



OUTLAWS OF THE IRON ROUTE

The Iron Route, an important trade road east of Phlan, is beset by competing bandits. An exiled Black Fist officer leads his band of mercenaries turned cloaked ruffians, while a mysterious dragonborn sorcerer commands screaming savages from the north. In this war over the trade route, the beleaguered merchants are the victims, and Phlan suffers from a lack of supplies. It's up to adventurers to strike out and reopen this vital route. An adventure for 1st-4th level characters.

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INTRODUCTION

Welcome to *Outlaws of the Iron Route*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tyranny of Dragons*™ storyline season.

This adventure is designed for three to seven 1st-4th level characters, and is optimized for five 2nd level characters. Characters outside this level range cannot participate in this adventure. Players with ineligible characters can create a new 1st-level character or use a [pregenerated character](#).

The adventure is set in the Moonsea region of the Forgotten Realms, in the town of Phlan and west along the Iron Route, a major trade route through the area.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the *Player's Handbook*™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order.

If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 2nd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since

play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*TM has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules). If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

OUTLAWS OF THE IRON ROUTE

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Knight Sahnd Krulek was a low-ranking officer in the Black Fists, the order charged with maintaining law and order in Phlan. After arresting a rather influential local noble, he was framed and subsequently sentenced to death for reportedly plotting to assassinate Lord Regent Ector Brahms. Knowing Krulek to be innocent, a group of other Knights of the Black Fist helped him escape from Stojanow Gate and spirited him away across the Grass Sea.

To strike back against the nobles of Phlan, the renegade knights began robbing caravans bound for the city. At first, the so-called "Gray Patriots" earned a reputation for criminal decency; they stole only from merchants in the employ of the nobles of Phlan, and never killed unnecessarily. However, as Krulek's plot to punish the nobles gathered momentum, he and his fellow outcast knights became ever more barbaric. Over time, they became little more than the bandits and criminals they once swore to pursue.

Later, a dragonborn sorcerer named Jeralla led a force of crazed kobolds from Thar to the east and unleashed them upon the summer caravans. Declaring herself the Chosen of Tiamat, Jeralla made it no secret that she and her "Claws of Tiamat" were gathering riches for the benefit of the Dragon Queen's hoard. These brazen attacks drew the attention of the Cult of the Dragon, who dispatched an agent to infiltrate the group and investigate the sorcerer's true intentions. The agent, a kobold named Sharrak, soon wormed its way through the ranks to become one of Jeralla's trusted advisors.

The emergence of these new outlaws on the Iron Route hindered Krulek's plans for rebellion. For months, the two groups waged bloody war against one another, until at last the foundations for a shaky truce were laid. Rather than continue attacking one another, they agreed to meet in parley and discuss terms for dividing the Iron Route between them. This meeting is due to take place at King's Pyre, a ruined statue on the rocky coast of the Moonsea.

OVERVIEW

This adventure takes place in four parts.

Part 1: Riot in Phlan. The adventure begins after Phlan erupts into a riot. The party rescues a retainer of a local noble house, who hires the adventurers to hunt down the outlaw chiefs and restore peace to the city.

Part 2: Grimshackle Jail. The characters travel to a remote prison tower, where they interrogate a captive outlaw and learn of the meeting taking place at King's Pyre. During the interrogation, a corrupt jailer orchestrates a prison break, and the characters must escape the tower.

Part 3: King's Pyre. The rest of the adventure takes place at King's Pyre. The players are tasked with infiltrating the site, sabotaging the meeting, and defeating the outlaw chiefs. Along the way, they discover that the Cult of the Dragon has a spy among the kobolds.

Part 4: Orc Assault. The cult sends an orc war band to raze the meeting site. The characters most likely make their getaway during this assault.

PACING THE ADVENTURE

The adventure is designed for **4 hours of play**. Use the table below to budget your time, adjusting the pace as necessary to keep on schedule. In a large public event, you'll need to keep an eye on the clock.

Allow time for strategizing and roleplaying, but try to keep things moving throughout. Offer hints if the players appear stuck, and be prepared to drop encounters wholesale. **The players are not expected to explore the whole King's Pyre adventure site**, or complete all of their objectives. Two of the adventure's phases—Prison Break and Orc Assault—can be run earlier as needed to bring events to a conclusion.

ADVENTURE PACING

Stage	Playing Time (Highlights)
Riot in Phlan	30 min (combat, social interaction)
Outlaw Prisoner	30 min (social interaction, exploration)
Prison Break	30 min (combat, social interaction)
King's Pyre*	120 min (combat, social interaction, exploration)
Orc Assault	30 min (combat)

*Main adventure site, contains multiple encounters

ADVENTURE HOOKS

The adventure begins in Phlan, a struggling city-port on the northern shore of the Moonsea. Let the players invent their own reasons for visiting the city, or use one of the following adventure hooks.

Swords for Hire. Braden Yil, a retainer of House Cadorna, has invited the characters to Phlan to discuss mercenary work. They have arranged to meet him at midday at his caravan in Podol Plaza.

The Scroll Thief. Any characters with the *Favor of Ellison Berenger* (from DDEX1-6 *The Scroll Thief*) are contacted by the notorious scroll thief. Disguised, he passes information to the adventurers regarding two groups of bandits that have been plaguing the Iron Route. Berenger arranges a meeting between the adventurers and Braden Yil, a retainer of House Cadorna, to discuss further details.

