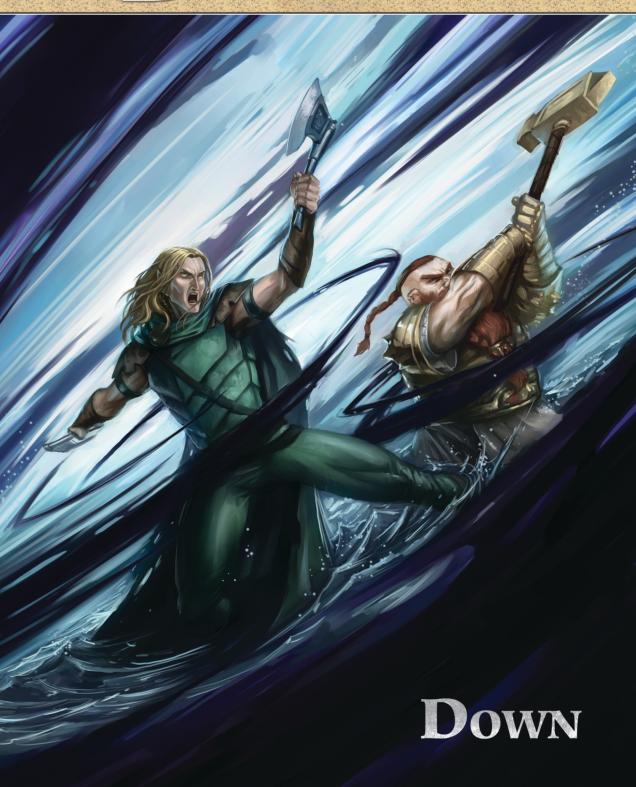
## DUNGEONS DRAGONS







## NGEONS AGONS Down

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It is a time of magic and monsters, a time when the civilized world has been reduced to a few scattered points of light glowing with stubborn determination amid a rising tide of shadows. It is a time when only the bravest dare tread the wilds of the unknown.

A small town built upon the ruins of a larger city, Fallcrest lies at the crossroads of the Nentir Vale, a great wilderness dotted with a handful of inhabited villages and towns where bandits and monsters roam freely, threatening all who venture far from settlements.

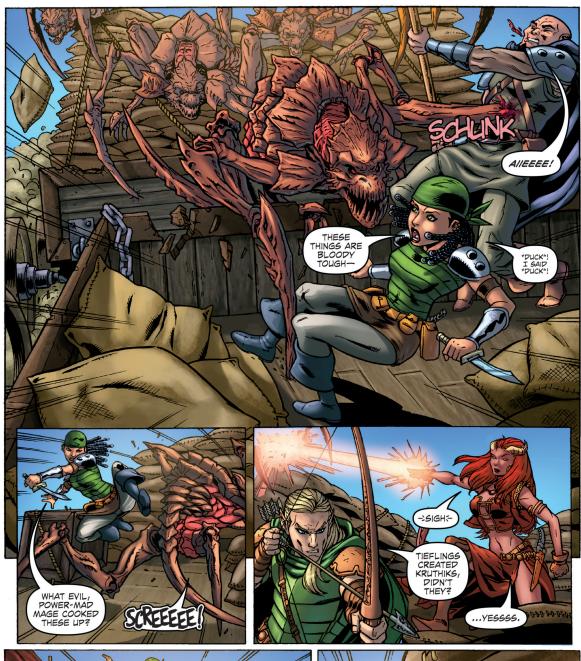
This is a place in need of a few heroes.

Fallcrest is home to many adventurers, and Adric Fell leads one such group.

Fell's Five recently escaped from the Feywild thanks to a lot of moxie and the help of a deposed eladrin lord, but made an enemy for life in the process.





























































