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *acid splash*, *chill touch*, *fire bolt*, *poison spray*, *ray of frost*, *shocking grasp*, *thaumaturgy*

1st level (4 slots): *burning hands*, *thunderwave*, *witch bolt*

2nd level (3 slots): *crown of madness*, *scorching ray*

3rd level (3 slots): *fear*, *lightning bolt*

4th level (3 slots): *ice storm*, *wall of fire*

5th level (2 slots): *cloudkill*, *cone of cold*

6th level (2 slots): *chain lightning*

7th level (2 slots): *fire storm*

8th level (1 slot): *incendiary cloud*

9th level (1 slot): *meteor swarm*

ACTIONS

Chains. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Draconic Presence. Mercy projects the dread presence of her draconic ancestry, expending 5 sorcery points to create a 60-foot aura of fear or awe. For one minute, or until Mercy loses her concentration, each hostile creature that starts its turn in the aura must make a DC 19 Wisdom saving throw. Creatures that fail their saving throw are either charmed or frightened by her until the aura ends. Creatures that succeed their saving throw are immune to the effects of the aura for 24 hours.



LEGAL

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Rivalries boil, schemes ferment, chains break. This is the tinder for the fires of war.

Will the new recruits be consumed by the flames?

This single-session variable difficulty adventure is designed to be played at any level, and can be easily tailored to fit any fantasy campaign setting. It is intended to be used as a supplement to *Ultimate NPCs: Warfare*.