One Blood, One Family. Characters with the noble background are approached by Braden Yil, a retainer of House Cadorna, who has an offer of work. He would like the adventurers to meet him in Podol Plaza at midday.

PART 1: RIOT IN PHLAN

Podol Plaza, the city's market square, is the setting for the adventure's first scene.

Cold rain falls over Podol Plaza, and a throng of citizens and merchants have gathered before the Stojanow Gate in protest of recent banditry and politics that has starved Phlan of vital supplies. A line of Black Fist militia is all that stands between them and Valjevo Keep.

"Does the Lord Regent fear this wild dog?" a bedraggled citizen yells, a soggy notice clenched in her fist. "Are his hired goons cowed by their own castoffs?"

Her accusations are joined with angry jeers.

Give the players **Handout 1**. This is a wanted notice for Sahnd Krulek, a bandit leader and former member of the Black Fist. The notice is posted throughout the city.

CARAVAN LOOTERS

With tensions high, it isn't long before trouble flares. The characters find themselves caught in the middle of a riot.

Something soft and stinking flies through the air and splatters on one of the guard's armor. He and the others charge forward, cudgels drawn, and the plaza erupts into chaos. Mobs form, turning on one another and a covered merchant wagon nearby.

"These goods are going to waste," snarls one of the thugs as he clambers atop the wagon. "Let us take them off your hands!"

A small group of five **commoners** break away from the main mob and attempt to rob the wagon. The merchant stays out of combat, shouting for someone to help.

Players wishing to avoid a fight can attempt a DC 15 Charisma check (Persuasion or Intimidation) to defuse the situation. Outstanding roleplaying should grant advantage on the roll. Each successful check turns away one commoner.

DEVELOPMENTS

Between the adventurers and the Black Fist, the riot is eventually quelled. Those fortunate enough to scramble away avoid being dragged off to Stojanow Gate. Once the square is cleared, the adventurers meet the merchant whose wagon the looters were attempting to pillage.

The merchant is **Braden Yil**, a retainer of House Cadorna. If you've chosen one of the adventure hooks provided above, Braden is the noble that the characters have come here to meet. Regardless of how they're

introduced, the merchant invites the party inside his wagon to discuss business.

If the any of the commoners were killed in the fight over Braden's wagon, the Black Fists move to take the adventurers into custody, but after an open exchange of words (and a subtle exchange of coins), Braden manages to convince them otherwise.

THE MERCHANT'S OFFER

Braden's bodyguards have deserted him, and he's desperate for help. The merchant has a proposition for adventurers willing to fight for justice. Over the course of the discussion, Braden reveals the following:

- Storms have driven trade inland, and caravans must use the Iron Route—a perilous road that skirts the northern coast of the Moonsea.
- A number of caravans have been lost to the Gray Patriots, a group of highwaymen led by the disgraced Knight Sahnd Krulek.
- Sahnd Krulek escaped from Stojanow Gate after being arrested, tried, and sentenced to hang for plotting against Lord Regent Ector Brahms.
- House Cadorna recently learned that a second group of outlaws has begun operating along the Iron Route: a legion of kobolds headed by an insane dragonborn who routinely sacrifices her victims to dark gods.
- The dragonborn sorcerer is said to draw her powers from Tiamat, the god of chromatic dragons.
- A bloody feud exists between the two outlaws. The merchants are thankful for this dispute, as it has led to more caravans passing safely through the Iron Route.
- The Lord Regent refuses to send his Black Fists to stop these bandits, and so it falls on those who have an active interest in the Route's safety to see the job done.
- Recently, a merchant caravan owned by House Sokol was ambushed. They were ready for the attack, however, and drove off the bandits, but not before capturing one.
- The bandit was sold to the Grimshackle Brothers, a pair of ne'er-do-wells who run a prison a ways up river. Outlaws sold to the Grimshackles are typically ransomed off to anyone who will pay—be it those who serve the law or those who operate outside of it.
- Braden suggests speaking to the captured outlaw. He is likely the best lead to Krulek and may have information about the dragonborn sorcerer as well.

If the characters accept the contract, Braden directs them to Grimshackle Jail, where the captured outlaw is reputed to be held. The merchant is willing to travel with the characters to the prison, if only to cover any fees that the Grimshackle brothers might levy.

House Cadorna offers a bounty of 75 gp for the leaders of each of the two bandit groups (a pittance compared to the revenue lost so far to their activities). An adventurer succeeding at a DC 15 (Persuasion) check is able to bargain up the bounty to 100 gp each. If asked, Braden is willing to provide an advance of 10 gp on the bounty, provided the party is able to suitably impress upon him the need.

This bounty is in addition to the 100 gp bounty that the Lord Regent has already offered for the arrest or death of Sahnd Krulek. The Lord Regent has not yet offered a bounty on the dragonborn.

Braden offers the adventurers a map of the local area (**Handout 2**).

ROLEPLAYING BRADEN YIL

Braden Yil is a nervous, meticulous man. He frequently looks toward the sky, perhaps to ensure that he is adhering to whatever schedule he has set for himself that day. He speaks curtly and briefly, and quickly grows impatient when subjected to long, drawn out speeches.

Quote: “Get to the point!”

