Introduction

Hello and welcome to the Shadow of the Axe adventure campaign! This is a Dungeons & Dragons campaign using the 5th edition rules. The story centers around the imperiled city of Anthemia, the current capital of the once mighty Rolari empire.

This campaign is designed for 3 to 6 players beginning at 1st level and will end with the players reaching 15th level.

You can play this campaign with just the 5th Edition Dungeons & Dragons Basic Rules. This chapter contains an appendix listing all the NPCs and monsters the Heroes will encounter. Later chapters will refer to monsters found in the 5th Edition Monsters Manual. The Shadow of the Axe Guide to Anthemia is also available to download and offers deeper background information on the campaign setting.

This campaign is designed to use the standard XP rules for character advancement but the new milestone system for character advancement can work as well. I have included notes at the end of each chapter detailing what level the characters should be at.

This adventure takes place in the unique campaign environment Aerth, one of many planes in the multiverse with a history similar to our own. This historical inspiration for this campaign is the Eastern Roman Empire in the 5th and 6th centuries and the city of Anthemia is based on the Constantinople of this era. I have left a lot of empty space out on the horizons for DMs to fill in as desired and encourage DMs to build on the outline presented here.

The bulk of the campaign takes place within the imperial capital and culminates in an epic siege battle against an invading army. The actions of the player characters will have a direct effect on how well the city defends itself against the invading army, and weather the ancient empire survives or crumbles.

This campaign uses the races presented in the 5th Edition Player’s Handbook including the human-sub-races, and uses a pantheon of common D&D Gods as well as a religion created specifically for this campaign. See the Guide to Anthemia for more information.

Finally, as a Dungeon Master, this is your campaign and your party of players. Everything in this module is for you to use, edit or discard as you see fit. I hope you enjoy it, and if you have any feedback I’d love to hear from you. shadowoftheaxerpg@gmail.com

Reading this Adventure Module

Notes for Dungeon Masters outside of the flow of gameplay will be provided in call out boxes like this one.

Background flavor text and read aloud text is presented in italics.
The Darkening Horizon
General Heraxos rubbed the sore spot between his weary eyes and replaced his cursed spectacles. He re-read the smudged script before him, the message was simple enough: “Citadel Tosarrak is ours, he is coming for you. Soon all be free. Blessed be The One.” The implications were uncertain, it’s sender unknown. The parcel that accompanied the note was less confounding, it was the head of his best scout captain, dead for twenty days but still recognizable. The message arrived on the doorstep of citadel presidia in the middle of the night, none of his guards saw who delivered it.

Citadel Tosarrak stood on the farthest eastern borders of the empire, surrounded for miles by steep mountains and blistering deserts. Someone had conquered the citadel, from the East, not just conquered, but annihilated everyone inside. And as quickly as they had arrived they disappeared. The scryers could only show him a citadel littered with corpses, the strongest divinations only revealed the message “He is coming, blessed be.”

The Rolari Empire has stood for millennia, but after centuries of plagues, famine and encroaching barbarian tribes the empire is on the brink of collapse. The Imperial treasury is strained, the Council of Nobles is busy fighting each other and the aging emperor seems unable to see the threat at his door.

Chapter Overview
The heroes begin as travelers seeking shelter in The Wagon’s Wheel, a road house located three day’s travel from the imperial capital of Anthemia in the windy foothills of the Sabrak Mountains.

After protecting the Wagon Wheel from a Goblin ambush, the characters travel to Anthemia to collect their reward and become embroiled in a conflict with a local criminal syndicate. At the end of the chapter the heroes are free to explore the city, but their deeds have brought them to the attention of Rolari’s powerful political factions, who will seek to use the heroes to further their own ends.

E1: Something Nasty in the Woodshed
The wind and rain lash the shutters of this roadhouse. The Wagon Wheel is only three days travel from Anthemia but as dusk falls it might be at the end of the known world. The other guests are farmers weary from the recent harvest to only care for their stew and ale. The main hall of this inn could hold ten times the guests as today, but that time is long past. Only a single fire-place is lit, and you crowd around it, grateful for the warmth and the light.

The innkeeper Rolph is friendly with the locals and cold to outsiders. Aside from the characters there are half a dozen local farmers and a pair of trappers taking their pelts to market at the capitol.

The front door bursts open and a sodden figure rushes in toward the bar. He tears his cloak off and you see the dwarf carrying an unconscious human child, limp in his arms.

“Help! Father Hugo! Where is he?” The dwarf bellows

“Father Hugo is up at the Millhouse this evening, what is it?”

“SkyFather help us, it’s Pinch Maggots!”

At the mention of Pinch Maggots the local farmers all jump to their feet and rush out the door into the rain.

