

# Sharushek (Module)

# Sharushek Bandit Encampment(Module)

## Module Notes

- Notes for the DM are sometimes *italicized* but are mostly put in these yellow boxes.
- Anything to read will be colored and start with a “quotation mark.
- This is a standalone 1 or 2 session adventure for ~4 Level 2 players containing:
  - Solo boss encounter.
  - 3 Group encounters.
  - Puzzle
  - Trap
  - Up to 3 Optional complex activities/encounters.
- Read through everything ahead of time!
  - The monsters are not normal and will take some prep work to determine synergies.
  - The end of the module involves a fair amount of DM discretion/improvisation, know what your options are so you can narratively set things up.

## Background:

- Outside of the cave system the players are working through is a **jungle**.
- **Kobolds** here are culturally and militarily patterned on the Roman Imperium. They may be smaller than humans but they're organized and fierce.
- **Lizard Men** here are brutish, individualistic, and bloodthirsty. Pattern them on klingons, bandits, or vikings.
- **Kith** is a term used to describe civilized (playable) races. Humans, Elves, Orcs, etc. but not Kobolds or Lizard Men.
- This module is actually a teaser for a bigger more involved dungeon (Ancient City of Sharushek)

## Layout

The layout for this entire module is mostly linear with some branching at the combat encounters.

- Outside
- Inside
- Bridge/Cistern
- Guard Chokepoint
- Sharushek Grand Entrance

- Side Grotto
  - Left: Sharushek side entry (solo encounter)
  - Right: Burrowed Storage Tunnel
    - Left: Portal Room
    - Right: Hostage pit

## Setup

"Lizard men have been raiding in the area, creating a portal in the ground and then chucking hostages and loot down through it and into a giant pit. You're working alongside a local Kobold province to rescue the hostages. The kobolds have been trying to root these lizard men out for months but no matter how many they kill, the lizards always retreat back into their warren and within days come out with fresh faces ready to fight. They suspect there's a portal inside that's being used to resupply and reinforce the stronghold.

"You've worked out a plan with the kobolds to wipe out the lizard men once and for all: They'll send a sizable force to draw the raiders out and distract them in the surrounding jungle while you infiltrate the fort, destroy the portal, and rescue the hostages. You'll need to do this fairly quickly as the lizard men are believed to be sacrificing hostages for a necromantic ritual *and* your kobold allies outside won't be able to distract the lizard men forever, get in and get out.

**DM:** *Do you want a longer adventure or a two shot with a huge battle at the end? Add this:*

"You're then to equip the hostages with whatever you can find, bring them out, and help the kobolds destroy the lizard man menace for good."

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## Outside

"In the middle of the jungle, a hill like any other in the area has an entrance carved out of it, heralded only by a pair of tall worked stones which were once statues but have since weathered beyond recognition. If you slip between these stones and push a few bushes and a large fern aside, you can see a dark tunnel leads down into the hillside at a walkable but steep slope.

**DM:** Ask the players for a few details at this point:

- What is their order of march when they're single file?
- What is their formation when they have more room?

- How are they providing light for those without darkvision?
- How fast are they moving by default?

The idea here is to talk them **out** of moving at a snail's pace searching every inch ahead of them for traps. Use the time limit to convince them to move quickly but quietly be default (if you can)

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## Inside

"A dozen paces down the tunnel, there's a gentle turn off to the right and then the otherwise very clear natural cavern shows signs of some instability. Loose rocks litter the floor as far as your eye can see and some crude wooden bracing has been installed to support the walls and ceiling. There are frequent changes in elevation as the floor suddenly drops or rises by a couple of feet. Nothing that you can't scramble over easily but nobody is bringing a cart through here. After 5 minutes hiking through rubble, you go around a sharp corner, you notice the rotting teeth of a portcullis poking out of the ceiling and beyond that, a large chamber. You can hear gently moving water somewhere beyond.

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## Bridge/Cistern (Room A)

The point of the next few rooms is twofold:

- Get the players moving along swiftly through empty rooms (and hit the trap coming up)
- Show them the battle arena for the exciting stuff at the end.

"This is a very large cavern in which a spacious manor could be built. 50 feet high, and easily 100 feet wide and twice as long. The floor is paved, and done well with smoothed stone blocks laid down and interleaved with impressive precision and craftsmanship.

"You're on what turns out to be a long bridge, nearly 40 feet wide with rails on either side and a modest drop down to black water of unknown depth. There are substantial stone railings upon which dozens of crude ropes\* are attached and descending into the gently lapping water below. A grid of 10 foot columns support the ceiling, most kiss their shadowy selves reflected up from the water but a line pierces through the center of the bridge, spearing it between the watery depths and the ceiling.

- *Ropes are attached to large oiled leather bags containing pemmican. Water is keeping them chilled.*

"While the natural cavern walls are clearly visible on the roof and over the water, impressive stone walls have been carved or constructed at either end of the bridge, each with a pair of portcullis, left and right to admit or deny traffic. Both sides of these massive thresholds have been filled with rubble, broken masonry, and dirt. While the left sides have been left in this state, it's clear that some work has gone into clearing a path through the right sides, allowing you both entrance and exit from this huge ancient space. A small rill of water works its way through the exit, over the side of the bridge, and splashes down into the black water.