FACTION ASSIGNMENT: LORDS’ ALLIANCE

House Cadorna is a member of the **Lords’ Alliance**, and as a retainer of the house, Braden passes messages to other members. If any character belongs to this faction, he takes them aside and gives them the following assignment.

Recover the Stolen Necklace. House Cadorna has lost a small fortune to the bandits, but nothing compares to losing the Heart of Myth Drannor, the symbol of the house’s loyalty to the Lords’ Alliance. A character who recovers this emerald necklace for Braden earns **one additional renown point**.

WAIT, DON’T I KNOW YOU?

Players who enjoyed Strategic Simulations Inc.’s 1988 *Pool of Radiance* computer game may recall the traitorous councilor Porphyrys Cadorna, who betrayed the heroes to seize control of the mystical Pool of Radiance. Possessed by the evil spirit Tyranthraxus, the councilor drained the pool of its power and fled the city. Two hundred years have passed since those terrible events, yet House Cadorna still abides. Braden Yil is an employee of the house, but like most others, he has no knowledge of its dark past.

PART 2: GRIMSHACKLE JAIL

The trek to Grimshackle Jail takes just over 3 hours. The party can hike alongside the river, or charter a river barge. Braden can also hire horses if needed.

Fog rolls in from the sea as the characters depart, slowing progress to a crawl. They arrive cold and soaked to the bone.

Grimshackle Jail clings like a drowning man to the rocky bank of the Stojanow River. Rotten timbers sag from the tower's walls, and its outbuildings stand in ruin. Rooks nest in the crenels of the tower's battlements.

Broad walls encircle the tower's base, where a large gate house exits onto the towpath. A slatted peephole is fitted at human eye level in the stout, iron-bound door.

The Grimshackle brothers pay good coin for wanted rogues, whom they ransom to the highest bidder. Prisoners with no buyers perish in their cells, or are grudgingly handed over to the Black Fists in Phlan for a small bounty.

Braden knows the jailers won't grant an audience for free. When the party arrives, he hands one of them a purse containing 10 gold pieces "to ease negotiations." For moral reasons, Braden refuses to enter the prison or pay the prisoner's ransom.

THE OUTLAW PRISONER

Rathene Fel is a half-orc mercenary and footpad. She joined the Gray Patriots after they freed her from a labor camp outside Phlan.

Rathene believes that the outlaws have deserted her. Sahnd Krulek has had ample time to cough up her ransom, and the five days she has festered in the jail has robbed her of any loyalties she held.

ROLEPLAYING RATHENE FEL

Rathene has more or less given up. Captured during a raid, she genuinely believes that her gang has abandoned her. Because of this she is bitter and lashes out at others. But for the right price, she'll happily rat out her former comrades.

Quote: "You want to hurt the Gray Patriots? I can tell you how."

THE JAILERS

Ukharim and **Bhevek**, a miserly pair of lightfoot halflings, run the prison tower. They employ eight crooked jailers, some of whom are former prisoners.

The Traitorous Jailer. The Gray Patriots have bribed one of the jailers—a dwarf named Iorg Brokenjaw—into

freeing Rathene. Iorg plans to open the cell belonging to a dangerous convict and smuggle Rathene out in the ensuing chaos. The breakout is scheduled to occur shortly after the characters arrive.

GRIMSHACKLE JAIL

The characters can approach the jail however they please.

GENERAL FEATURES

Light. The interior of the tower is pitch dark. Tiny windows are found in just a handful of cells.

Collapsed Floors. Some floor sections (marked on map 1: Grimshackle Jail) have collapsed due to rot and lack of repair. A character that falls through a rift lands on the level below, taking 3 (1d6) bludgeoning damage.

Weak Floors. Roll a die if a creature of Medium size or larger steps onto a weak floor (marked on the map). On an odd result, the creature falls through to the level below, taking 3 (1d6) bludgeoning damage. The creature also falls prone and is restrained under the rubble until freed with an action and a successful DC 15 Strength (Athletics) check. Noticing an area of weak flooring requires a successful DC 15 Wisdom (Perception) check.

Front Door. The door into the jail is made of stout wood and bound in iron. Unlocking the door's well-made lock requires a set of thieves' tools and a successful DC 15 Dexterity check. The door may be forced open using a DC 20 Strength (Athletics) check, though doing so alerts any of the **thugs** in the courtyard.

Cell Doors. Sturdy wooden doors fortify the cells, set with small barred windows. An adventurer using thieves' tools unlocks the door with a successful DC 15 Dexterity check. A door may be forced open with a successful DC 15 Strength (Athletics) check, though doing so alerts any of the prison's inhabitants in the area.

Prisoners. Prisoners are held inside the marked cells. If freed, these villains count as **bandits**. They have neither armor nor weapons. Escape is their only concern.

SNEAKING INSIDE

The prison's outer wall is 15 feet high and easy to climb, scalable with a successful DC 5 Strength (Athletics) check. The parapet is rarely patrolled, but two **thugs** are always present inside the courtyard. The inner door is kept locked, although both of the thugs carry a key. Picking the lock requires a successful DC 10 Dexterity check with the use of thieves' tools.

Inside, six **thugs** work in shifts, rotating in pairs between the cells and the upper-floor guardroom. The two **halflings** spend their time drinking in the entrance

hall (area 4). There are no secret passages into the prison, and the thugs react violently to any intrusion.

