

THE RED HAND OF DOOM

Part 2B: The Ruins of Rhest

“Azarr Kul has a secret weapon—the spawn of Tiamat. At this point, only a few of these infernal dragonspawn have been successfully transplanted from the Nine Hells to the Material Plane, but those he has successfully introduced into the region are proving to be quite fecund. One variety is known as the greenspawn razorfiends.

Infused as they are with the blood of green dragons, these spawn do as well in water as they do on land. When Azarr Kul managed to procure a clutch of greenspawn eggs, he entrusted them to Wyrmlord Saarvith. With the aid of the black dragon Regiarix, Saarvith has created a hatchery of razorfi ends in the ruined city of Rhest—a development that could soon provide a terrible new addition to the horde.” (Page 49)

THE BLACKFENS

Encounter Building (lv. 6, party of 4)

Threat	Budget	Level	XP	Role
Trivial	40	2	10	Weak Lackey
Low	60	3	15	Lackey
Moderate	80	4	20	Weak
Severe	120	5	30	Standard
Extreme	160	6	40	Elite
For each additional player, add 10/15/20/30/40		7	60	Boss
		8	80	Solo Boss
		9	120	Severe Boss

Blackfens Random Encounters

Each time the GM rolls a *complication* in the Tension Pool, the party faces one of the following random encounters. Each is worth only **10 XP (5 XP at levels 7+)**, and rewards no treasure. Players should be able to avoid most of these encounters with quick thinking or careful precautions (if they do, award 10 XP as normal). **Roll 1d6:**

- 1 [Greenspawn Razorfiend](#), waits underwater to attack the character wearing the least armor
- 2 [Chuul](#) tries to ambush isolated PCs
- 3 2 [Will-O'-Wisps](#) try to lead the party into the bog
- 4 The PCs disturb 6 angry [Giant Wasps](#)
- 5 [6 Lizardfolk](#), patrolling — raise the alarm!
- 6 Tiri Kitor Patrol (2 elven [Trackers](#) on [Giant Owls](#))

These are meant to be annoying, not hard! Feel free to change that.

Chapter 2 Levelling

In order to be prepared for the Ghostlord, the Players should reach Level 8 by the end of this chapter. How they do that is up to them (and you)! Will they strike out against the horde, and then head to Rhest? Will they head to Rhest first and then meet trouble along the way? Will they string together side quests & ignore the main adventure?

All this to say, if the players are level 7 for the events of this chapter, you are welcome to make combat tougher (representing reinforcements from the main forces as the PCs spend time elsewhere), but I recommend letting them feel powerful, and instead focus on running the combatants actively so that multiple encounters string together.

A. Road Blockade — Severe 6 (p50-51)

Creatures. 2 lv. 4 [Bladebearers](#), lv. 6 [Hobgoblin Squadron](#) (OR 5 [Minions](#)), 2 lv. 3 [ogre warriors](#) (120 XP).

Tactics. The bladebearers and ogres are ready pretty quickly. The squadron takes 1 round. When it is at half health, it splits into 8 lv. 1 [Hobgoblin Soldiers](#) who flee when bloodied. Ogres flee when bloodied.

Adjustments. (+/-) 2 ogre warriors (OR 5 Minions)

Treasure. The Bladebearers have 2 +1 *striking shortswords* each (4 total). Under each of their beds is a [moderate healing potion](#) (2 total).

Spawn of Tiamat — Moderate 6 (p51)

Creatures. lv. 8 [Greenspawn Razorfiend](#) (80 XP)

Tactics. Ambushes from water, using breath weapon

Treasure. +1 *striking wounding rapier*, [ring of acid resistance](#), [wind ocharina](#), [grim trophy](#), 106gp, 347sp, 583cp.

Killiar's Hunters (p53-54)

Creatures. [Killiar Arrowswift](#) (bow: 2d8), accompanied by 4 lv. 3 elven [Trackers](#), all on 5 lv. 3 [Giant Owls](#).

Interaction. Social scene. If PCs attack, the elves flee (they could likely win, but don't want casualties).

Accomplishment. If the PCs are invited to Starsong Hill, award them **30 XP**.

THE RUINS OF RHEST

I recommend [this map](#) including the Belltower, though you may want to cut it in half if you want the Town Hall and the Belltower 500 ft apart like the module assumes. Artist's [Deviant Art](#) / [Reddit](#).