Here and elsewhere: the stream leads players to the portal which is the most dangerous thing in here. Feel free to draw their attention to it if they get stalled out with something simple like, "as your group deliberates, the stream burbles as its water trickles downhill."

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## Guard Chokepoint (Room B)

"Your party walks under the (probably not functional) portcullis and into a roughly cubic room about 20 feet on a side. Opposite you is an impressively sized (but sadly rotten) wooden double-doors large enough to admit a cart. In front of the doors are 6 large standing shields, big enough to hide behind, arrayed in a position that would facilitate defending the passage beyond. These are clearly of modern make, being woven wicker and roughly hewn slabs of wood. This room slopes slightly upward from your perspective. Through the middle of this room, a small stream flows from its unknown source, terminating at the bridge.

Feel free to work up the tension around these shields, asking the players what they want to do or how they'd like to approach them. There's nothing behind them but it's extra spice.

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## Sharushek Grand Entrance (Room C)

"Another massive chamber with huge pillars, this time terminating in a stone wall which appears to be mostly one huge circular disk, as if a giant had rolled it in place and fixed it fast to the wall. A wide upward-sloping ramp is covered with debris and rubble and even what appear to be refuse heaps with crude broken tools and **discarded weapons** alongside scraps of fabric and leather. At the top of the ramp, carved directly into the circular disk are what appear to be two wide ?doors? Their positioning is correct for this but there is no obvious way to move them. The

disk is ornate, carved with huge swirls and whorls reminiscent of water or air flowing. At the top are three carved dwarven runes\*.

"While your eyes are drawn ahead by the grandeur of the disk, ramp, and doors, the area of the floor clear of rubble clearly leads to a wall where, hidden in the natural geometry of the cavern wall, there's a small opening that's comfortable for Kith to enter. This is also the source of the water that winds its way down to the cistern.

Anyone who can read dwarven can read, "Sha ru shek", three syllables which form no word and are probably a name.

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## Side Grotto (Room 1)

"After about 20 feet of walking through a tight tunnel..."

### ITS A TRAP

There's a trap in the tunnel before this room. A trip wire running through some disguised pulleys is going to unseat a large boulder that will both squash the player and block the way, giving the party a problem to solve.

- If they're searching for traps:
  - **Notice** with: DC 10 to detect it.
- If lead player is walking cautiously (rather than quickly)
  - **Notice** with: DC 13 passive perception.
- If lead player **does not notice**, Dex save.
- Notice:

"You notice a trip wire stretched across the corridor and snaking up the wall. It appears to be ready to drop a boulder into the pathway."
- Dex Save:
  - **Fail:**

"You notice you've unseated a trip wire because you feel a tug on your foot at the same time as a boulder falls out of a ledge high up on the wall and squashes you."

    - 1d10 bludgeoning damage
    - There's a boulder in the way that the players have to unseat somehow. (DM Improvises this easy challenge. pry bar, shovel, strength check, etc.)
  - **Succeed by at least 5:**

"Stepping on something spoils your balance, it's a trip-wire that you're standing on. If

you step off of it, it's clear that it'll drop a boulder on you from a ledge on the cave wall. What do you do?"

- DM Improvises this, demand some easy solution from the party or a harder one from the lead player.
- **Succeed:**
  - "You found the tripwire holding up a boulder just as you tripped it. You grab its end but if you move at all, you'll likely get smooshed."
  - DM Improvises: demand a coordinated and quick solution from the party.

!!! If the players made any noise with the boulder !!!

The next room has a bunch of lizard men in it ready for a fight. Decide if they're going to ambush the players or if they roar and hiss at each other to wake each other up and prepare for the fight.

"As you keep going, the passageway opens out into a bowl of a room with the ceiling obscured in darkness above. The floor here is natural rock, about 30 foot square, and there are innumerable ledges, nooks, and depressions that have been carved into the walls giving careful (or strong) beings access to higher and higher areas of the bowl. Most of the larger spaces are taken up with straw and other dry vegital matter making beds or nests.

"There are three burrowed passageways out of this room, one you came from, and one goes left and the other right.

- Left To: Sharushek Side Entry
  - "The left one is dark, silent, and smells slightly of decay. There's a kith short boot discarded on the floor a few paces down this tunnel."
- Right To: Burrowed Storage Tunnel
  - "The branch to the right feels like there's warmth down there and there's a musty oder. The water is flowing from this direction."

«[ENCOUNTER 1](#)» There are a bunch of Lizardmen who'd be happy to fight with the players!

A search higher up reveals a tight passageway allowing secret access to the Hostage pit room.

## Sharushek Side Entry (Room 2)

"2 or 3 minutes up the tunnel, you notice the occasional worked stone on the floor or embedded in the wall. A few more minutes up the tunnel, you enter a larger room. It is about 50 feet square and the floor is all covered with dirt, rocks, and rubble (hard terrain). At the opposite end, there's a worked stone wall with familiar whirling air or water motifs. There appears to be a kith sized door with many large scratches and dents on the stonework. The door is askew in the frame, likely jammed without some serious tools or many laborers. In front of the door, you see a person prone on the floor

«**ENCOUNTER 2**» As the players cross the room to go to the door, the Ankheg that uses this room as its lair (and is being fed by the lizard-men) surprise-attacks! Roll for initiative!