If the characters fight their way to Rathene's cell, you can either skip part 3 of this adventure or launch the breakout during the party's assault.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two thugs
- **Weak party:** Remove one thug
- **Strong party:** Add one thug
- **Very strong party:** Add two thugs

GOING IN THE FRONT DOOR

Sometimes the easiest path is the most direct one. If the adventurers simply walk up to the door and knock, read:

Muffled footsteps are heard, drawing closer. They pause outside the door, and you hear somebody climbing a creaking foot ladder. The peephole snaps open, and a pair of glaring eyes confront you.

"What do you want?"

This is **Bhevek**, one of the **Grimshackle brothers**. He grants entry only to bounty hunters or to those looking to pay a ransom. If the characters offer gold, Bhevek invites them inside. They are led through an overgrown courtyard and into the tower, where they meet **Ukharim**. One of the **thugs** keeps a crossbow trained on them throughout the negotiations.

ROLEPLAYING BHEVEK AND UKHARIM

You'd be hard pressed to find more loathsome wretches than this pair. Filthy, bedraggled, and prone to using crude language, these two are in it for nothing but the money and the opportunity to squeeze it out of needy people.

Quote: "This is definitely gonna cost you."

The halflings know that Rathene runs with the Gray Patriots, so they've set her ransom at 100 gold pieces. The jailers charge 10 gp for a half-hour visit, on the condition that their prisoner isn't harmed. Characters who succeed on a DC 10 Charisma (Persuasion) check can barter the fee down as far as 5 gp. If the players otherwise devise a good bluff to get to Rathene or haggle well, the Grimshackle brothers accept their proposal.

If the characters agree on a price, Bhevek leads them to the cells.

A cramped spiral staircase punches through the heart of the prison tower. Archways open onto each floor, offering eerie glimpses of dank stone corridors, barred cell doors, and scurrying river rats.

Halfway up, you pass a cell door reinforced with iron bars and lengths of chain. Seeing you looking, Bhevek simply mutters "pirate."

Captain Walharrow, a notorious Moonsea pirate, is incarcerated inside the cell marked "W" on the map.

QUESTIONING THE PRISONER

Rathene Fel is imprisoned inside the cell marked "P" on the map.

The bandit's cell is at the very top of the tower, near a small guardroom. Bhevek unlocks the cell door and hands you his lantern. "Half a bell," he snaps.

A half-orc clad in filthy rags is held in the cell, lashed to the wall by her wrists and fettered with heavy chains.

She winces at you through wet, plastered hair.

"You're no jailers," she croaks. "Why are you here?"

The characters have 30 minutes to question the prisoner. Bhevek waits at the door, watching for any mischief.

"I've no loyalty to Sahnd Krulek," says the half-orc. "I can tell you where the bastard is right now. Tell you about that dragonborn he's at war with too. But first you've got to earn it.

"Get me out of here, or get me a better cell: one where I can see the sky. Then I'll talk."

Threats don't sway the half-orc. She's abandoned all hope of rescue and has little left to live for.

PAYING FOR INFORMATION

Bhevek won't relocate Rathene to a new cell, but the characters can bargain with him to improve her conditions. Each improvement offered (such as a blanket to sleep on, or better meals) costs 10 to 20 gp and yields just one answer from Rathene. The outlaw is determined to get all she can for her information.

If the characters pay her ransom, Rathene reveals everything she knows.

FREEING THE PRISONER

Picking the lock on Rathene's shackles requires thieves' tools and a successful DC 15 Dexterity check. Naturally, any jailers present will try to stop this. Once free of the tower, Rathene gladly tells her rescuers everything she knows about the outlaws.

Rathene imparts the following information:

- The gangs are meeting soon to discuss a truce at King's Pyre, a ruined statue that the Gray Patriots use as a hideout. The outlaws plan to sail there on their longship, entering by way of a sea cave.
- Krulek was once a Knight of the Black Fist but was framed after he arrested an influential noble. Other Knights broke him out of Valjevo Castle, and together they turned to banditry to strike back against the merchants.
- There are fourteen outlaws in the gang. Krulek has two lieutenants: a Talashan berserker called **Ruse**, and a giant Calishite called **Little Erik**. Ruse is blind in her left eye, and Erik believes he is cursed: a hag once told him that the hoot of a screech owl would foreshadow his death. Krulek also runs with a moon elf archer, **Kai Tyran Uviel**, who wields a magic bow. All of Krulek's outlaws wear gray hooded cloaks.
- The dragonborn is called **Jeralla**. She believes herself to be the Chosen of Tiamat, and has dubbed her gang the Claws of Tiamat. Jeralla's wild magic has warped her minions, making them strange to behold. They are known for taking captives from their raids, whom they sacrifice to their dark goddess.
- There are at least thirty kobolds in the gang. A winged kobold called **Sharrak** appears to be Jeralla's second-in-command; he has two heads, so he's easy to identify. Recently, Sahnd Krulek received intelligence that Jeralla has some terrible monster in her employ. She is also known to keep a magic book in her wagon, which can dictate messages on command.

Rathene marks the position of King's Pyre on the player's map; it is situated on the coastline, about 40 miles west of Phlan.

PRISON BREAK

Launch this event whenever seems appropriate. Iorg Brokenjaw has murdered a jailer and armed Captain Walharrow, who is now running amok through the prison. An oil lantern has been spilled and fire is spreading.

