

## COMBAT TRACKER

Name Init HP Tmp Wnd

2.0 Smarnock the Warlock 14 24 Targets: Feathergale Knight 1

2.0 Rendil Braidbeard 8 8

Feathergale Knight 1 4 34

React? ☐ Init +2 AC 16 Spd 30 ft.

Traits Spellcasting

Actions Multiattack

Longsword [M] [ATK: +4] [DMG: 1d8+2 slashing] [DMG: 1d10+2 slashing]

Spear [R] [ATK: +4] [DMG: 1d6+2 piercing] [DMG: 1d8+2 piercing]

Spells Expeditious retreat - 1st level (2 slots)

MENU

ROUND

1

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'Rupert' connected

Smarnock the Warlock: [INIT]

Gorn Fullbeard: [INIT]

Rendil Braidbeard: [INIT]

[TURN] Smarnock the Warlock

GM

0

Modifier

ADV +2 +5  
DIS -2 -5

## FEATHERGALE SPIRE

Pinnacle

Level 3

Level 2

Ground Level

Stable

## 3.06.500 Feathergale Spire

## Feathergale Spire

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Keep inhabited by  
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DD Princes of the  
Apocalypse

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DD Basic Rules - DM



DD Basic Rules - Player



DD MM Monster Manual

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# DUNGEONS & DRAGONS

## STORY

### 0. Introduction

- 0.00 Credits
- 0.01 Forward
- 0.02 Table of Contents

### 1. Ch. 1: Rise of Elemental Evil

- 1.00 Chapter 1: Rise of Elemental Evil
- 1.01 Using This Book
- 1.02 Adventure Background
- 1.03 Adventure Synopsis
- 1.04 Elemental Cults
- 1.05 Cult of the Black Earth
- 1.06 Cult of the Crushing Wave

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OOC

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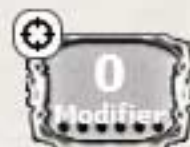
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OOC

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Smarnock ... Gorn Fullb... Rendil Brai...

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Smarnock the Warlock: [INIT]

12 +2 14

Gorn Fullbeard: [INIT]

15 -1 14

Rendil Braidbeard: [INIT]

6 +2 8

[TURN] Smarnock the Warlock

? [TURN] Kuo-toa Archpriest

[TURN] Smarnock the Warlock

[TURN] Wyvern

 Wyvern:  
[DAMAGE (M)] Stinger  
[TYPE: piercing (2d6+4=11)]

5 2 +4 11

 Damage [11] -> [to Smarnock the Warlock]  
[WOUNDED] Wyvern:  
[DAMAGE (M)] Claws [TYPE:  
slashing (2d8=11)]

6 5 11

Damage [11] -&gt; [to Smarnock the Warlock] [HEAVY]

Could not open sheet with data from unloaded module. (\*)

OOC

GM



## ENCOUNTERS

- 4.05.03 Race to Destruction - Crushing Wave
- 4.05.03 Race to Destruction - Eternal Flame
- 4.05.03 Race to Destruction - Howling Hatred
- 4.06.01 A1. Palace Quarter Entrance
- 4.06.02 A2. Gatehouse
- 4.06.03 A3. Machine Chamber
- 4.06.04 A4. Plaza of the Muses
- 4.06.05 A5. Tyar-Besil Shops
- 4.06.06 A6. Plaza of Vergadain
- 4.06.07 A7. Plaza of Moradin
- 4.06.08 A8. Ruined Villa
- 4.06.09 A9. Tombs
- 4.06.10 A10. Palace Plaza
- 4.06.11 A11. Moat
- 4.06.12 A12. Moradins Shr
- 4.06.13 A13. Vergadains H
- 4.06.15 A15. Plaza of Fall
- 4.06.16 A16. Obelisk Row
- 4.06.17 A17. The Palace W
- 4.06.18 A18. Grand Hall
- 4.06.19 A19. Temple of El
- 4.06.19 A19. Temple of El
- 4.07.01 C1. Lake Landing
- 4.07.03 C3. Whisper Lake
- 4.07.04 C4. Drowning Cha
- 4.07.07 C7. Reaver Barrac