That prone person is hero bait. It has had its heart removed in a sacrificial way and has been dropped here for the ankheg to eat now that it's just meat.

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## Burrowed Storage Tunnel (Room 3)

After a few minutes of walking through this winding but comfortably-sized tunnel, it widens out to being about 20 feet wide and 200 feet long before branching into two tunnels at the far end. On either side of the trickle of water running down the middle of this room, flattened recesses have been carved out of the walls and filled with a wide assortment of chests, bags, pots, and even some small pieces of furniture sporting drawers.

- Left to: Portal Room  
"At the far end of the room, there is a left branch that sounds like there's some activity down it. The stream of water flows through a furrow in the floor through this passageway."
- Right To: Hostage Pit  
"Also at the far end of the room, there is a rightward branching that is dead quiet. It smells faintly of crushed vegetation."

*Upon further investigation of the storage:*

"It is clear that many of the items sport varying levels of traps, some of the threats are obviously poking out of the wall waiting to be triggered, some have complex string mechanisms with no clear purpose.

- There are so many traps, it's hard to know when you're done disarming a particular chest... Tinkering with anything that appears safe will hurt the player doing with a cunning trap that they didn't notice. 1d6 piercing damage.
- Any attempts that involve moving a container with a long tool to get it out of its spot will succeed and disarm the chest.
- The storage all contains personal effects for the lizards. Fine sand and blocks of tallow are common hygiene items, string or leather for binding things, spare dried food, etc... nothing of much value to the players. :(

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## Portal Room (Room 4)

"A few hundred feet of twisting tunnel opens up on a 50 foot square room with a high ceiling. While the edges of this room are clear, the center is replete with stuff. There are numerous wardrobes, chests of drawers, and utility shelving systems all clearly stolen, stuffed with rope, bolts of cloth, a box labeled candles, etc. From the entryway that you're standing in, the stream leads towards the center of the room but disappears from view under a squat chest of drawers that has been overstuffed with what appear to be frilled dresses and can no longer remain closed. You can't currently track its progress further because of the room's occupants.

«ENCOUNTER 3» A bunch of Lizardfolk are here pawing through the stuff, organizing, and sorting for transport or shipping. They're happy to fight though!

"Now that the fight is over, you notice that the stream doesn't enter this room from anywhere, it must originate from somewhere in the pile of junk.

**PUZZLE: Closing the portal**

- Players can take some time shifting goods and furniture around to get to the center:  
"After spending some time shifting furniture around, you find where the stream seems to leak out of a particularly large (and now rotting) wardrobe sitting on the floor. Inside, stands an upright coffin-sized box with shiny blueish metal doors that the water streams out of."
- If the players can get the box's doors open (arcana check or by force):  
"There's a portal into a dark phone-booth-sized box. It sounds like dozens to hundreds of beings are training with weapons outside that box punctuated by many hissed commands and roared interjections in an unfamiliar language."
- Players who go through the portal and open the box built around the other side: immediately trigger waves of armed enemies trying to fight them back into the box and then follow them through. Make it clear that there are too many to fight and that the players will either have to do something clever to shut down access to the portal or run, being chased by a horde. This will require some DM improvisation. I recommend a short fight and then a breather to do something clever if the players can't come up with something during the fight.
- If players don't shut this down, use the portal and its reinforcements as a ticking clock as needed to apply pressure or tension for the rest of the adventure.
- Shutting down the portal should require a multi-step improvised and creative process from the players.
  - Lore check to learn this isn't of Lizardman make, it is much more ancient.
  - The doors of the metal box actuate via keyword that is known to the lizards (so they'll open if players just close doors)
  - The portal-box is not entirely normal from a physics perspective. Any attempt to knock it over will demonstrate that it rotates and/or falls abnormally slowly (taking roughly 4x too long to fall). It also clearly buzzes and spits arcane energy as it rotates, more spinning = more angry. If players start tilting it onto its head, it cuts out entirely (yay!).
  - The wardrobe can be knocked over but it's clear that even with the portal face-down, it's still open and a strong enough being should be able to right it from the other side
  - The doors resist closing but can be forced with a hard check.
  - Piling furniture on the portal could work but they'd need a lot. Building something quick with an improvised hammer and the materials on-hand (nails and wood are available after some smashing) would hold pretty well.

- The metal box has had a wardrobe built around it so it can't be removed from its enclosure but players can hack into the back of the wardrobe and find there's a sigil etched into the metal box (if players are stumped, see if they can notice some light in the wardrobe behind the portal box). They can't mar the metal with any tools they have but a difficult lore or arcane check can give them the idea to maybe build a counter to it that should work as long as it's pressed against the sigil. Barring that, a difficult perception check will notice arcane threads going off into the fourth dimension and a dexterity check (or appropriate skill) could immerse someone's hands in the aether, knot up the threads, and rip them out. This will hurt the person by 2d4 lightning.

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## Hostage Pit (Room 5)

"As you walk up the tunnel, you nearly immediately run into a curtain made of dense vegetation and moss that has been woven and tied together."

"Carefully nudging it aside, you see another. After carefully passing through the first, you notice that it significantly dampens noise and light coming from the other side."