Muffled shouts are heard from somewhere below. A bell starts clanging, and on the air you catch a telltale whiff of smoke.

The characters' fate is now in their own hands. Use map 1 to manage their escape. **The two encounters listed below are optional, and can occur in any order.**

Hearing the bell terrifies Bhevek if he's present.

"That's the prisoner alarm," gasps Bhevek. "Torm's teeth! That better not be Walharrow!"

Bhevek warns the party that they are in grave danger. He sticks close to them as they head down the tower, but avoids combat unless cornered. If she is present, Rathene pleads for her freedom, unaware that Iorg is on his way to rescue her. Of course, the jailers don't take kindly to characters freeing prisoners.

ENCOUNTER 1. CAPTAIN WALHARROW

Captain Walharrow, a minotaur and feared Moonsea pirate, has been freed from his cell and is rampaging throughout the tower. He delights in carnage and attacks anyone he sees.

A door ahead explodes in a shower of splinters, and a hulking creature with the head of a bull bounds through the wreckage. The creature's left leg is fashioned from intricately carved wood, starting just below the knee, resembling an angry man with its arms and hands upraised to support the leg. Rusted chains dangle from around the monster's waist, arms, and shoulders, and a number of crossbow bolts jut from its bare chest. A jailer—obviously dead—lies limp in its arms.

The beast sees you and bellows "Blood for Walharrow!" Tossing aside the broken corpse like little more than a doll, it wrenches a massive beam from a nearby wall and strides toward you, striking the beam into its open palm.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Minotaur's hit points reduced by 30 and can't use charge ability
- **Weak party:** Minotaur's hit points reduced by 15
- **Strong party:** Minotaur's hit points increased by 15
- **Very strong:** Minotaur's hit points increased by 30

TACTICS

The minotaur's primary objective is to escape the prison. In combat, Captain Walharrow fights with furious abandon, charging the closest target and executing a gore attack. If the characters are in trouble, draw more guards into the fight as fodder.

BALANCING THE ODDS

Captain Walharrow is an enraged engine of destruction, so play it up if you feel the adventurers need the help or simply if you feel it makes the combat exciting. If it misses a charge, it might smash its head into the wall, causing rubble to clatter down harmlessly from the ceiling. If it has a character cornered, it might waste its action bellowing in triumph. Clever players shouldn't have trouble goading Captain Walharrow onto weak floors or into the fire.

Captain Walharrow's Labyrinthine Recall ability allows it to recall the precise path out of the prison with perfect clarity. In any round that the minotaur is not engaged in melee, it moves as quickly as possible toward the exit.

SPREADING FIRE

Set this encounter in an area where fire is spreading. When you describe the scene, choose one or two locations on the map to be on fire.

Fire. A creature that is forced into the flames or that starts its turn inside the fire takes 4 (1d8) fire damage. Additionally, it must make a DC 11 Dexterity saving throw to avoid catching on fire; if it fails this save, it takes an additional 3 (1d6) fire damage at the start of its turn each round thereafter until it spends an action putting out the flames.

DEVELOPMENT

If characters are defeated here, Walharrow robs them of any gold and leaves them for dead. One of the surviving jailers revives the characters as soon as the minotaur departs.

ENCOUNTER 2. HOSTAGE TAKER

The jailers corner the **Grimshackle jailer** Iorg Brokenjaw before he can free Rathene. Iorg takes Ukharim hostage, hoping to use the halfling as a bargaining chip.

Ahead you see a dwarf jailer struggling with one of the Grimshackle brothers. The jailer holds his boss in a headlock, a shortsword pressed to the halfling's throat. Another jailer stands in their way, waving a spear at the hostage taker. "Back off or I'll slit the halfling's throat!" the traitor growls.

The dwarf threatens to kill his boss if his demands are not met. If Rathene is present, Iorg reveals he was sent to free her, and tries to escort her to the bandits waiting in the woods. Depending on the players' actions so far, Rathene might turn on the party to escape.

HOSTAGE NEGOTIATION

Play this as a tense hostage situation. Iorg wants to get to Rathene. Ukharim screams at the characters for aid. If anyone gets too close, Iorg slashes the halfling's throat and fights his way to Rathene.

Iorg can be talked down only if the characters promise him safe passage or offer him more money than he's already been promised (25 gp). Alternatively, a character who succeeds on a DC 15 Charisma check (Persuasion or Intimidation) can distract the jailer, granting another character an opportunity to rush him. If Iorg is reduced to 0 hit points with a single attack, Ukharim is freed without further harm.

ROLEPLAYING IORG

Iorg is nothing if not true to his word, but don't mistake his warped sense of honor for weakness—he is dangerous when backed into a corner. Despite his rough appearance, he is well-spoken and uses brief, terse sentences in conversation.

Quote: "It will be done."

DEVELOPMENT

If rescued, Ukharim agrees to almost anything that the characters demand, be it releasing Rathene into their custody, or simply granting them leave to exit the prison unmolested.

Two Gray Patriot **bandits**—both on horseback—are watching the prison tower from the opposite side of the river, waiting for Rathene. If they see that Rathene and Iorg are not alone, they gallop off into the fog and report back to Sahnd Krulek.