## 3.08.07 V7. Griffon Roost

CR 4

XP 900

# Token Name

2 Griffon

Placement:



## 4.06.05 A5. Ty

CR 8

# Token Name

1 Cloaker

Placement:



## 4.06.07 A7. Plaza of Moradin

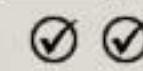
CR 5

XP 1300

# Token Name

2 Howling Hatred Initiate

Placement:



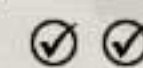
1 Hurricane

Placement:



2 Kenku

Placement:



1 Skyweaver

Placement:

3.09.00 Rivergard Keep  
Escort (Crushing Wave  
Reaver)

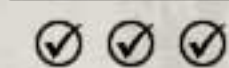
CR 2

XP 300

# Token Name

3 Crushing Wave Reaver

Placement:



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Smarnock ... Gorn Fullb... Rendil Brai...

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DD Princes of the  
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DD Basic Rules - Player



DD MM

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## TREASURE PARCELS

## PotA - Chapter 2: The Dessarin Valley

- 2.07.02. Quest Reward - Investigate Lance Rock

## PotA - Chapter 3: Secret of the Sember Hills

- 3.04.05 Womford Rats
- 3.05.02 Skyriders
- 3.06.S03. Weapons Locker
- 3.06.S09. Knights Cells
- 3.06.S11. Pinnacle
- 3.08.04 V4. The Lost River
- 3.08.07 V7. Griffon Roost
- 3.08.09 V9. Manticore Lair
- 3.09.03 K3. G...ner Floor

## MAGIC ITEMS

## Armor

- Breastplate, +1

## Armor (chain Shirt)

- Elven Chain

## Potion

- Bottled Breath
- Elixir of Health
- Potion of Diminution
- Potion of Fire Breath
- Potion of Flying
- Potion of Greater Healing
- Potion of Healing

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Smarnock the Warlock: [INIT]

Gorn Fullbeard: [INIT]

Rendil Braidbeard: [INIT]

[TURN] Smarnock the Warlock

12 +2

15 -1 14

6 +2 8

GM



## 3.06.S09. Knights Cells

# Currency

320

GP

# Item Name

1

Potion of Heroism

1

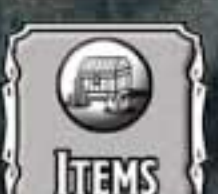
Sack

1

Scroll of Beast Bond

1

Scroll of Skywrite





Smarnock ... Gorn Fullb

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[TURN] S  
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GM Wyvern:  
[DAMAGE  
[TYPE: pie

Damage [1  
[WOUNDE

GM Wyvern:  
[DAMAGE  
slashing (2

Damage [1

GM

0 ADV  
Modifier DIS

A-1

N

11 A-12



**COMBAT TRACKER**

Name	Init	HP	Tmp	Wnd	Icons	Effects
Smarnock the Warlock	14	24		11		
Djinni	9	163				
Skyweaver	9	48				
Rendil Braidbeard	8	8				
Wyvern	3	103				
<div>React? <input type="radio"/> Init 0 AC 13 Spd 20 ft., fly 80 ft.</div> <div>Actions<ul style="list-style-type: none"><li> Multiattack</li><li> Bite [M] [RNG: 10] [ATK: +7] [DMG: 2d6+4 piercing]</li><li> Claws [M] [ATK: +7] [DMG: 2d8 slashing]</li><li> Stinger [M] [RNG: 10] [ATK: +7] [DMG: 2d6+4 piercing] [SAVEVS: constitution 15 (H)] [DMG: 7d6 poison]</li></ul></div>						
Gorn Fullbeard	3	12		7		

**MENU** **ROUND 1**



The image displays the Fantasy Grounds software interface. The main area is a map with a grid overlay, featuring a central red-tiled area and various stone structures. Several red dice are placed on the map: a 9, a 5, and a 19. A small circular icon of a character is visible on the map. The right side of the interface contains a panel titled "IMAGES & MAPS" with a list of image files. The bottom right corner shows a "player" label and a red die with the number 2. The bottom status bar indicates "A-12".