"After passing through 8 more of these, you come suddenly to a 30 by 40 foot room split into two clear areas. One half of the room contains a cooking fire with a large pot bubbling away as well as a kitchen, trestle table, and chairs. The other half of the room contains stacks of mismatched crates with crazy passageways between them. At the midway line, a large hole in the wall looks out and down on a pit containing 25 kobolds and 8 kith who are waiting for rescue but also in need of medical attention. The smooth sides of the pit make it hard for them to climb out without assistance."

The pit clearly has a deactivated portal carved into its ceiling, allowing a paired portal to dump prisoners and stolen goods straight into the pit.

The large room overlooking the pit is a guard room / sorting & processing room.

«[ENCOUNTER 4](#)» There is a contingent of lizardmen here who'd be happy to fight.

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If the players get the hostages and there's time left in your session, you've got a few options for making a memorable ending to this but you'll have to improvise:

A) Skill Montage:

Players have to help the hostages escape (possibly arming them on the way). There should be a ticking clock provided either by lizards coming through the portal or a dark and scary mist being pumped out of the (suddenly activated) hostage pit portal. Either way, the players should feel like they're rushing out and you should let them know that their hostages are mystically lethargic, often falling over in confusion or just needing medical assistance. Ask the players to make skill checks to assist with the escape (medical, carrying, putting up makeshift barriers, creating a small cave-in, etc.) When players fail a check, put them in a more precarious position and let them keep going (or kill a few hostages and ramp down tension). Don't allow repeat uses of skills or ideas and after 4-6 successes, players succeed.

B) Fight:

Make them fight... bridge? Running battle on the way out? Ambush in the guard post? Kraken? XIV style boss attacks to learn and lure enemies into?

C) Big Battle:

Get outside and hex of lethargy on the hostages breaks. Now it's time to wipe out lizards. Players may be low resources so make some kobold buddy perks to help with AC, damage reduction, etc. Could also let players roam the battlefield with impunity (lizards focus on kobolds), and assassinate large targets while forces wipe each other out.

# ENC 1 (Grotto)

# Encounter 1

«[Back to Sharushek](#)»

All encounters can be changed at DM's discretion  
showing work in these notes so DMs can be flexible as context changes.

DS: Lizardfolk pg 198.

## Intention

- First fight of the night, let's warm up the players and introduce their antagonists.
- This should be a fairly easy fight.
- Baddies don't have a leader and were resting until just now so, strategy is poor.

## Plan

- Melee try to block the players in the tunnel
  - If they can't, engage every player evenly (this is intentionally bad strategy)
- Ranged should fire at whoever is closest. (this is intentionally bad strategy)

## MINION RULES:

- Groups of 5 minions have a shared HP pool (ex: if minions have 5 hp each => 40hp pool)
- Every time the pool drops by the hp of a minion, one of them dies.
- It's possible to do enough damage to kill 2 or more minions in one attack, let the player explain how they managed that.
- All minions move and attack on same turn.
- All minions attacking the same person use the same attack roll, damage is summed..
- No more than 3 minions can attack one person in a turn.

## Enemies: CR 1.5

- 2 Lizard Scaletooth
- 1 Group of Lizard Grunts (5 total). Start up high/throwing.. Engage after players get by Scaletooths.

### **Bread & Butter Actions:**

Are written in orange

### **Reactions:** (1 per round)

Are in Green

### **Actions with Charges:**

### **Bonus Actions:** (1 per round)

Are in red

Are in cyan

**Passive (always on) Abilities:**

Are in yellow

**Lizard Scaletooth** CR 1/2 (100xp)

AC 14 HP 26 Spd 30 (also swim)

STR +2 DEX +1 CON +2

Athletics +4 Pass.Prpcp 10

**Miltiattack:** 1 bite + 1 tail

**Bite:** +4 to hit 1d6+2 pierce

**Tail:** +4 to hit, 1d4+2 bludgeon. Reach 10  
Can move target 5 ft OR grapple (Escape DC 12). Until grapple ends,must tail attack grappled..

**Rending Bite:**

Scaletooth bites with advantage vs. grappled targets and deal 1d6 bonus damage.

**Amphibious:**

Can breathe air or water.

**Reaction: Reptilian Escape** (1/day)

If fails Str or Dex save, lose tail and succeed instead. (regrows on long rest)

**Lizard Grunt** CR 1/2 (20 xp)  
(*minion*)

AC 14 Group HP 35 (7 ea) Spd 30 +swim

STR +2 DEX+1 CON+2 WIS+1

Pass.Prpcp 11

**Bite:** +4 to hit, 1 pierce each

Grappled by each grunt who attacked (escape DC 10 + # of grappling grunts). Target is restrained until grapple ends and a successful save escapes all grapples.

**Javelin:** +4 to hit, 1 pierce each. Range 30/120

**Amphibious:**

Can breathe air or water. 2 max per turn.

## ENC 2 (Ankheg)

## Encounter 2

«[Back to Sharushek](#)»

All encounters can be changed at DM's discretion

showing work in these notes so DMs can be flexible as context changes.

