

DM Assist: Planning Phase

Directions: Use the chart below to keep track of the planning phase in the **Introduction: Assault on Theramour's Keep** (p. 6).

Time allotted is real-time and the total allotted to the entire party, not to individual players.

In the **Example**, the character was able to complete 3 actions and received 1 inspiration point. The character also found a shield and oil (6). Their actions allowed the character to learn about the teleportation portals between the Keep and the Outposts. The character also discovered the Wizards Guild and gained a Spell Slot for the duration of this adventure.

Time Allotted (circle one) 5 min. 10 min. 15 min.						
Character	Actions	Inspiration	Item One	Item Two	Hint One	Hint Two
Example	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Shield	Oil (6)	Teleport	Spell Slot
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NPC Tracking Sheets: An Overview

General Notes: There is a lot going on simultaneously in this adventure, providing a challenge for even the most experienced DM to manage. The **Tracking Sheets** are an effort to assist with record-keeping. They are not required for game play. There are two primary Tracking Sheets: one for the armies and one for their siege weapons.

<i>North-West Army: Human</i>																		
<i>Core Statistics Block</i>		AC 12			HP 11			XP 25										
Weapon Attack: +2 to Hit					Hit: 5 (1d6+1)						Spear							
<i>n</i>	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

Names of **armies** are consistently color-coded in the module as a visual aid to find information on the army you are looking for.

Core Statistic Blocks are intended to provide quick vital statistics for the Dungeon Master. For this module, all NPC statistics can be found in the *Monster Manual* (5e).

n There are separate columns for each NPC, and *n* is just a reference number. DMs may use the same numbers on a battle matt, markers or other ways of visualizing the battles (optional)

HP Starting hit points

tHP Temporary hit points

<i>North-West Army: Mangonel (Siege Weapon)</i>																	
<i>Core Statistics Block</i>		AC 15			HP 100			Immunities: poison, psychic									
Weapon Attack: +5 to Hit					Hit: 27 (5d10)												
Range: 200/800																	
Two actions to load, two to aim and one to fire (-1 if 2 arming it). No disadvantage for cover.																	

Siege Weapon is color coded against one or more NPCs (*n*) indicating which ones are running the siege weapon. If an NPC is eliminated, the DM will need to choose a replacement, or to abandon the siege weapon.

NPC Tracking Sheets: Enemy Armies

North-West Army: Human

Core Statistics Block **AC 12** **HP 11** **XP 25**
Weapon Attack: +2 to Hit **Hit:** 5 (1d6+1) Spear

<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

North-West Army: Human

Core Statistics Block **AC 12** **HP 11** **XP 25**
Weapon Attack: +2 to Hit **Hit:** 5 (1d6+1) Spear

<i>n</i>	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

North-West Army: Veteran Human

Core Statistics Block **AC 17** **HP 58** **XP 700**
Weapon Attack: +5 to Hit **Hit:** 8 (1d10 + 3) Longsword, H. Crossbow

Multiattack: 2 longsword attacks or two heavy crossbow attacks (same attack and hit stats)

North-West Army: Mangonel (Siege Weapon)

Core Statistics Block **AC 15** **HP 100** **Immunities:** poison, psychic
Weapon Attack: +5 to Hit **Hit:** 27 (5d10)
Range: 200/800
Two actions to load, two to aim and one to fire (-1 if 2 arming it). No disadvantage for cover.

North-West Army: Ram (Siege Weapon)

Core Statistics Block **AC 15** **HP 100** **Immunities:** poison, psychic
Weapon Attack: +8 to Hit **Hit:** 16 (3d10)

Requires four to operate.

<i>North-East Army: Orc</i>																		
<i>Core Statistics Block</i>						AC 13	HP 15	XP 100										
Weapon Attack: +5 to Hit						Hit: 9 (1d12+3)			Great Axe/Javelin (6 hp)									
<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<i>HP</i>	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
<i>tHP</i>																		

<i>North-East Army: Orc</i>																		
<i>Core Statistics Block</i>						AC 13	HP 15	XP 100										
Weapon Attack: +5 to Hit						Hit: 9 (1d12+3)			Great Axe/Javelin (6 hp)									
<i>n</i>	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
<i>HP</i>	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
<i>tHP</i>																		