1. Lizardfolk Huts — Trivial 6 (p59)

Creatures. There are 6 [lizardfolk minions](#) per hut. **0 XP.**
Treasure. 42sp and 63cp (roughly, change if multiple huts).
Accomplishment. If the PCs get past the Lizardfolk without raising the alarm, award **30 XP**.

2. Bell Tower — Severe 6 (p59-60)

Creatures. *First Wave.* On guard are 3 lv. 4 [hobgoblin archers](#) with [longbows](#). *Second Wave* 3 more [hobgoblin archers](#). *Third Wave* [Korkulan](#) (**140 XP** total).
Tactics. The hobgoblins on the roof will fire their bows as far away as 500 feet (-8 range penalty, reduced by 2 per 100 feet) after raising the alarm. 3 rounds post alarm, the *Second Wave* will join the *First Wave* on the roof. Korkulan will try to hold the ground floor if PCs land.
Treasure. In addition to Korkulan's +1 *striking shortswords*, he has a key to a locked chest (DC to pick: 25, takes 10 minutes, crit fail inncreases DC by 2) containing 4 bags with 50sp (200 total) each and 3 [potions of flying](#).

3A. Roof — Moderate 6 (p61)

Creatures. 4 lv. 3 [ogre warriors](#) (**80 XP**)
Adjustments. (+/-) 1 ogre warrior

3B. Boardwalk — Trivial 6 (p61)

Creatures. 2 lv. 3 [ogre warriors](#) (**40 XP**)
Tactics. Bang on walls to alert 3E/3F then attack!

3C. Razorfiend Hatchery — Moderate 6 (p61)

Creatures. lv. 8 [Greenspawm Razorfiend](#) (**80 XP**)

3D. Ettin Guardpost — Trivial 6 (p61-62)

Creatures. lv. 6 [Ettin](#) (**40 XP**)
Tactics. Nurklenak's minion. Charges, whooping loudly!

3E. Interrogation Room — Low 6 (p62)

Creatures. [Nurklenak the Mindbender](#), lv. 7 (+ [Formation](#))
Tactics. Tries to have Ettin/etc. fight instead, hides in back
Treasure. 320 sp. Ruby-set Lion bracelet (100gp), 2 [moderate healing potions](#)

Designer Note: Modulating Challenge

To make the Red Hand feel like a true military threat (for level 7 PCs, or for a real challenge), let these encounters string together! If you want to go easy on your players, play up the disorganization of the ogres & ettin and the cowardice of the leaders to minimize how much encounters string together.

3F. Saarvith's HQ — Moderate 6 (p62-64)

Creatures. [Wyrmlord Saarvith](#): lv. 7 Hunter (Acrobatics /Intimidation +14), his lv. 3 [Giant Eagle](#) (**80 XP**).
Tactics. Wyrmlord Saarvith will fight on eagleback until obviously outmatched, and then run for Regiarix.
Treasure. 6 sacks: 100sp each (600sp total). 2 [moderate healing potions](#). Delicate silver/wooden box with velvet lining worth 50gp, a note (see page 63).

3G. Regiarix's Lair — Moderate 6 (p64-65)

Creatures. [Regiarix](#) is a lv. 8 Elite Black Dragon (**80 XP**).
Treasure. *Rbestiloran Champion's Gear.* +1 [resilient full plate](#). +1 [striking flaming mace](#). [Lesser Sturdy Shield](#). *Other Treasure.* 130gp, 2,300sp, 8,800cp. 11 small gemstones (10gp each). [Boots of Bounding](#). [Horn of Fog](#).
Accomplishment. If the PCs recover the Ghostlord's Phylactery ([Soul Cage](#)), award them **60 XP**.

CONCLUDING PART II

Accopmlishment. If the PCs drive the Hand away from this region, award them an additional **120 XP**.

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Severe	120	6	30	Standard
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		8	60	Boss
		9	80	Solo Boss
		10	120	Severe Boss

The Elf Alliance

Accomplishment. Award the PCs **10 XP per Alliance Point**, to a maximum of 150 XP.

Owls. Travel at 12/15/18 miles [per watch](#) in a straight line. They ignore [terrain](#), but move half as fast in [heavy wind](#), and cannot fly in [Thunderstorms](#).