

Venomfang as Mastermind

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## Introduction

This modification to the narrative of *Lost Mines of Phandelver* leverages the young green dragon *Venomfang* as a master manipulator working to his own ends. This also supposes that *Venomfang* has matured to the point that he is 1-5 years away from becoming an *Adult Green Dragon*.

It is advised to use the innate magic variant rules for dragons. That would give the *Young Green Dragon 2 level 4 spell slots* that replenish daily.

### Interaction at Thundertree

*Venomfang* should be played as an extremely crafty and intelligent creature. He will avoid any real threat to himself and, generally speaking, any real action on his part. He doesn't want a fight and realizes how easily he can lie to or placate the party.

#### *Possible Lies:*

**Reidoth is a liar:** Reidoth is using the party to his own ends

**Venomfang is the victim:** He was ousted from his lair by his vile sister (there is no sister).

**Reidoth is out to get him:** He has no interest in the happenings of the area; just wants to go home.

**Will happily leave:** If pressed, he will let the party think that they convinced him to leave

### *Combat With Venomfang*

Depending on the party, and if you're interested in following through with this modification, it may be necessary to ensure that *Venomfang* isn't killed in combat. That may entail fighting harder, more hitpoints, fleeing as soon as it seems he will be reduced to half HP, or, of course, fudging a roll or two.

### *Rewards*

Award the players the normal XP for interacting with *Venomfang*. This will also help to maintain the illusion that he has been mitigated as a threat.

### *Treasure*

If *Venomfang* is fought and must flee, his hoard will be left behind. That being said, he will be especially vengeful if the party has hurt him and even moreso if his hoard has been taken.

In the latter case, he may work extra hard to punish the party through his minions, such as adding in more random encounters during travelling or facing a larger number of, or more aggressive, enemies elsewhere.

## Venomfang Minions

*Venomfang* has been busy building his empire, but he is still young, and aware that if his allies were to all turn on him at once that they could defeat them. He has taken efforts then to keep these different factions ignorant of one another. It's a delicate balance of avoiding direct involvement and limiting the power that any one ally could ever gain from him in the short-term. As his own power grows he intends to tighten the reins on this shaky network.

### Cultists

*Venomfang* has thoroughly tortured and harassed the cultists that sought to ally with him. They are now completely subjugated.

He is using them as his spies and agents in the world. Specifically they found the ruins at Thundertree and will attempt to use it as a base of operations for collecting information/recruits/resources in Neverwinter.

### Nezznar "Black Spider"

Black Spider believes that he is an ally of *Venomfang's* and that he will be free to take control of Wave Echo himself. *Venomfang* has no such intention and plans on changing the nature of the arrangement and going back on his word as needed. Black Spider doesn't realize the number of other agents at play nor his odds of surviving a conflict with *Venomfang*.

### *Goblins (Cragmaw tribe)*

The goblins know nothing of *Venomfang* and, at most, believe that Black Spider is operating alone.



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King Grol similarly believes that he has aligned the Cragmaw with Black Spider.

Venomfang will exert his direct control over the Cragmaw if they are not completely wiped out once Black Spider is dealt with.

### *Iarno "Glasstaff"*

Unaware that Black Spider is an agent of Venomfang's, Glasstaff fled the area when the mansion hideout was infiltrated, figuring that he'd just move on to some other scheme. Venomfang is super pissed and has spies out everywhere trying to find him before the Lord's Alliance does.

He will likely be pressed into service directly by Venomfang and his usefulness as an agent is now, as it stands, limited due to the fact that he's a wanted man. He may end up as a personal servant.

### *Redbrands*

The Redbrands have been broken by the party. Their inability as a gang to stop the party and Glasstaff's abandonment has broken their spirits. Those remaining in town will have given up the life of crime (the good ones that were on a bad path) and others will have skipped town.

### Hamun Kost

The necromancer has his own dark ambitions and agenda. He has directly dealt with Venomfang and isn't directly involved in the Wave Cave plot.

### Orcs (Many Arrows tribe)

The Many Arrows tribe elders were made aware of the opportunities that the new settlements in the area provide by an unknown agent of Venomfang's. Even Venomfang isn't completely certain as to how that happened, but regardless, it was done in a way that has left them more or less in the dark. As far as they are concerned, it was their idea to venture out towards Phandalin.

Venomfang plans to pay them a "*visit*" and bring them under his direct control through force when it becomes necessary. He's waiting until they either decide to leave the area or generally impact any of his other plans.

## Venomfang Motivations

Venomfang has lofty dreams of controlling the Neverwinter Wood area.

To this end, he is amassing minions and seeking out powerful items (Wave Echo, Old Owl, etc.).

At the very least he seeks to create a proper lair in Neverwinter Wood.

He is nearly grown to adulthood now. How close he is to that transition is up to the DM

He has any agent of his take on an assumed identity/altar ego. This is a paranoid protection against spells that require the caster to know the true name of an entity. It's unclear where he got this knowledge from however, as it most likely pertains to *Gate*, which is a 9th level spell.

### Wave Echo Cave

Long-term, Venomfang hopes to revive the forge and amass an arsenal of magical weapons. Failing that, he will collect any available resources.

### Old Owl Well

Hamun Kost has been tasked with following a thread of rumors and writings that lead to the tower at Old Owl.

### Wyvern Tor

The orcs are purely for the extra muscle and influence over the area. Venomfang sees their role as that of destabilizing and drawing the focus of groups that could be a threat to his plans.

## Conflict With Party

The party will interact with Venomfang at Thundertree and he will pretend that he doesn't know about the cultists, who have been instructed to claim that they have never met him. He will spin lies about being forced from his rightful lair by his half-sister and that he just wants to go home and if the party initiates combat he will hold a grudge.



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## Punishment

As the players interrupt his plans, Venomfang will punish his minions as he sees fit. Players may come across some minor evidence of this such as acid washed piles of corpses, claw marks, etc.

With each complication to his own plan he will hate the party that much more.

## Reveal

Once the party has compromised the Wave Echo plan, Venomfang will want revenge. He may throw more of his agents at them immediately, or perhaps tail them and see what their next plans are.

After being exposed and defeated, assuming he's still alive, he will do his best to disappear and lay low, having his

various remaining agents work on his behalf.

## Future Interactions

When the party next sees Venomfang he should be an *Adult Green Dragon* and in all likelihood, he will have succeeded in finding a place to lair in Neverwinter Wood.

These changes leave Venomfang open to be a strong antagonist for the party moving forward. His transition into an Adult Green Dragon makes him that much more lethal.

Similarly, while the *Monster Manual* doesn't specify that chromatic dragons have the *Change Shape* ability, but the threat that Venomfang can pose to the party, area, and story are greatly increased if it is ruled that he can change into a humanoid form.

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## Acknowledgements

The bulk of this idea was drawn from and built on the following Reddit posts:

- [https://www.reddit.com/r/DnD/comments/8k2idc/lmop\\_spoilers\\_gm\\_linking\\_the\\_entire\\_narrative\\_to/](https://www.reddit.com/r/DnD/comments/8k2idc/lmop_spoilers_gm_linking_the_entire_narrative_to/)
- [https://www.reddit.com/r/dndnext/comments/2e682e/what\\_makes\\_the\\_green\\_dragon\\_work\\_in\\_lost\\_mines\\_of/](https://www.reddit.com/r/dndnext/comments/2e682e/what_makes_the_green_dragon_work_in_lost_mines_of/)