OUTSIDE THE PRISON

Braden Yil is horrified to hear of a truce between Krulek and the sorcerer. He begs the characters to make for King's Pyre and sabotage their meeting. He hires horses or even charters a small sailboat if the characters plan on approaching from the sea. He refuses to travel with the characters, though.

XP AWARD

Once the adventurers escape from Grimshackle Prison, award each character **50 XP**.

PART 3: KINGS' PYRE

King's Pyre is situated on the coast, about 40 miles west of Phlan. Traveling overland, the characters must brave the Iron Route, a rugged trail that drives through wild grasslands and along wind-whipped cliffs. The party arrives at King's Pyre after 2 days of travel. By sea, the journey takes 14 hours. Along the way, they pass a dock that any characters who participated in DDEX1-3 *Shadows over the Moonsea* recognize as that used by Warsh the Boatman to ferry them to "the Village." When the adventurers pass by the dock, Warsh and his ferry are nowhere to be seen, but the island still looms in the distance, shrouded by mist.

The Iron Route skirts around the site, so characters on foot must follow the shore for a few miles to reach their destination. Give the players **Handout 3** as the party rounds the final headland. The party gets a good view of the location from land or sea.

The fog swirls aside, revealing the effigy of a king carved into the stone of the cliff face, a full eighty feet tall from toe to crown, seated on a rocky ledge overlooking the sea. Trees sprout from the statue's lap, moss clings to its weathered surface, and its right hand grasps a goblet.

Tumbling waterfalls flank the statue, bathing its body in glistening spray. Structures of various degrees of permanency surround the statue, coils of smoke winding lazily through the misty air.

The two outlaw groups maintain their own camps on either side of the statue. To the west, a loose circle of tents surrounds a large covered wagon. Wood smoke drifts from a low cave nearby. Beyond the camp, an overgrown trail cuts through steep woods to the cliff top.

A neat circle of tents makes up the eastern camp. More tunnels dot the rock face behind it, and a great sea cave yawns at the foot of the cliff. A longship bobs in the water near the cave, anchored to the statue's sunken hand.

GENERAL FEATURES

King's Pyre is open to the sky. Fog banks roll over it from the sea, and the cliff is honeycombed with caves.

Fog. Sea fog lightly obscures all exterior locations, imparting disadvantage on Wisdom (Perception) checks that rely on sight.

Caves. The caves are dark unless stated otherwise. Cave ceilings vary in height, ranging between 5 and 15 feet above the floor.

Cliffs. A character can climb the rugged cliff face with a

DC 15 Strength (Athletics) check.

Rivers. The rivers are noisy and dangerous to ford. Creatures within 60 feet of a waterfall have disadvantage on Wisdom (Perception) checks that rely on hearing. Characters attempting to wade through a river must succeed on a DC 12 Strength (Athletics) check or be pulled 2d12 feet downstream. If washed over the falls, the character takes 10 (3d6) bludgeoning damage.

Statue. Moss clings to the statue's body, making it relatively easy to climb. A character must succeed on a DC 10 Strength (Athletics) check to climb one of the statue's limbs.

Thickets. Gorse and sage scrub covers the cliff-side. Thickets count as difficult terrain and provide half cover.

Smells. Wood smoke, salt

Sounds. Muffled shouting, idle chatter, horses, falling water, seabirds

APPROACHING THE CAMPS

The players can approach King's Pyre however they please. Use the encounters listed as rough guides only, and be prepared to improvise. **The players are not expected to explore the whole site.** Once events come to a climax, spring the orc assault (part 4) on the group.

ASSAULT

The poor visibility and roaring waterfalls make direct assault a valid tactic. If the characters silence horn blowers and runners first, they'll be able to fight through most locations without alerting the rest of the camp.

DECEPTION

Plenty of opportunities exist to dupe the bandits: for example, dressing up in bandit cloaks, posing as emissaries from town, or staging "false flag" attacks to turn the gangs against each other. Such plans are the stuff of great roleplaying, so try to present fun twists instead of blunt obstacles. This approach naturally requires a lot of improvisation.

STEALTH

Once inside the camp, the party can safely travel between most locations without resorting to group Dexterity checks. Don't spend too long focusing on sneaking characters. If the players split the party, spring a couple of bandits on those who remain behind. **Shararak**, the flying kobold, could turn up anywhere, or the **orc** shock troops from the finale could show up early.

ROLEPLAYING THE OUTLAWS

King's Pyre is a "living" adventure site; creatures don't just wait for the characters to arrive but respond to events. Alerted outlaws warn their neighbors by blowing horns, send runners to their chiefs, or shake up their patrols.

THE MEETING

The meeting is taking place on the statue's lap (area 14 on map 2: King's Pyre) and lasts throughout the night. As the deal is being hashed out, recesses are called every half-hour to allow the chiefs to seek counsel with their advisors.

Negotiations balance precariously on a knife edge. Both chiefs expect trickery and have readied their outlaws to strike when special signals are given. Sahnd Krulek's elf archer provides overwatch from the statue's shoulder; at any sign of treachery, he fires a flaming arrow over the Gray Patriot camp. Jeralla's signal is to light the pyre within the statue's cup. When either signal is given, the rival gangs charge each other.

The signal is to be given only in the event of an obvious and intentional double-cross. If an unknown and unseen enemy attacks from either side, both the chiefs fall back to defend their own camps. Once the all-clear has been given, the meeting resumes.