### IMAGES & MAPS

- Bargewright-Player.jpg
- Dellmon-Ranch-Player.jpg
- Fane-of-the-Eye-Player.jpg
- Feathergale-Spire-Player-Ground-Level.jpg
- Feathergale-Spire-Player-Level-Three.jpg
- Feathergale-Spire-Player-Level-Two.jpg
- Feathergale-Spire-Player-Pinnacle.jpg
- Feathergale-Spire-Player-Stable-Level.jpg
- Halls-of-the-Hunting-Axe-A-Player.jpg
- Halls-of-the-Hunting-Axe-B-Player.jpg
- Halls-of-the-Hunting-Axe-Player.jpg
- Howling-Caves-Player.jpg
- Necromancers-Cave-Player.jpg
- Red-Larch-Player.jpg
- Rivergard-Keep-Player-2nd-floor.jpg
- Rivergard-Keep-Player-Gatehouse-2nd-Floor.jp
- Rivergard-Keep-Player-Hidden-Boat-Landing.jp
- Rivergard-Keep-Player.jpg
- Sacred-Stone-Monastery-Player-Above-Groun
- Sacred-Stone-Monastery-Player-Below-Groun
- Scarlet-Moon-Hall-Player.jpg
- Scarlet-Moon-Hall-Player-Tower.jpg
- Shrine-of-Tender-Oath-Player.jpg
- Temple-of-Eternal-Flame-Player.jpg

player 2

A-12



The interface displays the Genasi race page in Fantasy Grounds. On the left, three Genasi characters are shown: a grey-skinned warrior with a sword, a green-skinned mage with a staff, and a red-skinned warrior with a bow. The right side features several pop-up windows with race details. The 'Genasi' window describes the race's distribution in Faerûn and their history. The 'Earth Genasi' window details the subrace's characteristics and traits. The 'Genasi Name' window explains naming conventions. The 'Size' window describes the racial trait. The 'Languages' window lists the languages spoken. The 'Subrace' window lists the four major subraces. The bottom of the screen shows a grid with columns A-1 to A-12 and rows 1 to 10, with several red dice (d20, d10, d6) placed on the grid.

## Genasi

Race

likely to be found in the western regions of Faerûn, along the coast from Calimshan north up to the Sword Coast, and into the Western Heartlands to the east. Some remain in their ancient homeland.

In contrast, water and earth genasi have no common history. Individuals have difficulty tracing their own lineage, and bloodlines occasionally skip a generation or two. Many earth genasi originated in the North and spread out from there. Water genasi come from coastal areas, the largest concentration of them hailing from the regions surrounding the Sea of Fallen Stars.

The distant land of Zakhara is known only in legends to most inhabitants of Faerûn. There, genies and spellcasters enter into bargains, and genasi can result from such pacts. Those genasi have been sources of great weal and woe in the history of that land.

### Earth Genasi

Subrace

As an earth genasi, you are descended from greedy dao, though you are not necessarily inheriting some measure of control over superior strength and solid power. You make decisions, pausing long enough to consider before taking action.

Elemental earth manifests differently from the next. Some earth genasi always get clean no matter how often they get dirty. Their bodies and mud clinging to them are as shiny and polished as gemstones, with brown or black, eyes sparkling like a polished gem. Others have smooth metallic flesh, dull and rusted, a pebbled and rough hide, or even embedded crystals. The most arresting feature is the faint light that shines from their flesh, from which faint light shines.

### Genasi Traits

Your genasi character has the following traits:

- Ability Score Increase
- Age
- Alignment
- Size
- Speed
- Languages
- Subrace

### Traits

- Ability Score Increase
- Earth Walk
- Merge with Stone

### Genasi Name

Genasi use the naming conventions of the region where they were raised. They rarely use their true names, and their heritage, such as their subrace, is often hidden.

### Size

Racial Trait

Genasi are as varied as their mortal parents but are generally of medium build.

### Languages

Racial Trait

You can speak, read, and write Common and Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.




