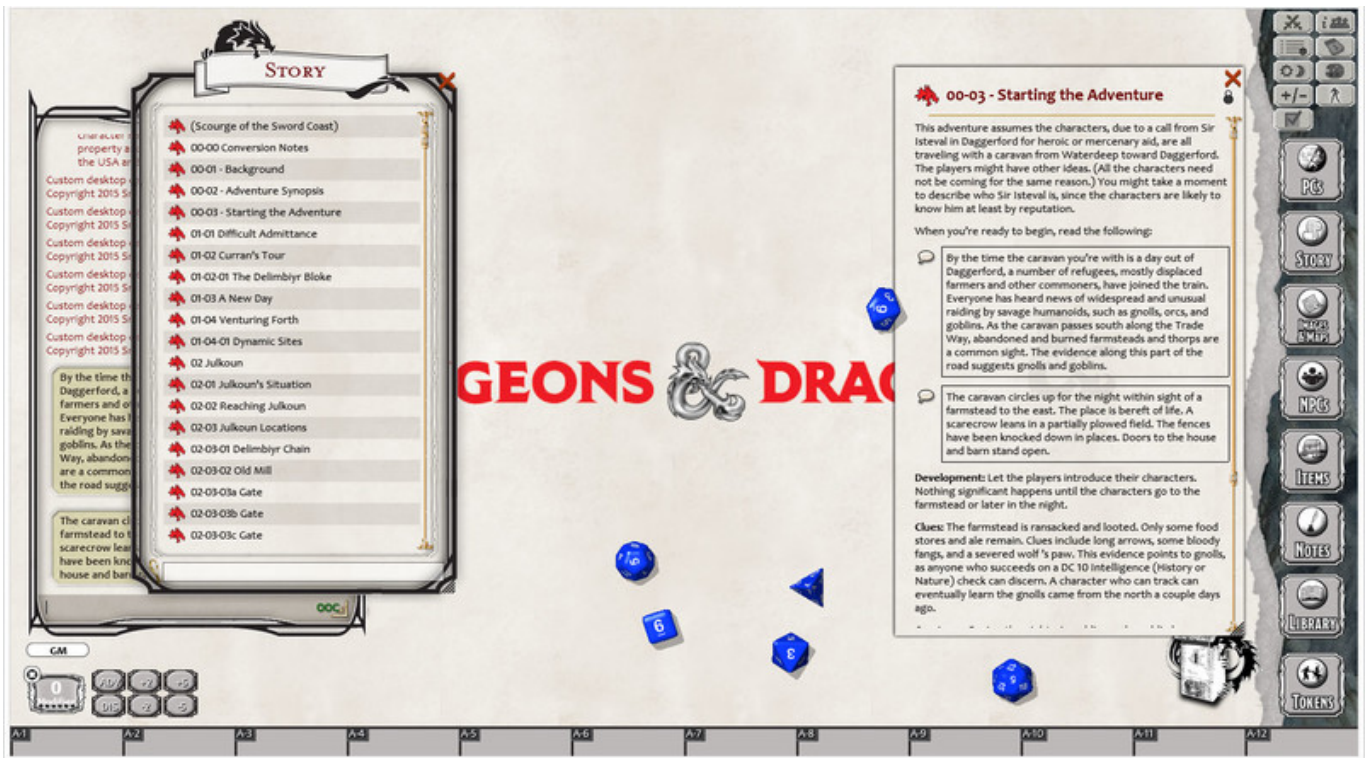


Fantasy Grounds - D Amp;D Scourge Of The Sword Coast



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LIBRARY

Adventure

Scourge of the Sword Coast

PERSONALITIES

- 🔥 Pit Trap
- 🔥 Portcullis Trap
- 🔥 Rat, Cave
- 🔥 Sezibul, Orc Shaman
- 🔥 Shadow
- 🔥 Shalendra Flosin
- 🔥 Shorg, Hobgoblin Leader
- 🔥 Skeleton
- 🔥 Steeder (Giant Spider)
- 🔥 Thegger Grynn
- 🔥 Tiger
- 🔥 Vault Trap
- 🔥 Viper, Giant
- 🔥 Wartsnak, Orc Wight
- 🔥 Water Grue
- 🔥 Wight, Thayan Battle
- 🔥 Wolf
- 🔥 Worg (Shorg's Pet)
- 🔥 Wraith, Lesser

- 🔥 Encounters
- 🔥 Story
- 🔥 Images & Maps
- 🔥 Items
- 🔥 Personalities
- 🔥 Parcels

Wartsnak, Orc Wight

Medium undead, neutral evil

Armor Class 17 (scale mail, shield)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR 18 (+4)

DEX 13 (+1)

CON 15 (+2)

INT 11 (+0)

WIS 11 (+0)

CHA 16 (+3)

Saving Throws Str+6, Dex+3, Con+4, Int+2, Wis+2, Cha+5

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned, frightened

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 4



- PCB
- STORY
- MAPS & MAPS
- NPCS
- ITEMS
- NOTES
- LIBRARY
- TOKENS

02 Julkoun

JULKOUN

Julkoun stands northeast of the Laughing Hollow, at a point where the Delimbiyr River narrows as it traverses a bed of rocky ground. Two prominent rock outcroppings, the Flint and the Bump, dominate the landscape near the village. At the village, the Delimbiyr River is contained within artificial embankments, which further reduces its width to a mere 160 feet.