<i>North-East Army: Orc War Chief</i>																	
<i>Core Statistics Block</i>						AC 16	HP 93	XP 1,100									
Weapon Attack: +6 to Hit						Hit: 15 (1d12 + 4)			Great Axe/Spear (12 hp)								
Multiattack: 2 longsword attacks or two heavy crossbow attacks (same attack and hit stats)																	
Battlecry (1/day): creatures within 30 ft. can attack with advantage for one turn; War Chief may make one attack as a bonus action																	

<i>North-East Army: Mangonel (Siege Weapon)</i>																	
<i>Core Statistics Block</i>						AC 15	HP 100	Immunities: poison, psychic									
Weapon Attack: +5 to Hit						Hit: 27 (5d10)											
Range: 200/800																	
Two actions to load, two to aim and one to fire (-1 if 2 arming it). No disadvantage for cover.																	

<i>North-East Army: Ram (Siege Weapon)</i>																	
<i>Core Statistics Block</i>						AC 15	HP 100	Immunities: poison, psychic									
Weapon Attack: +8 to Hit						Hit: 16 (3d10)											
Requires four to operate.																	

South-West Army: Kobold*Core Statistics Block***AC 12 HP 5 XP 50****Weapon Attack:** +4 to Hit**Hit:** 4 (1d4+2) Pack Tactics Dagger/Sling*Core statistics Block*

<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<i>HP</i>	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
<i>tHP</i>																		

South-West Army: Kobold*Core Statistics Block***AC 12 HP 5 XP 50****Weapon Attack:** +4 to Hit**Hit:** 4 (1d4+2) Pack Tactics Dagger/Sling

<i>N</i>	19	20	21	22	23	24	25	16	27	28	29	30	31	32	33	34	35	36
<i>HP</i>	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
<i>tHP</i>																		

South-West Army: Kobold War Chief*Core Statistics Block***AC 14 HP 63 XP 700****Weapon Attack:** +3 to Hit**Hit:** 8 (1d10 + 3) Long Sword/ H. Crossbow**Multiattack:** 2 longsword attacks or two heavy crossbow attacks (same attack and hit stats)**South-West Army: Mangonel (Siege Weapon)***Core Statistics Block***AC 15 HP 100 Immunities:** poison, psychic**Weapon Attack:** +5 to Hit**Hit:** 27 (5d10)**Range:** 200/800

Two actions to load, two to aim and one to fire (-1 if 2 arming it). No disadvantage for cover.

South-West Army: Ram (Siege Weapon)*Core Statistics Block***AC 15 HP 100 Immunities:** poison, psychic**Weapon Attack:** +8 to Hit**Hit:** 16 (3d10)**Requires four to operate.**

South-East Army: Hobgoblin

Core Statistics Block **AC 17** **HP 11** **XP 100**
Weapon Attack: +3 to Hit **Hit:** 5 (1d8+1) Longsword/Longbow

<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

South-East Army: Hobgoblin

Core Statistics Block **AC 17** **HP 11** **XP 100**
Weapon Attack: +3 to Hit **Hit:** 5 (1d8+2) Longsword/Longbow

<i>N</i>	19	20	21	22	23	24	25	16	27	28	29	30	31	32	33	34	35	36
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

South-East Army: Hobgoblin Captain

Core Statistics Block **AC 17** **HP 39** **XP 700**
Weapon Attack: +4 to Hit **Hit:** 7 (2d6 + 2) Longsword/Javelin
Multiattack: 2 longsword attacks or two heavy crossbow attacks (same attack and hit stats)

South-East Army: Mangonel (Siege Weapon)

Core Statistics Block **AC 15** **HP 100** **Immunities:** poison, psychic
Weapon Attack: +5 to Hit **Hit:** 27 (5d10)
Range: 200/800
Two actions to load, two to aim and one to fire (-1 if 2 arming it). No disadvantage for cover.

South-East Army: Ram (Siege Weapon)

Core Statistics Block **AC 15** **HP 100** **Immunities:** poison, psychic
Weapon Attack: +8 to Hit **Hit:** 16 (3d10)
Requires four to operate.