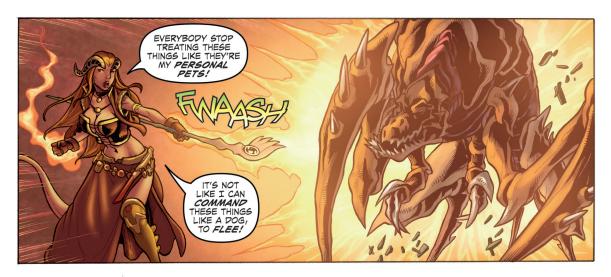




















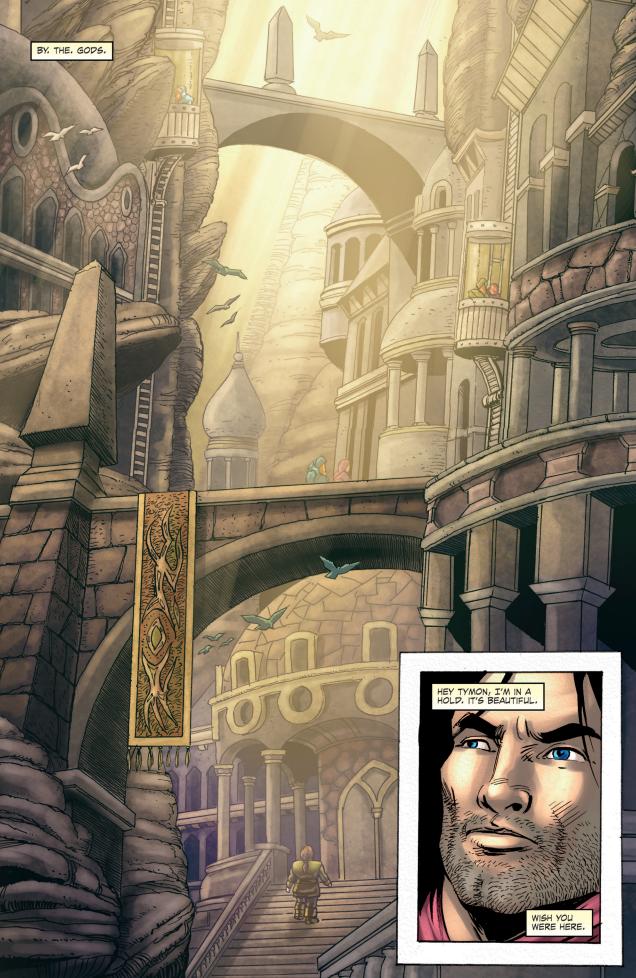








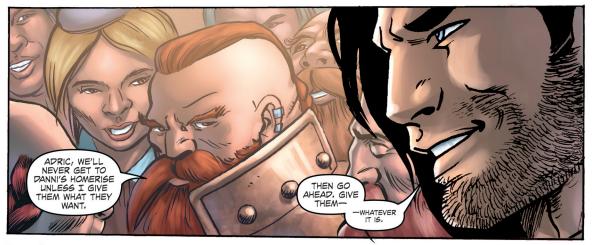




























































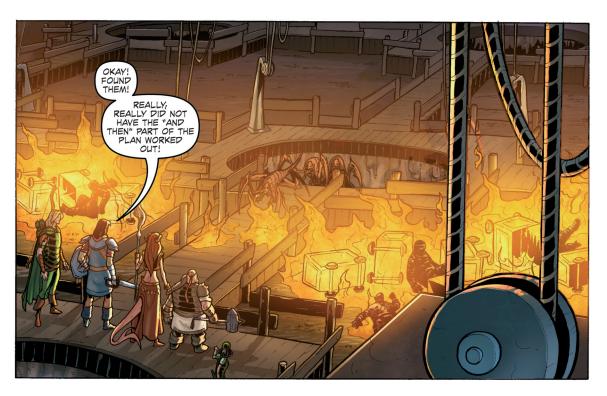
































































WOW, THAT LADY DOES NOT LIKE POETRY.

SHUT YER GOB, BREE.





















































































































































































































