Characters who succeed on a DC 10 Nature (Intelligence) skill check character know that pinch maggots are worm like creatures that thrive in wet conditions. Their bite is poisonous but rarely fatal. Once a year pinch maggots hatch into swarms of moths that can wipe out acres of farmland overnight.

The dwarf Obsid explains to the innkeeper that he hired the boy to muck out his pony stable, and when he didn’t come back to collect his coin the dwarf found him face down in the dung covered in maggot bites.

The boy is poisoned and at 0 HP. Obsid begs the Heros to help him with his maggot infestation and offer to pay them 10 gp each if they can clear out his stables. He takes them to his farm, points out the barn and rushes into his cottage to check on his wife.

Nobody suspects this Pinch Maggot infestation is a diversion to sow confusion before a gobelin raid. Four goblin scouts dragged an infested deer carcass into Obsid’s barn. Two stayed in the loft to observe the town and signal the attack via horn. The other two crept into Obsid’s cabin to lay in wait.

Goblin Raid
General Features:
The rain is tapering off and the sun is setting.
Light. The setting sun provides dim light.
Terrain. The terrain is muddy but normal. Low stone walls demarcate each farmer’s plot of land and can provide half or three-quarters cover to creatures behind them.

Spotting the Ambush. Players actively looking for suspicious activity and succeed on a DC 15 Wisdom
(perception) check will spot movement in the roof of Obsid's barn.

1. Barn
The barn itself is a simple wooden building with two doors at either end and a loft above. Pony stalls line the southeastern side and the loft runs the length of the north eastern wall. The Ponies are agitated. Underneath the stink of manure lies a deeper stench of death.

Three Pinch Maggots feast on the corpse of a deer carcase partially hidden under the hay. Two Goblins Scouts are hiding in the loft above. The scouts have half cover from inside the loft and will wait until they have the advantage of making a surprise attack. Once combat begins one of the scouts will blow a horn to sound the raid.

2. Barn Loft
The loft is 5 ft. wide and as long as the barn, it is cluttered with and rusty rat traps. A few windows in the loft offer a view of the northern side of the village. From here the heroes can see Goblin raiders pouring over the stone walls, weapons in hand. The braying of wolves and the crack of a whips sounds in the distance.

Three Goblin Scouts are 120 feet away and running directly to their barn. Their objective is to steal ponies to help carry off the grain, using the barn as a rallying point and source of covering fire for the other raiders. The characters will also be able to see two Goblin Scouts leap over the stone walls and sprint towards the widow's cottage to the north (Area 4), and three more Goblin Scouts moving to the granary to the south.

3. Obsid's Cottage
This stout little cottage is cluttered but tidy. Obsid's wife, a dwarven women with a braided red hair, sits in a rocking chair clutching a mug of ale and a cast iron pan. Obsid is tying a tourniquet on her arm. Two dead Goblin Scouts, their heads caved in, stain her floor with their blood.

Obsid will want to know what is going on, but quickly order the hero's back out to fight the raiders. If one of the characters is poisoned he has a potion of lesser restoration in his pantry he will offer them.

4. Widow's Cottage
The warmly lit cottage to the north is surrounded by garden beds and trellises covered with vines. From outside the heroes can hear the smashing of crockery as the goblins ransack the house.

Unless the characters get to this cottage before the raiders arrived, the elderly woman who lives here has been killed. Two Goblin Scouts are tearing apart her meager kitchen in search of food and treasure. Characters who search the cottage will uncover a meager stash of coins under the butter churn totally 8 gp, 6 sp.

5. The Granary
The town's granary is a round stone silo 15 feet across and 20 feet tall. A curving stone stairway leads up to the simple wooden roof and hatch. Three Goblin Scouts are present, two are at the top of the grainary throwing down bags of barley and wheat to the third.

After four Rounds of combat with the raiders at the Granary, Meegs CatKiller and two Goblin WolfRiders arrive to join the assault. Meegs is more patient than most goblins and will fight strategically, ordering his WolfRiders to wear down the characters while throwing his two javelins and three vials of acid. If reduced to less than 5 hp Meegs will flee, the other raiders will follow. If Meegs is killed all the Goblins will retreat in a panic.

Modification: If the party has less than 4 surviving characters at this point in the encounter change the Goblin WolfRiders above to Goblin Scouts.

Treasure: Meegs is carrying a Cypher Disc, a strange magical artifact of unknown functionality. See Chapter N: Sandbox Supplemental for more information on this device.

Rewards: Award standard xp for all defeated foes. If the characters save the poisoned boy's life award them each 100 xp. If the characters saved the widow in area 4, award them each 100 xp.
Level Advancement
This encounter should provide enough experience to bring all the characters up to 2nd level. If not, add to the experience reward so that all characters are at 2nd level.