**Arixx: DS Monsters pg 44.**

- This critter is just hungry, let it rampage and chew on people but don't focus unless the bite/grapple hits. This may KO a player but should be handleable.
- Don't be nice, this thing is pretty squishy (6-8 hits will take it down) so it needs to use skitter to get away, the difficult terrain of its lair to lock down the players (plus earth eruption), use acid spit at ranged when it can, and when it can't isolate individuals to gnaw on.
- Technically this thing can just burrow down to be untargetable for a while but I'd recommend only using that for extreme circumstances and otherwise having it be on the surface at the end of every turn.
- Figure out when you what sorts of situations to to use each of its 3 villain actions in.

## ANKHEG

Large Monstrosity, Unaligned

CR 2 Solo  
450 XP

**Armor Class** 14 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

**Skills** Athletics +6

**Damage Resistances** acid

**Condition Immunities** flanked

**Senses** darkvision 60 ft., tremorsense 30 ft., passive Perception 11

**Languages** —

**Proficiency Bonus** +2

**Disoriented Resistance (2/Day).** When the ankheg fails a saving throw, they can succeed instead, and they can't use bonus actions until the end of their next turn.

**Earth Walk.** Difficult terrain composed of earth and stone doesn't cost the ankheg extra movement.

**Soft Underbelly.** When a prone creature within 5 feet of the ankheg attacks the ankheg, the attack is made with advantage instead of disadvantage.

**Unstable Tunneler.** While burrowing, the ankheg leaves a 10-foot-diameter tunnel in their wake. Each section of tunnel collapses 1 minute after the ankheg leaves that space.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 2 (1d4) acid damage. If the target is Large or smaller, they are grappled (escape DC 14). Until this grapple ends, the target is restrained and the ankheg can't make a Bite attack against another target.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Acid Spit (Recharge 6).** The ankheg spits acid in a 30-foot long, 5-foot-wide line. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) acid damage and is bathed in acid. On a

successful save, a creature takes half as much damage and suffers no other effect.

A creature who is bathed in acid takes 3 (1d6) acid damage at the start of each of their turns for 1 minute (save ends at end of turn). A creature can use their action to wipe the acid off themselves or another creature within their reach, ending the effect early.

### BONUS ACTIONS

**Earth Eruption.** While burrowing within 10 feet of the surface, the ankheg erupts (without spending movement) into a 10-foot square on the ground directly above them. This area becomes difficult terrain, and each creature on the ground in this area must make a DC 14 Dexterity saving throw. On a failed save, a creature is pushed 5 feet to an unoccupied space of the ankheg's choice and is restrained by rubble. A creature can use their action to free themselves or another creature within their reach. On a successful save, a creature is moved 5 feet to an unoccupied space of the creature's choice and is not restrained.

### REACTIONS

**Skitter.** When a creature attacks the ankheg, the ankheg can move up to half their speed without provoking opportunity attacks.

### VILLAIN ACTIONS

The ankheg has three villain actions. They can take each action once during an encounter after an enemy's turn. The ankheg can take these actions in any order but can use only one per round.

**Action 1: Big Bug!** The ankheg stands on their hind legs in an impressive and terrifying display of dominance. Each enemy within 30 feet of the ankheg who can see them must make a DC 13 Wisdom saving throw or be frightened of the ankheg for 1 minute (save ends at end of turn).

**Action 2: Quick Burrow.** If the ankheg is grappled, the condition ends for them, and they burrow up to twice their speed without provoking opportunity attacks. If the ankheg is grappling a Large or smaller creature during this movement, the ankheg's speed is not halved.

**Action 3: Acid Bath.** Acid sprays from the ankheg's wounds onto each creature within 15 feet of them. Each target must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.



ENC 3 (portal rm)

# ENCOUNTER 3

«[Back to Sharushek](#)»

All encounters can be changed at DM's discretion

showing work in these notes so DMs can be flexible as context changes.

## Intention

- These baddies are active and trained so they should have decent tactics.
- Players may surprise this group
- Put a few baddies off north of the opening (by the greenish chest and the rest around back. This lets "reinforcements" come around the furniture and hopefully hit the players' back line.

## Plan

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## MINION RULES:

- Groups of 5 minions have a shared HP pool (ex: if minions have 5 hp each => 40hp pool)
- Every time the pool drops by the hp of a minion, one of them dies.
- It's possible to do enough damage to kill 2 or more minions in one attack, let the player explain how they managed that.
- All minions move and attack on same turn.
- All minions attacking the same person use the same attack roll, damage is summed..
- No more than 3 minions can attack one person in a turn.

## Enemies: CR 2

- Northern Party (CR 1¼)
  - 1 Group of Lizard Cultists (5 total)
  - 1 Groups of Lizard Guard (5 total)
  - 2 Lizard Scaletooth
- Second Northern Party (if things are too easy so far, surprise extra artillery)
  - 1 group of lizard cultists (5 total)
- Southern Party (CR 5/8)
  - 1 Lizard Raider (charges in when it can)
  - 1 Group of Lizard Cultists (5 total)

**Bread & Butter Actions:**

Are written in orange

**Actions with Charges:**

Are in red

**Passive (always on) Abilities:**

Are in yellow

**Reactions:** (1 per round)

Are in Green

**Bonus Actions:** (1 per round)

Are in cyan

**Lizard Guard** CR 1/8 (5xp)  
*(minion)*

AC 16 Group HP 25 (5 ea) Spd 30  
 STR +1 DEX +1 CON +1  
 Prcpion+2 Pass.Perception 12 ProfBonus +2

**Spear:** +3 to hit 1 damage

**Overwhelm:** any creature that starts their turn within 5 feet of 3+ guards reduces speed by 5 feet per guard for their turn.