\*UNNGH\*

















































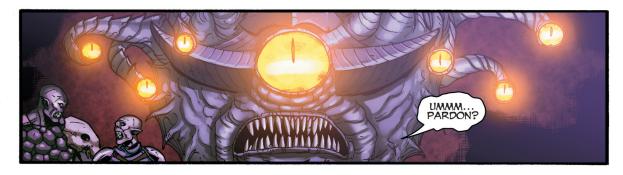






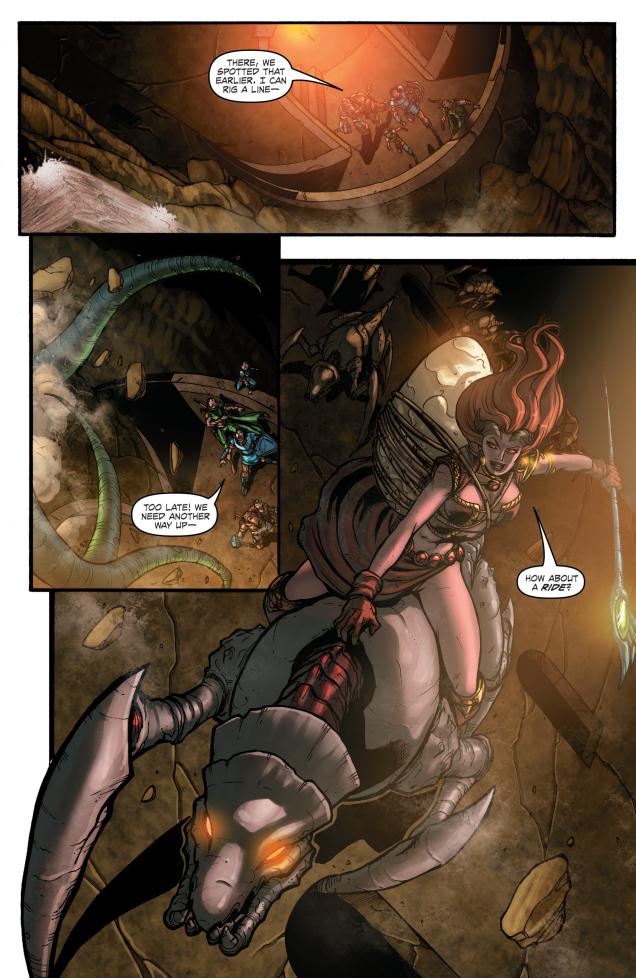












































## Glossary

Kruthik: Kruthiks burrow through the earth, riddling the Underdark with tunnels. They hunt in packs and nest in sprawling subterranean warrens. Kruthiks dig tunnels that remain intact behind them. They communicate with one another through a series of hisses and chitters.

Kruthik Hatchling

Level 2 Minion

Small natural beast (reptile)

Senses Perception +1; low-light vision,

tremorsense 10

**Gnashing Horde** aura 1; an enemy that ends its turn in the aura

takes 2 damage.

Initiative +4

**HP** 1; a missed attack never damages a minion.

AC 15; Fortitude 13, Reflex 15, Will 12 Speed 8, burrow 2 (tunneling), climb 8

(+) Claw (standard; at-will)

+5 vs. AC; 4 damage.

Alignment Unaligned Languages –

 Str 13 (+2)
 Dex 16 (+4)
 Wis 10 (+1)

 Con 13 (+2)
 Int 4 (-2)
 Cha 6 (-1)

**Kruthik Young**Small natural beast (reptile)

**Level 2 Brute** XP 125

Initiative +4

Senses Perception +1; low-light vision,

tremorsense 10

**Gnashing Horde** aura 1; an enemy that ends its turn in the aura takes 2 damage.

HP 43; Bloodied 21

AC 15; Fortitude 13, Reflex 14, Will 11

Speed 8, burrow 2, climb 8

(+) Claw (standard; at-will)

+5 vs. AC; 1d8 + 2 damage.

Alignment Unaligned Languages –

 Str 15 (+3)
 Dex 16 (+4)
 Wis 10 (+1)

 Con 13 (+2)
 Int 4 (-2)
 Cha 6 (-1)

**Kruthik Adult** 

Level 4 Brute

Medium natural beast (reptile)

XP 175

Initiative +6

Senses Perception +4; low-light vision,

tremorsense 10

**Gnashing Horde** aura 1; an enemy that ends its turn in the aura takes 2 damage.

HP 67; Bloodied 33

AC 17; Fortitude 14, Reflex 15, Will 13

Speed 6, burrow 3 (tunneling), climb 6

(+) Claw (standard; at-will)

+8 vs. AC; 1d10 + 3 damage.

**→ Toxic Spikes** (standard; recharge :: ) ◆ Poison

The kruthik makes 2 attacks against two different targets: ranged 5; +7 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Alignment Unaligned Languages -

Str 17 (+5) Dex 18 (+6) Wis 12 (+4) Con 17 (+5) Int 4 (-1) Cha 8 (+1)