Father Hugo
As the last of the surviving goblins retreats into the a tall boy in brown robes is seen making his way through the townspeople. He is young, slope shouldered with a large adam’s apple but the townspeople all look to him for aid and guidance.

Father Hugo has been the parish cleric of Boldri for the past two years. He will thank the heroes and help them in any way he can. He is able to cast Cure Wounds one more time today, and he leads the rest of the wounded back to the Wagon Wheel to be tended to.

The townspeople are very grateful for the intervention of the heroes, and a kindly woman will push a purse containing 35 gp into their hands. The innkeeper will pour several rounds of drinks on the house and the Heroes are welcome to the best room in the inn free of charge.

In the morning Father Hugo brings breakfast to the heroes. He is an earnest but inexperienced young man, and the harm brought on his community weighs on him. He wants to get to know the Heros better. He will ask the characters about what they consider a just reward, and to offer to help them achieve it. This is a good opportunity to let your players expand on their background and motivations.

Integrating character backgrounds
When creating their characters, your players have chosen backgrounds, traits, bonds and flaws that help define their heros. Integrating these characteristics with the events, places and NPCs of Anthemia can draw your players deeper into the story. The folk hero or soldier might have fought in the East against Ascaris raiders, and have some modest knowledge of their strengths and tactics. The Hermit could have seen a vision of terrible danger eating at the defensive walls of Rolari. I encourage you to create or modify this campaign as needed to incorporate the backgrounds of the heros. Some Examples:

Acolyte, Personality Trait: I idolize a particular hero of my faith, and constantly refer to that person’ deeds and example. Gareth Golarion has built quite a legend around his heroic deeds and would make good use of a fawning admirer. If the a hero not of the Unri faith, their blasphemy will cause quite a bit of friction in Rolari.

Sage, Bond: I have an ancient text that holds terrible secrets that must not fall into the wrong hands. This text might be the Book of The Golem that Gareth needs for his plot in Chapter 3.

Charlatan, Bond: I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about. That person could be none other than Sherelynn Outgust, when they meet Sherelynn she will offer the offending character the opportunity to work off their debt, but never fully trust them.

DMs are encouraged to read ahead to find opportunities to link the heroes background to the wider world of the campaign. For Example:

Chapter 2 - Episode 2: Trouble Brewing involves members of the Anthemia criminal underworld and introduces several NPCs the characters could have pre-established relationships with.

Chapter 3 - Episode 3: The Devil You don’t Know contains a dungeon where dozens of petrified NPCs have been captured by a secret cult. Any one of them could be a lost relative, mentor or enemy.

After listening to the heroes Father Hugo will promise them his rich uncle Mareil will see to it they are well rewarded. Obsid and his assistant Guile are taking a shipment of grain and ponies to the capital to sell at market and can take them. Hugo will give the characters a letter to his uncle to vouch for them.

E2: The Road to Anthemia
It is two days ride from this quiet farm town to the main highway. The heroes take a winding cart-trail that meanders steadily downhill through pastures and farmlands. Guile isn’t much for conversation, he just whips the oxen when they get stuck. Obsid will talk their ear off about breeding ponies and dwarven ale but isn’t good for much else.

Road Encounters:
For each day on this cart-trail road roll 1d4 or choose one of the following scenarios. (Re-roll for any duplicate results.)

1. Two Highland Bandits have dropped a tree trunk across the road. They have a rope and counter weight attached to the barricade and can move it from their position uphill of the trail. They are asking for 5 gold per person passing through. If paid they’ll let everyone through unharmed, otherwise they refuse to move the tree-trunk and become hostile to the characters.

2. The day is uneventful.

3. In the evening when the heroes are eating their rations, two wretched starving beggars will approach their campfire. They are no threat and only beg a meal from the characters.
4. Three surviving Goblin Scouts are tracking the characters. If undetected the Goblins will attack in the middle of the night. If Meegs survived the previous encounter with the characters he will take the place of one of the three scouts tracking them.

On the morning of the second day the narrow dirt track meets up with the Via Capsicum, the road that connects Anthemia with the eastern world.

Via Capsicum is paved in stone and wide enough for five horse-drawn carts to march abreast. Traders, travelers, soldiers and refugees all crowd the road in a steady stream marching in both directions. Occasionally the crowds part as a white robed rider gallops down the center at a pace to kill his horse or break his neck.

The players will see exotic races and animals from distant lands. Roadside vendors ply them with roasted meats and fruit. The characters will also see columns of soldiers marching past them to the eastern frontiers. Any player with the soldier background will notice that the soldiers marching past them are older than typical recruits.