**Lizard Cultist** CR 1/8 (25xp)  
*(minion)*

AC 12 Group HP 15 (3 ea) Spd 30  
 STR -1 CON -1 INT +2 WIS -1

**Firecracker:** Spell, 60ft. Single.  
 +4 to hit 1 fire damage.  
 DC 12 CON save or be deafened for a turn.

**Shocking Grasp:** Spell Melee Single  
 +4 to hit, 2 lightning.  
 Target can't take Reactions for a turn.  
 Cultist gets adv on attack if target in metal armor.

**Lesser Magic Missile:** 1/day, 120 ft, 3 targets.:  
 1 force damage ea. No missing (max 2 casts per round)

**Lizard Raider** CR 1/2 (100xp)

AC 14 HP 22 Spd 30  
 STR +2 DEX +1 CON +1 WIS +1  
 Stealth +3 Pass.Prpc 11

**Axe:** +4 to hit 1d6+2 slash

**Shield Shove:** +4 to hit, 1d4+2  
 DC 12 Str save or be pushed 5 ft.

**Reaction: Splinter Shield**

When wielding a shield and hit by an attack they can see, gets +4 AC against the attack. If this causes the attack to miss instead of hit, break

**Lizard Scaletooth** CR 1/2 (100xp)

AC 14 HP 26 Spd 30 (also swim)  
 STR +2 DEX +1 CON +2  
 Athletics +4 Pass.Prpc 10

**Miltiattack:** 1 bite + 1 tail

**Bite:** +4 to hit 1d6+2 pierce

**Tail:** +4 to hit, 1d4+2 bludgeon. Reach 10  
 Can move target 5 ft OR grapple (Escape DC 12). Until grapple ends,must tail attack grappled..

**Rending Bite:**

their shield (-2 AC) until they can get another (bonus action next turn if there's one about)

**Charge:** If the raider moves at least 15 ft straight towards a target and hits with a melee attack, do 1d6 bonus damage.

**Exploit Opening** (3/day):  
Get advantage on an attack roll.

Scaletooth bites with advantage vs. grappled targets and deal 1d6 bonus damage.

**Amphibious:**  
Can breathe air or water.

**Reaction: Reptilian Escape** (1/day)  
If fails Str or Dex save, lose tail and succeed instead. (regrows on long rest)

## ENC 4 (Hostages)

# ENCOUNTER 4

«[Back to Sharushek](#)»

All encounters can be changed at DM's discretion

showing work in these notes so DMs can be flexible as context changes.

## Intention

- This should be a hard fight
- These baddies are trained and ready. They should have good tactics and won't be surprised.
- Unless players are very crafty, a lizard on the chair @ hallway is guarding and will alert.
- Crate Maze:
  - Some initial group of lizards should be hiding in the crate maze.
  - All creatures in the maze should charge out and get advantage due to surprise.
- 

## Plan

- Guards & Scaletooth form a front line ASAP.
- Raiders Charge in and Exploit Opening.
- Once Raiders are in melee, Roughneck moves to the back of the front line and buffs as many as he can (plus self).
- Roughneck
  - Has 2 phases: Minion phase & Boss Phase
  - Minion Phase:
    - If players engage in melee, uses **Put You In Your Place** to disdainfully kick players back into the fight and away from him.
    - Does not engage or help in the fight.
    - Once 8/10 guards plus Scaletooth or the raiders dies, Interrupt whoever's turn it is to announce, **"The Lizard roughneck sees his fallen comrades and shouts three guttural words. His limbs start to flail about and then he explodes with void energy, blinding everyone."**...Go to boss phase.
    - If the Roughneck dies first, wait for the end of the next player's turn and announce, **"Though the Lizard Roughneck was killed, his body starts twitching and convulsing and almost immediately explodes with void energy, blinding everyone."**
  - Boss Phase:
    - Announce: **"Moments later when your vision returns, every lizard in the room is slain and the Roughneck is transformed, floating inches off the floor, emanating void energy and malice. His muscles and health bar visibly expand. He points at each of you individually, says**

some hostile words you don't understand, and activates, '**Breathe in, Breathe out.**' The area around him crackles as he draws lightning energy into himself.

- Spawn 3 Lizardman Ghost minions (see Void Mode stat block).
- The new initiative order is: Ghosts, All 4 players in whatever order they prefer, then the boss.
- Reset boss HP and start using Void Mode stat block.

## MINION RULES:

- Groups of 5 minions have a shared HP pool (ex: if minions have 5 hp each => 40hp pool)
- Every time the pool drops by the hp of a minion, one of them dies.
- It's possible to do enough damage to kill 2 or more minions in one attack, let the player explain how they managed that.
- All minions move and attack on same turn.
- All minions attacking the same person use the same attack roll, damage is summed..
- No more than 3 minions can attack one person in a turn.