Julkoun is a rural community, and besides the old mill and the shrine to Chauntea, its buildings are built of wood and straw. The village is home to weavers that produce fine, tough cloth. Much of this cloth is shipped abroad rather than sold in the village.

Julkoun's Situation

Reaching Julkoun

Julkoun Locations

Maps

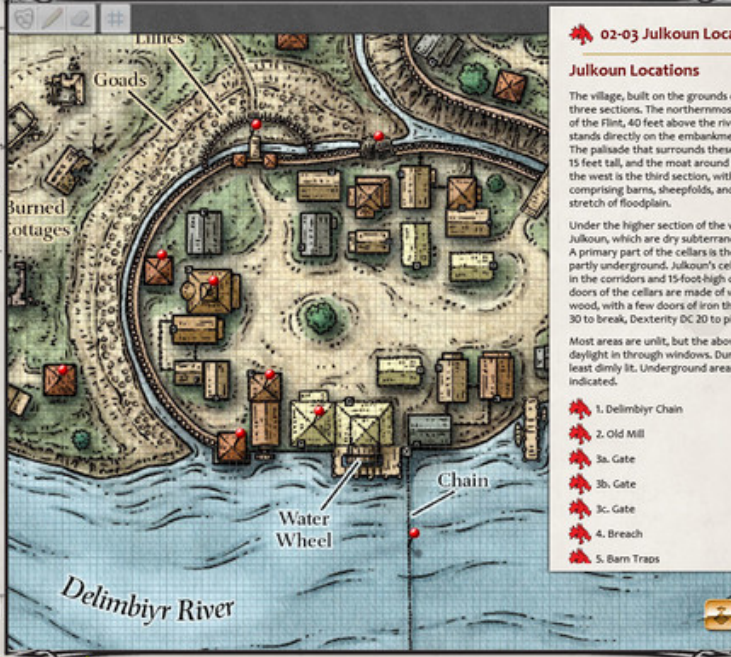
Julkoun - Village Map (Combat)

Julkoun - Cellars (Combat)

Julkoun - Environs

Julkoun - Uncut Map

Julkoun - DM Map



02-03 Julkoun Locations

Julkoun Locations

The village, built on the grounds of an old castle, is divided into three sections. The northernmost section sits on the rocky feet of the Flint, 40 feet above the river. The southernmost section stands directly on the embankments, 10 feet over the river. The palisade that surrounds these two sections of the village is 15 feet tall, and the moat around the wall is 10 feet deep. To the west is the third section, with no defensive wall or moat, comprising barns, sheepfolds, and fishers' sheds built on a stretch of floodplain.

Under the higher section of the village are the "cellars" of Julkoun, which are dry subterranean chambers used as shelter. A primary part of the cellars is the Jester's Pride, an inn built partly underground. Julkoun's cellars have 10-foot-high ceilings in the corridors and 15-foot-high ceilings in the rooms. The doors of the cellars are made of well-maintained reinforced wood, with a few doors of iron that can be locked (Strength DC 30 to break, Dexterity DC 20 to pick the lock).

Most areas are unlit, but the aboveground structures allow daylight in through windows. During the day, such areas are at least dimly lit. Underground areas are dark unless otherwise indicated.

1. Delimbiyr Chain
2. Old Mill
- 3a. Gate
- 3b. Gate
- 3c. Gate
4. Breach
5. Barn Traas

GM



CA-1 CA-2 CA-3 CA-4 CA-5 CA-6 CA-7 CA-8 CA-9 CA-10 CA-11 CA-12

The image displays a digital tabletop game interface. On the left, a grid of 60 puzzle tiles is arranged in 6 rows and 10 columns. Each tile features a circular emblem with a red and black design and a set of hieroglyphs. The tiles are set against a parchment-like background. On the right, a stone tablet with a carved figure and hieroglyphs is shown. The figure has its arms crossed and holds a dagger. The tablet is also on a parchment background. The interface includes a top toolbar with various icons, a right sidebar with buttons for 'PCB', 'STORY', 'MAPS', 'NPCS', 'ITEMS', 'NOTES', 'LIBRARY', and 'TOKENS', and a bottom grid with column labels A1 through A12. Several blue dice are scattered on the grid and tablet.

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⤵	⤵	⤵	⤵	⤵	⤵	⤵	⤵	⤵	⤵

A very nice adventure for early level characters. Originally a playtest module, they have fully updated it for the full 5th edition ruleset.. Time to get back to the sundering thanks for the 5e version. This is great story telling meat and potatos. thanks for the added love!

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