Optional Encounter: The Short Con
Just as the sun is starting to rise, the character on the last watch of the night will see a shoeless bedraggled half-elf shuffling down the road. He approaches the heroes warily. His says his name is Dommer and he’s desperate and selling his family heirlooms.

The truth is ‘Dommer’ is running an old time work con, trying to pass fake jewelry off as his heritage. Characters proficient with Jeweler’s tools may make a perception check with a DC of 10 to note that the “gold” on the necklaces is flaking off in places. Dommer wants 200 gp for each of his three necklaces, which are worth less than 10 gp each.

The results of how the characters want to play this encounter is up to the DM. The stats for Archus ‘Dommer’ Leeks are in Chapter N - Appendix A. Archus is a fast-talker, not a fighter. If they take the jewelry into the encounter is up to the DM. The stats for Archus ‘Dommer’ Leeks are in Chapter N - Appendix A. Archus is a fast-talker, not a fighter. If they take the jewelry into the battle they will find their way to Bijou Suetke in Chapter N - Episode 6.

Reward: Award each character 200 xp for roleplaying the encounter.

The Sunrise Gate
The rest of the journey to Anthemia is slow and crowded, by noon you can see the walls and towers of the capital on the horizon. The fields around you give way to manors, then houses and shops crowded together. By the time you reach the great Sunrise Gate you are well inside the city proper. From the gate it is just a short ride to the largest marketplace in the known world.

Inside the market Obsid will find a horse trader he is familiar with, and after much haggling Obsid exchanges his ponies for a hefty purse. He pays the characters 5gp each for their assistance on the journey, wishes them the best of luck and marches off in search of the nearest brothel.

E3: Uncle Maret’s Problems
Guile will lead the Heroes through the market to Maret’s mill house, a two story warehouse and windmill. Maret Vandergrass is tall and lanky like Father Hugo, but sports a round pot belly under a dusty apron. He is tallying figures on parchment as sacks of grain are brought in and unloaded. He greets Guile and reads the letter of introduction sent by father Hugo.

Maret looks up from Father Hugo’s letter and smiles weakly. “Ah yes my... uh Nephew. He means well doesn’t he? Truth is his account was exhausted years ago, and yet he keeps making these promises, that dear boy. You have aided his parish and he is grateful, so if you need a place to stay I can make arrangements for you for tonight, and If you need money I can try to find work for you around town, but I cannot… uh please excuse me.”

Maret is distracted by the menacing half-orc lurking in the doorway and holding a long package over one shoulder. The half-orc Shrum has been shaking down Uncle Maret for protection money and has come to collect his weekly payment. Maret begs for more time, at this Shrum unrolls his package to reveal a two-handed maul which he will use to smash everything of value in Maret’s front office unless stopped.

If the characters try to stop Shrum, he’ll try to intimidate them with threats of violence and retribution from the rest of his gang. If they force him into a fight or attack outright Shum will fight to the death. If events turn violent and civilians panic they will call the city watch, and 1d4+1 guards will arrive on the scene in two minutes. The guards will question Maret and the characters but won’t arrest anyone unless they have reason to believe Shum was killed without provocation, which is unlikely.

After Shrum is dealt with Maret explains his predicament. A gang called The Red Dogs have been extracting protection payments from all the merchants on Greenway street. Maret has gone to the city watch but they refuse to help and he suspects they are in on the take. He begs the heroes to help him and promises that he will be able to repay them if he can get out from under this burden. Weather Shum is killed or leaves begrudgingly, the Heros have now made an enemy of The Red Dogs.

Reward: Award standard xp for the combat encounter.
E3: Time to take out the trash

The Red Dogs
Shum is one of the two dozen thugs, robbers and bullies that make up the Red Dogs, they operate in Nubians and South Beans and are led by a brute named Gunder Ursus. They run protection rackets, mug foreigners, and collect payments from the weaker pickpocket gangs. Their operate out of a Tavern called The Brown Nag, and Gunder has his hideout nearby.

The events in this Episode do not have to take place linearly and DMs should feel free to re-arrange or edit them as needed. It is up to the players to decide how to find and defeat the Red Dogs, but having already made an enemy of the gang it won’t be long before the Red Dogs retaliate.

Investigation
Maret can identify one or two of the other gang members by site but he is reluctant to leave the millhouse. All the merchants on Greenway street pay protection money and might know more about the gang’s whereabouts.

If the players elect to gather information from the Rolari populace, have them make an Intelligence (Investigation) check and give them the results below based on their roll. Making the roll requires at least one character and can only be made once per day. DMs should add penalties or modifiers to the roll based on the players’ approach.