## Enemies: CR 2.5

- Food area
  - 1 Lizard Roughneck (boss)
  - 1 Lizard Scaletooth (lieutenant)
  - 2 groups Lizard Guard (10)
- Hidden in boxes
  - 2 Lizard Raider (ambushers)

### Bread & Butter Actions:

Are written in orange

### Reactions: (1 per round)

Are in Green

### Actions with Charges:

Are in red

### Bonus Actions: (1 per round)

Are in cyan

### Passive (always on) Abilities:

Are in yellow

**Lizard Guard** CR 1/8 (5xp)  
(*minion*)

AC 16 Group HP 25 (5 ea) Spd 30  
STR +1 DEX +1 CON +1

**Lizard Raider** CR 1/2 (100xp)

AC 14 HP 22 Spd 30  
STR +2 DEX +1 CON +1 WIS +1  
Stealth +3 Pass.Prpc 11

Perception+2 Pass.Perception 12 ProfBonus +2

**Spear:** +3 to hit 1 damage

**Overwhelm:** any creature that starts their turn within 5 feet of 3+ guards reduces speed by 5 feet per guard for their turn.

**Axe:** +4 to hit 1d6+2 slash

**Shield Shove:** +4 to hit, 1d4+2  
DC 12 Str save or be pushed 5 ft.

**Reaction: Splinter Shield**

When wielding a shield and hit by an attack they can see, gets +4 AC against the attack. If this causes the attack to miss instead of hit, break their shield (-2 AC) until they can get another (bonus action next turn if there's one about)

**Charge:** If the raider moves at least 15 ft straight towards a target and hits with a melee attack, do 1d6 bonus damage.

**Exploit Opening** (3/day):  
Get advantage on an attack roll.

**Lizard Scaletooth** CR 1/2 (100xp)

AC 14 HP 26 Spd 30 (also swim)  
STR +2 DEX +1 CON +2  
Athletics +4 Pass.Prpc 10

**Multiattack:** 1 bite + 1 tail

**Bite:** +4 to hit 1d6+2 pierce

**Tail:** +4 to hit, 1d4+2 bludgeon. Reach 10  
Can move target 5 ft OR grapple (Escape DC 12). Until grapple ends, must tail attack grappled..

**Rending Bite:**

Scaletooth bites with advantage vs. grappled targets and deal 1d6 bonus damage.

**Amphibious:**

Can breathe air or water.

**Reaction: Reptilian Escape** (1/day)

**Lizard Roughneck (Phase 1)**

AC 14 HP 26 Spd 30  
STR+3 DEX+2 CON+2 WIS+1 CHA+1  
Athletics +5 Stealth +4  
Immune: Fear

**Multiattack:** (Fury only) 2 axe attacks

**Axe:** +5 to hit 1d6+3  
Melee or ranged (20/60)

**Battle Cry** (1/day):  
Each ally within 15 ft who can hear gains adv on attack rolls until start of roughneck's next turn.

**Bonus Action: Battle Fury** (1/day)  
1 minute fury state, resist bludgeon, slash, pierce

**Inspiration:**

Allied humanoids within 15 ft who can see or hear roughneck get adv vs. Wis & Cha saves.

If fails Str or Dex save, lose tail and succeed instead. (regrows on long rest)

### **Reaction: Put You In Your Place**

When a player steps into melee range, May shove player 10 feet away. DEX or STR save (DC 12) or be knocked prone.

## **Lizard Roughneck (Void Mode)**

AC 15 HP 64 Spd 15  
STR+3 DEX+2 CON+2 WIS+1 CHA+1  
Immune: Fear  
Resist: Necrotic, Poison

**Multiattack:** 2 void attacks

**Void Slap / Void Hurl:** +5 to hit 1d10+3 lightning, Melee or ranged.

### **Reaction: Put You In Your Place**

A player who hits the Roughneck from range must make a STR save or be pulled 10 feet towards the roughneck. (Roughneck only gets one per round so be strategic and try to pull in a close squishy if possible.)

### **Ghostly Minions**

Spawn 3 lizardman ghosts (using guard stats) next to the Roughneck on the start of his 2nd, 4th, 6th, ... turn. These take their turns immediately after the Roughneck. These are trying to slow players down so they get in range of Breathe In, Breathe Out.

### **Breathe In, Breathe Out**

When roughneck ends his next turn, players within 10 feet takes 2d4+2 lightning damage (ghosts are immune). Activates at start of boss phase, and Roughneck's 2nd, 4th, 6th,... turns (explodes on end of 1st, 3rd, 5th... turns).

# Big Fight

# Big Fight

## MINION RULES:

- Groups of 5 minions have a shared HP pool (ex: if minions have 5 hp each => 40hp pool)
- Every time the pool drops by the hp of a minion, one of them dies.
- It's possible to do enough damage to kill 2 or more minions in one attack, let the player explain how they managed that.
- All minions move and attack on same turn.
- All minions attacking the same person use the same attack roll, damage is summed..
- No more than 3 minions can attack one person in a turn.