NPC Tracking Sheets: The Keep

<i>Humans</i>																			
<i>Core Statistics Block</i>		AC 12			HP 11			XP 25											
Weapon Attack: +2 to Hit					Hit: 5 (1d6+1)									Mace/Heavy Crossbow					
<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
<i>HP</i>	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	
<i>tHP</i>																			

<i>Humans</i>																			
<i>Core Statistics Block</i>		AC 12			HP 11			XP 25											
Weapon Attack: +2 to Hit					Hit: 5 (1d6+1)									Mace/Heavy Crossbow					
<i>N</i>	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
<i>HP</i>	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	
<i>tHP</i>																			

<i>Humans</i>																			
<i>Core Statistics Block</i>		AC 12			HP 11			XP 25											
Weapon Attack: +2 to Hit					Hit: 5 (1d6+1)									Mace/Heavy Crossbow					
<i>N</i>	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	
<i>HP</i>	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	
<i>tHP</i>																			

<i>Humans</i>																			
<i>Core Statistics Block</i>		AC 12			HP 11			XP 25											
Weapon Attack: +2 to Hit					Hit: 5 (1d6+1)									Mace/Heavy Crossbow					
<i>n</i>	55	56	57	58	59	60						A	B	C	D	E	F	G	H
<i>HP</i>	25	25	25	25	25	25						12	12	12	12	12	12	12	12
<i>tHP</i>																			

Note: Only the outer-most towers have ballistas, for a total of eight.

<i>Ballista (Siege Weapon)</i>							
<i>Core Statistics Block</i> AC 15 HP 50 Immunities: poison, psychic							
Weapon Attack: +6 to Hit Hit: 16 (3d10)							
Range: 120/480							
Three actions to load, aim and fire. No disadvantage for cover.							
1 (50)	2 (50)	3 (50)	4 (50)	5 (50)	6 (50)	7 (50)	8 (50)

NPC Tracking Sheets: Outpost One

<i>Humans</i>																		
<i>Core Statistics Block</i>					AC 12				HP 11				XP 25					
Weapon Attack: +2 to Hit					Hit: 5 (1d6+1)				Mace/Heavy Crossbow									
<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

<i>Humans</i>																		
<i>Core Statistics Block</i>					AC 12				HP 11				XP 25					
Weapon Attack: +2 to Hit					Hit: 5 (1d6+1)				Mace/Heavy Crossbow									
<i>N</i>	19	20	21	22	23	24	25	26	27	28	29	30	31	32				
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11				
<i>tHP</i>																		

<i>Ballista (Siege Weapon)</i>																		
<i>Core Statistics Block</i>					AC 15				HP 50				Immunities: poison, psychic					
Weapon Attack: +6 to Hit					Hit: 16 (3d10)													
Range: 120/480																		
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.																		

<i>Ballista (Siege Weapon)</i>																		
<i>Core Statistics Block</i>					AC 15				HP 50				Immunities: poison, psychic					
Weapon Attack: +6 to Hit					Hit: 16 (3d10)													
Range: 120/480																		
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.																		

<i>Ballista (Siege Weapon)</i>																		
<i>Core Statistics Block</i>					AC 15				HP 50				Immunities: poison, psychic					
Weapon Attack: +6 to Hit					Hit: 16 (3d10)													
Range: 120/480																		
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.																		

NPC Tracking Sheets: Outpost Two

<i>Humans</i>																		
<i>Core Statistics Block</i>						AC 12			HP 11			XP 25						
Weapon Attack: +2 to Hit						Hit: 5 (1d6+1)						Mace/Heavy Crossbow						
<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
<i>tHP</i>																		

<i>Humans</i>																		
<i>Core Statistics Block</i>						AC 12			HP 11			XP 25						
Weapon Attack: +2 to Hit						Hit: 5 (1d6+1)						Mace/Heavy Crossbow						
<i>N</i>	19	20	21	22	23	24	25	26	27	28	29	30	31	32				
<i>HP</i>	11	11	11	11	11	11	11	11	11	11	11	11	11	11				
<i>tHP</i>																		

<i>Ballista (Siege Weapon)</i>																	
<i>Core Statistics Block</i>						AC 15			HP 50			Immunities: poison, psychic					
Weapon Attack: +6 to Hit						Hit: 16 (3d10)											
Range: 120/480																	
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.																	

<i>Ballista (Siege Weapon)</i>																	
<i>Core Statistics Block</i>						AC 15			HP 50			Immunities: poison, psychic					
Weapon Attack: +6 to Hit						Hit: 16 (3d10)											
Range: 120/480																	
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.																	

<i>Ballista (Siege Weapon)</i>																	
<i>Core Statistics Block</i>						AC 15			HP 50			Immunities: poison, psychic					
Weapon Attack: +6 to Hit						Hit: 16 (3d10)											
Range: 120/480																	
Two actions to load, aim and fire if fired by two guards. No disadvantage for cover.																	