GANG WAR

If the gangs go to war, describe how the conflict rages across the adventure site. **Do not use dice to resolve combat between NPCs;** simply provide dramatic narration. During the chaos, the players should have plenty of opportunities to rescue prisoners or single out specific enemies.

It falls to you to determine which side wins or loses. Once the battle is over, the victors return to their camp to rest and rejoice. At this stage, you can use the encounters listed as a guide for exploring their camp.

INTERROGATING CAPTIVES

Captive outlaws can be pressured into answering the characters' questions with a successful DC 15 Charisma (Intimidation) check. All the outlaws know the basic layouts of their own camps and the signal that calls them to war. If the players missed any information from Rathene, it can also be revealed here.

CAPTURED CHARACTERS

It's possible that the outlaws might capture one or more characters. The Claws of Tiamat chain their prisoners

inside the **cave of captives** (area 6), while the Gray Patriots dump them inside one of the tents at the **outlaw camp** (area 11). In either case, runners are sent to notify the respective outlaw chief, who calls a recess to interrogate the prisoners. Give plenty of opportunities for the rest of the party to stage a breakout before or after the interrogation.

MUTANT KOBOLDS

Jeralla's wild magic has warped her kobold minions, afflicting many of them with permanent mutations. Any time the adventurers encounter a new group of kobolds, describe one or two of them as bearing strange deformations, such as:

- Body covered in colored, heatless flames
- Extra eyes, or eyes arranged oddly around head
- Vestigial limbs, extra arms, tiny dragonfly-like wings
- Oddly colored scales: bright pink, white, metallic, and so on
- Glowing eyes
- Hovering 2 inches above the ground at all times
- Mane of slithering tentacles
- Shadow that acts independently
- Fur!
- Transparent scales, revealing organs inside

OPTIONAL ENCOUNTER: CULT SPY

Run this encounter at any time to foreshadow the finale. The characters encounter **Shararak**, the Cult of the Dragon's spy within the Claws of Tiamat. Shararak is a winged kobold, known as an *urd*, so the encounter can take place almost anywhere.

Through the fog, you spot a scaly humanoid with leathery, bat-like wings. The creature has two reptilian heads; one looks around nervously, while the other whispers into a black stone held in its palm. The creature cannot be more than three feet tall.

A character must succeed on a DC 15 Dexterity (Stealth) check to sneak up on Shararak. Anyone who gets close hears the kobold whispering into its *sending stone*. A DC 10 Wisdom (Perception) check allows a character to overhear what is being said.

"Jeralla won't suspect a thing!" one head whispers. "She's too busy with the humans. There is no better time to attack than now! Kill the heretic, and the Cult of the Dragon shall shower you in gold!"

"Hurry up with that stone!" hisses the creature's other head. "It is not safe here."

DEVELOPMENTS

If cornered, Sharrak betrays Jeralla without hesitation. Knowing that the orcs are closing in, it buys time by pleading to serve as the party's spy. The kobold reveals its cult ties only if it knows its life is in grave peril. Don't worry about spoiling the finale: knowing about the impending attack will more than likely force the players to take action.

If Sharrak escapes, it hurries back to the Claws' camp to warn the other kobolds of intruders. It doesn't warn Jeralla—she might wonder why it was so far from its post.

The party can attempt to contact Narle, the orog warband leader (see part 4) through Sharrak's seized *sending stone*, but it carries some risk. If a character wishes to pretend to be Sharrak and perpetrate a ruse, succeeding in a contest pitting a character's Charisma (Deception) check with disadvantage against Narle's Wisdom (Insight) check might be able to change the outcome of the final battle, allowing some of Jeralla's forces to escape. Under no circumstances will Narle not launch the attack; the best he can be convinced to do is delay for an hour or two.

If the characters do not succeed in deceiving Narle, he'll know that Sharrak has been compromised, and orders additional orcs to hunt alongside him for the interlopers at the battle.

ROLEPLAYING SHARRAK

Sharrak's mutation has granted it two separate personalities. Its left head is proud and haughty, while its right head is cunning and cruel. The two heads constantly bicker and contradict each other. One might try to cut a deal with a character, only to be rebuked by the other.

1. DEAD CLERIC

A dead cleric of Helm is lashed to a tree near the top of the slope—all that remains of an investigation party sent by the Order of the Gauntlet. The kobolds devoured the cleric's companions and strung him up as a warning to others.

A dead human is lashed to a tree near the top of the slope. His white cloak hangs in tatters, and his armor is torn asunder. By his dress, he looks like a cleric. The words "GO HOM" are carved into his bare chest.

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

If the characters search the cleric, they find a crumpled letter from Barrowin Undurr, hero of the Order of the

Gauntlet. Give the players **Handout 4** when they recover the letter. Characters allied with the **Order of the Gauntlet** now gain the following assignment.

Rescue the Captives. Reports of human sacrifice have troubled the Order's upper echelons. Characters belonging to the Order who bring the captives back alive earn **one additional renown point**.

2. KOBOLD CAVERNS

Kobolds guard the caves on the western slope. If no alarm has been raised, the kobolds are busy betting on a weasel fight. Bestial snarls and excited barks and yips are heard from the caves as the characters approach.

The three caves shown on the map all lead into the same cavern. If the kobolds are distracted, the characters can peer inside without being spotted.