<b>Bread &amp; Butter Actions:</b> Are written in orange		<b>Reactions:</b> (1 per round) Are in Green	
<b>Actions with Charges:</b> Are in red		<b>Bonus Actions:</b> (1 per round) Are in cyan	
<b>Passive (always on) Abilities:</b> Are in yellow			
<b>Lizard Guard</b> CR 1/8 (5xp) <i>(minion)</i>  AC 16    Group HP 25 (5 ea)    Spd 30 STR +1    DEX +1    CON +1 Prcption+2    Pass.Perception 12    ProfBonus +2  <b>Spear:</b> +3 to hit 1 damage  <b>Overwhelm:</b> any creature that starts their turn within 5 feet of 3+ guards reduces speed by 5 feet per guard for their turn.		<b>Lizard Cultist</b> CR 1/8 (25xp) <i>(minion)</i>  AC 12    Group HP 50 (10 ea)    Spd 30 STR -1    CON -1    INT +2    WIS -1  <b>Firecracker:</b> Spell, 60ft. Single. +4 to hit 2d4 fire damage. DC 12 CON save or be deafened for a turn.  <b>Shocking Grasp:</b> Spell Melee Single +4 to hit, 1d8 lightning. Target can't take Reactions for a turn. Cultist gets adv on attack if target in metal armor.  <b>Lesser Magic Missile:</b> 1/day, 120 ft, 3 targets.: 1d2+1 force damage. No missing	
<b>Lizard Grunt</b> CR 1/2 (20 xp)		<b>Lizard Roughneck</b> CR 1 (200xp)	

(minion)

AC 14 Group HP 35 (7 ea) Spd 30 +swim  
STR +2 DEX+1 CON+2 WIS+1  
Pass.Prpc 11

**Bite:** +4 to hit, 1 pierce each  
Grappled by each grunt who attacked (escape DC 10 + # of grappling grunts). Target is restrained until grapple ends and a successful save escapes all grapples.

**Javelin:** +4 to hit, 1 pierce each. Range 30/120

**Amphibious:**  
Can breathe air or water.

AC 14 HP 26 Spd 30  
STR+3 DEX+2 CON+2 WIS+1 CHA+1  
Athletics +5 Stealth +4  
Immune: Fear

**Multiattack:** (Fury only) 2 axe attacks

**Axe:** +5 to hit 1d6+3  
Melee or ranged (20/60)

**Battle Cry** (1/day):  
Each ally within 15 ft who can hear gains adv on attack rolls until start of roughneck's next turn.

**Bonus Action:** **Battle Fury** (1/day)  
1 minute fury state, resist bludgeon, slash, pierce

**Inspiration:**  
Allied humanoids within 15 ft who can see or hear roughneck get adv vs. Wis & Cha saves.

**Lizard Raider** CR 1/2 (100xp)

AC 14 HP 22 Spd 30  
STR +2 DEX +1 CON +1 WIS +1  
Stealth +3 Pass.Prpc 11

**Axe:** +4 to hit 1d6+2 slash

**Shield Shove:** +4 to hit, 1d4+2  
DC 12 Str save or be pushed 5 ft.

**Reaction: Splinter Shield**  
When wielding a shield and hit by an attack they can see, gets +4 AC against the attack. If this causes the attack to miss instead of hit, break their shield (-2 AC) until they can get another (bonus action next turn if there's one about)

**Lizard Scaletooth** CR 1/2 (100xp)

AC 14 HP 26 Spd 30 (also swim)  
STR +2 DEX +1 CON +2  
Athletics +4 Pass.Prpc 10

**Miltiattack:** 1 bite + 1 tail

**Bite:** +4 to hit 1d6+2 pierce

**Tail:** +4 to hit, 1d4+2 bludgeon. Reach 10  
Can move target 5 ft OR grapple (Escape DC 12). Until grapple ends, must tail attack grappled..

**Rending Bite:**  
Scaletooth bites with advantage vs. grappled targets and deal 1d6 bonus damage.

**Amphibious:**  
Can breathe air or water.

**Charge:** If the raider moves at least 15 ft straight towards a target and hits with a melee attack, do 1d6 bonus damage.

**Exploit Opening** (3/day):  
Get advantage on an attack roll.

**Kobold Tiro (infantry)** CR 1/8 (5xp)  
(*minion*)

AC 12 Group HP 20 (4 ea.) Spd 40  
STR +1 WIS -1 CHA-1  
Pass.Prpc 9

**ATTACK!:** +3 to hit, 1 pierce each.  
Melee or ranged (20/60)

**Shield? Shield!**

Gains +1 AC while within 5 ft of an ally who's wielding a shield.

**Testudo (w/ commander)**

Commander gets +1 bonus AC (max +5) for each Tiro within 5 ft.

**Reaction: Reptilian Escape** (1/day)

If fails Str or Dex save, lose tail and succeed instead. (regrows on long rest)

**Kobold Veles (chucker)** CR 1/8 (25xp)

AC: 13 HP: 10 Spd 40  
STR +1 DEX+1 WIS-1 CHA-1  
Athletics +3 Pass.Prpc 9

**Pilum:** +3 to hit 1d6+1 pierce  
If target has a shield, spear is embedded. Target has disadv. On attacks until they drop shield or spend action to remove spear.

**Bonus Action: Pivot**

Veles moves up to 1/2 speed without provoking opportunity attacks.

**Shield? Shield!**

Gains +1 AC while within 5 ft of an ally who's wielding a shield.