Roll Result
10+ You learn as much as what Maret has told you. The Red Dogs are shaking down merchants. Those who refuse to pay for protection have been beaten and seen their businesses vandalized

13+ The leader of the Red Dogs is a giant of a man named Gunder, known for his strength and his propensity for violence. He hasn’t been seen in weeks as The Patrolman have a warrant out for his capture.

15+ You can usually find one or two of the Red Dogs down at the corner of Greenway and Dust St, where they keep an eye out for rival gangs and easy marks. The Red Dogs all wear red and black checkered wrist guards as their gang sign.

18+ There’s a Alehouse called The Brown Nag in Morningside where the Red Dogs meet to tally their take and meet with other criminal interests.

23+ Gunder has been seen at The Brown Nag and it’s rumored he’s camped out near there.

Reward: If the characters are able to discover The Brown Nag through this investigation award them each 100 XP.

We’ve grown a Tail
If Shrum escapes or if is killed it won’t take long for Gunder to find out where and how. He’ll send two Red Dog thugs down to Maret’s mill house to figure out who the heroes are and what they intend to do. The gang members won’t directly challenge the heroes, but linger outside to observe their next move.

As soon as one or more of the Heroes leaves the Millhouse the two Red Dogs will follow the characters (Note that if the Red Dog is in a crowd they have Stealth 4, otherwise they have Stealth 0.)

The Red Dogs will strike when they think they have one of the characters isolated and can kill them quickly in melee combat. If one of the Red Dogs is killed the second will flee.

Rewards: Award standard XP for defeated enemies.

Greenway & Dust St
During daylight hours 1d4 Red Dogs will be loitering at this busy intersection. It is likely that Squeak, their gnome accomplice, is lurking nearby. The Watch has also posted a couple of Patrolmen at this busy intersection. This is a good time to remind the characters of the Emperor’s laws regarding brandishing weapons openly in the streets, the Red Dogs keep their clubs discretely hidden.

The characters can try to interrogate one of the Red Dogs, but unless they resort to outright kidnapping and torture he won’t reveal the location of their hideout. If the follow the Red Dogs back to their hideout, have them make three contested checks using the character’s Dexterity (Stealth) against the Red Dog’s Wisdom (Perception) to avoid being detected. If the Red Dogs sense that someone is following them, they will lead them down a narrow alleyway and try to spring an ambush. If the heroes remain undetected they will be able to follow the gang members back to The Brown Nag.

The Red Dogs encountered here are carrying a few wooden discs that resemble coins, stamped with a horse’s head. These are known as chits and are used by alehouses as a way of making change. Heroes that succeed on a DC 10: Intelligence (Investigation) check will learn that the source of the chits is The Brown Nag.

Reward: Award standard XP for defeated enemies. Award 100 xp to each player if the party finds The Brown Nag in this encounter.

Retaliation
If the heroes fought with Shum, The Red Dogs will retaliate that same night. Their plan is to wait until after midnight, and send Squeak up to the roof of the mill with several jugs of lamp oil and a Tinderbox. Once he has
set the windmill ablaze he’ll retreat to a nearby rooftop to watch for Maret and the characters.

One minute after the fire is started the church bells will ring in alarm, waking the neighborhood. Five minutes after the fire is started the city watch will arrive and begin organizing a bucket brigade to fight the fire, conscripting any on-lookers to help bring water from a nearby pump. Maret lives nearby and will come running to try and save his business.

Overcoming the fire will require more than the water brigade, Casting Ray of Frost, Cone of Cold or Create Water would weaken the fire temporarily, allowing the characters to enter the building and douse the interior more effectively, eventually stopping the fire. Casting Create Water once per round would also be quite effective. Other approaches are up to the discretion of the DM.

For every round spend inside the burning mill house each character takes 1 point of heat damage. There is also a 10% chance each character could be struck by burning debris. Roll a 1d10 for each character, on a 1, burning timbers fall from the ceiling onto that character, who must succeed on a DC 12 Dexterity saving throw or take 1d6 bludgeoning damage and 1d4 fire damage.

If the fire is left unchecked, in ten minutes the interior of the mill house will be consumed in a roaring blaze and the stone walls will crash inwards. The firefighters will shift their focus to saving the neighboring buildings.

As the fire grows a crowd will gather to watch. Two Red Dogs will insert themselves into into the crowd. Their objective is to find Maret and deliver a swift beating. Squeak will watch the crowd for Maret and signal his location using Mage Hand or provide covering fire with his crossbow. With all the confusion around them the Patrolmen will not be able to intervene in this fight.

After the fire, if the characters haven’t yet learned about the Gang’s headquarters, a soot stained Patrolman will approach them and confess to knowing that the Red Dogs meet at The Brown Nag, in South Beans.

Rewards: Award standard XP for defeated enemies. If the characters were able to put out the fire or prevent it from being lit in the first place, award them an additional 300 XP each.