### Subrace

Racial Trait


Four major subraces of genasi are found among the worlds of D&D: air genasi, earth genasi, fire genasi, and water genasi. Choose one of these subraces.

- Air Genasi
- Earth Genasi
- Fire Genasi
- Water Genasi










## COMBAT TRACKER

Name	Init	HP	Tmp	Wnd	
Kuo-toa Archpriest	15	98			




React? ☐

Init **+2** AC **13** Spd 30 ft., swim 30 ft.










Traits

-  Amphibious
-  Otherworldly perception [EFF: Invisible]
-  Slippery
-  Sunlight sensitivity
-  Spellcasting

Actions

-  Multiattack
-  Scepter [M] [ATK: +6] [DMG: 1d6+3 bludgeoning + 4d6 lightning]
-  Unarmed strike [M] [ATK: +6] [DMG: 1d4+2 bludgeoning]

Spells

-  Guidance - cantrip (at will)
-  Sacred flame - cantrip (at will) [SAVEVS: dexterity 14] [DMG: 1d8 radiant]
-  Thaumaturgy - cantrip (at will)
-  Detect magic - 1st level (4 slots)
-  Sanctuary - 1st level (4 slots) [SAVEVS: wisdom 14]
-  Shield of faith - 1st level (4 slots)
-  Hold person - 2nd level (3 slots) [SAVEVS: wisdom 14] [EFF: Paralyzed] [SAVEVS: wisdom 14]
-  Spiritual weapon - 2nd level (3 slots) [M] [ATK: +6] [DMG: 1d8 force]
-  Spirit guardians - 3rd level (3 slots) [SAVEVS: wisdom 14 (H)] [DMG: 3d8 radiant] [DMG: 3d8 necrotic]

GM

0 Modifier

ADV +2 +5

DIS -2 -5

ROUND 1

## NPCs

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-  NPCs - Challenge Rating Index
-  NPCs - Class Index

## NPCs

3

4

-  Ancient Stone Construct
-  Black Pudding
-  Burrowshark
-  Chuul
-  Drexia
-  Jolliver Grimjaw
-  Lizard King/Queen
-  Shoalar Quanderil
-  Stonemelder

5

-  Air Elemental
-  Barlgura
-  Blinded Umber Hulk
-  Bulette
-  Earth Elemental

## Kuo-toa Archpriest

Medium humanoid (kuo-toa), neutral evil

Armor Class **13** (natural armor)

Hit Points **97** (13d8 + 39)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	14	16	13	16	14
+3	+2	+3	+1	+3	+2

Skills Perception +9, Religion +6

Senses darkvision 120 ft., passive Perc

Languages Undercommon

Challenge 6

### TRAITS

**Amphibious**

The kuo-toa can breathe air and water.

**Otherworldly Perception**

The kuo-toa can sense the presence of any creature that is invisible or on the Ethereal Plane. It can sense that is moving.

**Slippery**

The kuo-toa has advantage on ability checks and escape a grapple.

**Sunlight Sensitivity**

While in sunlight, the kuo-toa has disadvantage on Wisdom (Perception) checks that rely on sight.

**Spellcasting**

The kuo-toa is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:











# N

 2.07.15. Haeleeyas


Originally from Amn, Haeleeya Hanadroum (female human Tethyrian commoner) operates a bathhouse and dress shop in her large, well-appointed home.

Half-barrels planted with aromatic herbs and flowers flank the entrance, and the windows are decorated with flower-filled window boxes. Inside is a tidy room that functions as a dressmakers shop and fitting room. Beyond two sets of doors are bathing chambers that emanate pleasant smells and warm dampness.

Unlike Tarnlars down the street, Haeleeyas caters to local women seeking dresses for special occasions; she makes few garments for men. The bathhouse is a steadier business, since many of the older women of Red Larch visit the baths regularly to trade gossip.

**Key NPC.** Haeleeya hears all the gossip shared in the baths, but she keeps her own counsel, unless the inquirer is affiliated with the Emerald Enclave. When Haeleeya was young, she became lost in the wilderness. An Emerald Enclave ranger rescued her, and shes been a friend to faction members ever since.

## NPC Links

 Haeleeya Hanadroum