Showdown at The Brown Nag

1. The Brown Nag
A few guttering torches light the entrance of a low stone building under a thatched roof. Inside this single room alehouse a handful of rickety tables support a working class clientele. A tired barmaid serves drinks while the bartender pours them. A greasy stew bubbles above the fireplace.

The Alehouse is open from around 11am to midnight. When open there will be 7 commoners, 5 Red Dogs, and Squeak present. For every two Red Dogs the heroes have already killed not including Shum, remove one from this encounter. The Red Dogs and Squeak are playing cards near the back door, two heavy crossbows lean against the wall behind them.

If the Red Dogs recognise the characters Squeak will run off to alert Gun- der while the rest of the gang attacks. Squeak will then cast disguise self on himself to appear as a short bar-maid and return to attempt a sneak attack. These Red Dogs are armed with maces rather than wooden clubs, and can turn over their table for cover. If Squeak is present for the fight he will first cast Mage Armor on himself, then use his backstab ability or Witch Bolt spell to wound one of the Heroes and then immediately retreat to Area B1. The Red Dogs know that Gunder will kill them if they surrender and the only means of escape is the front door to the tavern. If more than half of the Red Dogs are killed, the survivors might try to negotiate their escape or make a run for it.

When the alehouse is closed no-one is in this area, and the doors are locked shut. Picking the lock requires Thieves’ tools and succeeding on a DC 10 Dexterity check.

2. Backlot
This small backlot reeks of rotting food scraps and urine. A ladder leads up to the roof of the workshop and Gunder’s camp (area 3).

3. Workshop Ground Floor
The workshop is open from dawn until dusk. During the daytime the workshop is crowded and noisy as a dozen women in humble work-clothes spin wool or wash bales of wool and horsehair. The air is thick with stray fibers and sweat. The wide front door is the only entrance from the street. Stairs lead up to the second workshop floor above. At night the workshop is empty.
The lock on the front door can be opened with a set of thieves' tools and a successful DC 12 Dexterity (Sleight of Hand) check.

4. The Tavern’s Rooftop
A patchy rooftop of wooden beams and moldy thatch. In the event of a fight in area 1. Squeak will retreat here to the far west side of the rooftop.

Hazard: The thatched roof can only support a creature of Small or Tiny size. Any character of medium size or larger will immediately feel the roof start to give under their feet, and must travel at 5 feet per round or risk falling through. A character of medium size or larger who moves across this area at more than 5 feet per round must succeed on a DC 16 Dexterity saving throw or fall through the roof, landing on the tavern floor 10 below.

5. Workshop 1st Floor.
Upstairs the racket in the workshop is even louder, as a handful of workers lean over their shuttle looms, weaving the wool and horse hair into a rough canvas.

This room has windows on three sides. During the day they are opened to offer a small breeze, in the evening they are shuttered but not locked. The eastern windows offers a view of the tavern rooftop (Area 4) and the ladder up to Gunder’s Hideout (Area 6). Searching the room will uncover a small chest in the corner containing 120 gp worth of fine Shou silks.

6. Gunder’s Hideout
The rooftop of the workshop is peaked, but a level wooden platform has been constructed on the northern half to hold the large rain-barrell.

Gunder has been holed up here since the guard put a bounty on his head three weeks ago. He rigged a patchwork of tarps to create a shelter for himself. Strewed about the platform are animal bones, random bits of bedding and a tree stump he uses for hatchet practice.

Gunder has been starving for a good fight. He will fight to the death, using the Shove action to try and push characters off the roof. (PHB p195) This platform is 20ft off the ground.

Treasure: A basic search of the hideout will uncover several leather purses containing a total of 60 gp in various coins, a small suede pouch holding a loose collection of jewelry (worth 300 gp), a +1 magical dagger, a potion of Cure Wounds, and potion of Feather Fall. Gunder himself is wearing a +1 ring of protection.

Rewards: Award the heroes the standard xp for all defeated foes. This should be enough to raise the party’s minimum level up to 3. If not, award the party enough to do so.

Epilogue
When the news of Gunder’s death reaches the merchants back in Nieu Biennes, Greenway erupts into a spontaneous block party. Casks of wine are tapped and a crowd of drummers and dancers block the street. The Heroes will be greeted as champions.

Maret will present them with a purse containing 700 gp that he collected from the neighboring businesses. If any of the Heroes have been killed, Maret will see to their resurrection at the Temple of Abban Rayus, but this expense consumes the donations from his community.

The next morning it is business as usual in Nieu Biennes. Tomorrow will bring new threats, but today there is money to be made.
Goblin Scout

*small humanoid (goblinoid), neutral evil*

**Armor Class** 13, (leather armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft

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<td>8 (-1)</td>
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**Skills** Stealth +6,

**Senses** Darkvision 60 ft, Passive Perception 9

**Languages** Goblin,

**Challenge**: 1/4 (50 xp)

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

**Actions**

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

- **Crossbow**. Light Ranged Weapon Attack: +3 to hit, ranged 80/320 ft, one target, Hit: 5 (1d8+1) piercing damage

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Goblin Wolfrider

*small humanoid (goblinoid), neutral evil*

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

**Hit Points** 11 (3d6)

**Speed** 30 ft (40 ft when mounted)

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (0)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
<td>10 (-1)</td>
<td>8 (-1)</td>
<td>8 (-1)</td>
</tr>
</tbody>
</table>

**Skills** Stealth +6,

**Senses** Darkvision 60 ft, Passive Perception 9

**Languages** Goblin,

**Challenge**: 1/2 (100 xp)

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

**Actions**

- **Shortsword**. Melee weapon attack: +4 to hit, reach 5 ft, one target, Hit: 5 (1d6+2) slashing damage.

- **Lance**. Melee weapon attack: +2 to hit, reach 10 ft, one target, Hit: 6 (1d12) piercing damage. The lance can only only used when the Wolfrider is mounted.

---

Goblin - Meegs Catkiller

*small humanoid (goblinoid), chaotic evil*

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

**Hit Points** 22 (4d6+4)

**Speed** 30 ft (40 ft when mounted)

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (0)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>8 (-1)</td>
<td>12 (+2)</td>
<td>9 (+3)</td>
</tr>
</tbody>
</table>

**Saving Throws** Str: Dex: Con: Int: Wis: Cha:

**Skills** Stealth +6, Animal Handling +5

**Senses** Darkvision 60 ft, Passive Perception 12

**Languages** Common,

**Challenge**: (xp)

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

**Mounted** When mounted the Meegs can use his action to command his mount to Dash, Disengage or Dodge. If dismounted the dog has the stats of a Wolf and is loyal to the Goblins.

**Actions**

- **Shortsword**. Melee weapon attack: +4 to hit, reach 5 ft, one target, Hit: 5 (1d6+2) slashing damage.

- **Javelin**. Melee or ranged weapon attack: +4 to hit, reach 5 ft or range 30/120 ft, one target, Hit: 5 (1d8+1) piercing damage.

- **Vial of Acid**. Ranged Weapon Attack: +4 to hit, range 20/60 ft, one target, Hit: 6 (2d6) acid damage.

**Description** A larger than average goblin, his ears are studded with gold rings and he's missing most of his teeth.

**Gear** 3 jars of acid, 2 javelins. Gold earrings worth 70 gp total.

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Red Dog - Gunder Ursus

*medium humanoid barbarian (human), chaotic evil*

**Armor Class** 15, (hide armor, +1 ring of protection)
**Hit Points** 41 (4d12+8)
**Speed** 30 ft

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<tr>
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<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>16 (+3)</td>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>9 (-1)</td>
<td>12 (+1)</td>
<td>11 (+0)</td>
</tr>
</tbody>
</table>

**Skills** Intimidate +5, Athletics +5

**Senses** Passive Perception 11

**Languages** Common,

**Challenge:** 3 (700 xp)

*Rage* (3/day). Gunder can fly into a barbarian rage that lasts 5 rounds. While Raging Gunder gains +2 damage to all attacks, has damage resistance to non-magical weapons and gains one additional melee attack per round.

*Reckless* At the start of his turn, Gunder can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

**Actions**

**Warhammer** Melee weapon attack: +5 to hit, reach 5 ft, one target, Hit: 8 (1d10+3) bludgeoning damage.

**Description** Seven feet tall and covered in dirty hide armor and hair. Gunder is massive fair skinned illuskan with a great shaggy beard.

**Gear** +1 Ring of Protection

---

Highland Bandit

*medium humanoid (human or dwarf), chaotic neutral*

**Armor Class** 12 (leather armor)
**Hit Points** 11 (2d8+2)
**Speed** 30 ft (20 if dwarf)

<table>
<thead>
<tr>
<th></th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>11 (+0)</td>
<td>12 (+1)</td>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Senses** Passive Perception 10 (darkvision 60ft if dwarf)

**Languages** Common,

**Challenge:** 1/8 (25 xp)

**Actions**

**Shortword** Melee weapon attack: +3 to hit, reach 5 ft, one target, Hit: 4 (1d6+1) slashing damage.

---

Pinch Maggot

*tiny beast, unaligned*

**Armor Class** 10
**Hit Points** 2 (1d4-1)
**Speed** 5 ft, leap 10 ft

<table>
<thead>
<tr>
<th></th>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2 (-4)</td>
<td>12 (+1)</td>
<td>8 (-1)</td>
<td>2 (-4)</td>
<td>10 (+0)</td>
<td>4 (-3)</td>
</tr>
</tbody>
</table>

**Senses** Passive Perception 1x

**Languages** Common,

**Challenge:** (xp)

**Actions**

**Bite** Melee attack: +0 to hit, reach 5 ft, one target, Hit: 1 (1d4-2) piercing damage. On a successful hit the target must make a constitution save with a DC of 12. On a failed save the target suffers from the poisoned condition for 1d6 rounds or until healed.

**Reaction**

**Leap** On a failed attack where the pinch maggot was the target, the pinch maggot leaps 10 feet in any direction.

**Description** Pinch Maggots are pale yellow grubs that can vary in size from a Loaf of Bread to the size of a small cask.

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**Red Dog Gang Member**

*Medium humanoid (Human or half orc), neutral evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>11 (leather armor)</td>
<td>33 (5d8+10)</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**Languages**
- Common

**Senses**
- Passive Perception 10

**Skills**
- Intimidation +2, Athletics +5,
- Stealth +4 while in a crowd.

**Challenge**
- 1/2 (100 xp)

Stunning Sneak Attack (1/Turn) When the Red Dog hits a target with a bludgeoning weapon during a surprise round, the target is stunned for 6 rounds.

**Actions**

**Multiattack** The Red Dog makes two melee attacks.

- **Club** Melee weapon attack: +4 to hit, reach 5 ft, one target, Hit: 4 (1d4+2) bludgeoning damage.
- **Hand Axe** Ranged weapon attack: +2 to hit, ranged 20/60 ft. one target, Hit: 3 (1d6) slashing damage
- **Mace** Melee weapon attack: +4 to hit, reach 5 ft, one target, Hit: 5 (1d6+2) bludgeoning damage.
- **Heavy Crossbow** Ranged weapon attack: +2 to hit, ranged 100/400 ft. one target, Hit: 5 (1d10) piercing damage

**Gear** Arsonists Kit. The thugs carry oils and firemaking tools and can easily start a small fire in two rounds. When on the street, the Red Dogs carry clubs and hand-axes, when they are in their gang headquarters they carry maces.

**Shum**

*Medium humanoid (Orc), chaotic evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 (chain shirt)</td>
<td>32 (5d8+10)</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**Skills**
- Intimidation +2, Athletics +5,
- Darkvision 60ft., Passive Perception 10

**Languages**
- Orc, Common

**Challenge**
- 1 (200 XP)

**Relentless Endurance** (short rest) When reduced to 0 hit points but not killed outright, Shum drops to 1 hit point instead.

**Savage Attack** When Shum scores a critical hit with a melee weapon attack, roll of one the weapons damage dice one additional time and add it to the extra damage of the critical hit.

**Actions**

**Maul** Melee weapon attack: +5 to hit, reach 5 ft, one target, Hit: 9 (2d6+3) bludgeoning damage.

**Handaxe** Melee or ranged weapon attack: +5 to hit, reach 5 ft, or if thrown: +3 to hit, range 20/60 ft., one target, Hit: 6 (1d6+3) slashing damage.

**Squeak**

*Small arcane trickster (gnome), neutral*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 (leather armor)</td>
<td>23 (4d8+4)</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**Skills**
- Insight +4, Thieves' Tools +3, Athletics +2, Stealth +6,
- Darkvision 60ft, Passive Perception 11

**Language**
- Common

**Challenge**
- 3 (700 xp)

**Sneak Attack** (1/Turn), Squeak deals an additional 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Squeak that isn't incapacitated.

**Spellcasting** Squeak is a 2nd level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Squeak has the following wizard spells prepared:
- Cantrips: Mage Hand, True Strike, Poison Spray

**1st level** (3 Slots): Disguise Self, Fog Cloud, Mage Armor, Witch Bolt

**Actions**

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

**Light Crossbow** Ranged Weapon Attack: +6 to hit, ranged 80/320 ft. one target, Hit: 8 (1d8) piercing damage.

**Gear** Arcane focus (Crystal Shard worth 100gp), Potion of Spider Climb (2 doses), 15 gp

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Wolf

*medium beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 5 (1d8+1)

**Speed** 40 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>13 (+1)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>3 (-4)</td>
<td>14 (+2)</td>
<td>17 (+3)</td>
</tr>
</tbody>
</table>

**Skills**  Perception +3

**Senses**  Passive Perception 13

**Languages**  Common,

**Challenge:** 1/8  (25 xp)

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

**Actions**

**Bite**  Melee weapon attack: +3 to hit, reach 5 ft, one target, Hit: 4 (1d6+1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.