A ghastly animal stench fills your nostrils. Two giant weasels snarl and spit at each other at the center of a low cavern, watched by a trio of small reptilian humanoids. Three more weasels are chained to a boulder at the back of the cavern, near a darkened passageway that leads off into the rock.

There are three **kobolds** and five **giant weasels** inside the cave. Three of the weasels are chained to the wall. The party can easily sneak past the caves, though the outlaws in the camp are unlikely to hear any combat taking place here.

TACTICS

The kobolds fight to the death. At the first sign of trouble, one rushes to free the chained weasels. The weasels turn on anybody who threatens their masters.

One of the kobolds carries a jar of poisonous **spiders**, which can be thrown up to 20 feet, shattering on impact. Make a ranged attack against a creature or object, treating the jar as an improvised weapon. On a hit, the jar deals 1 piercing damage as it shatters, and 1d6 angry spiders land on the target. Each spider attacks once before skittering away.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Subtract one kobold and one giant weasel
- **Weak party:** Subtract one giant weasel
- **Strong party:** Add one kobold
- **Very strong party:** Add one kobold and one giant weasel

POISONOUS TOADSTOOLS

A patch of **striped toadstools** grows near the back of the cave. Any creature ingesting a mouthful of these toadstools must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 hour. To identify the toadstools, a character must succeed on a DC 15 Intelligence (Nature) check.

2A, 2B. CLIFF CAVES

The passage that exits the rear of the cavern emerges high above each outlaw camp. Both cave mouths are 45 feet above ground level. Just ahead of the western cave mouth, a side passage descends to the **cave of captives** (area 6).

3. KOBOLD SCAREMAN

A monstrous effigy built from fur and wicker has been placed on the trail outside the kobold camp. The kobolds built it to trick the Gray Patriots into thinking that Jeralla has an ogre in her employ.

Through the fog you spot a hulking figure standing beside the track. The giant stands nine feet tall and is clad in scraps of hide armor. Five tiny reptilians stand around it, obviously accustomed to its presence.

Eight **kobolds** guard the trail. At any time, two of the kobolds patrol the woods to either side of the trail. One hides inside the effigy, occasionally moving its head to give it the semblance of life, while the rest mill about its feet.

If the kobolds here are attacked, they try to topple the effigy onto their enemies (see below). The kobolds on patrol join the battle after 1d3 rounds. If at least two kobolds are killed, one of the kobolds runs to warn the **kobold camp** (area 4).

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove four kobolds
- **Weak party:** Remove three kobolds
- **Strong party:** Add two winged kobolds
- **Very strong party:** Add four winged kobolds

OGRE EFFIGY

Due to the slope of the path and the heavy foliage, the effigy can only be revealed as such by a character within 20 feet of it who succeeds on a DC 15 Wisdom check. Due to the fog, this check is made with disadvantage.

A group of at least four **kobolds** can combine their actions to topple the effigy onto their enemies. Any creature adjacent to it when it falls must succeed on a DC 15 Dexterity saving throw to dodge out of the way. A creature caught under the falling wreckage takes 4 (1d8) bludgeoning damage and is restrained until it spends an action to escape with a successful DC 10 Strength check.

4. KOBOLD CAMP

If the alarm is raised elsewhere, all of the kobolds present here move to protect **Jeralla's wagon** (area 5).

A circle of tents is pitched around a blazing cook fire. Reptilian humanoids scamper about the camp; some sharpen spears in the hot ash by the fire, some tend to the cooking pot, and others lurk inside the tents. To the north, a large covered wagon is parked next to a team of oxen. Strange growls and hoots can be heard from a wooden cage near the cliff's edge.

There are eight **kobolds** in the camp. If combat ensues, the two **kobolds** guarding the wagon at area 5 join the fight at the beginning of the second round. The kobolds aren't expecting attack from the west, so characters approaching from the woods can observe the camp in relative safety.

INSIDE THE CAMP

The kobold camp has the following features.

Tents. Each of the five tents contains supplies of sugared beetles, jugs of ox milk, simple carpentry tools, and one of the treasures listed below.

Cooking Pot. The kobolds are preparing a foul beetle stew. Characters spying on the cook see it drawing water from a mostly unwatched pail. If the water pail is spiked with the poisonous toadstools in area 2, the entire camp is poisoned within 15 minutes.

Owlbear Cage. Jeralla unleashes her **owlbear** during raids to devour caravan guards and sow terror among her enemies. The owlbear grudgingly recognizes her as its master, but it has no loyalty to her minions. If released from its cage, the beast goes on the rampage. The cage is padlocked, but the rusty lock can be picked with a DC 12 Dexterity check using thieves' tools. A character must succeed on a DC 15 Dexterity (Stealth) check to sneak up on the wagon unnoticed.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two kobolds
- **Weak party:** Remove one kobold
- **Strong party:** Add one kobold
- **Very strong party:** Add one kobold and one winged kobold

TREASURE

The kobolds' tents contain the following purloined treasures: a chest filled with silver trade bars (15 gp total), three bolts of fine silk (5 gp each), a barrel of spices (10 gp), a single garnet (5 gp), and a set of silver candlesticks (5 gp).

5. JERALLA'S WAGON

The wagon is Jeralla's private quarters.

A large wagon is parked near the river. Mysterious symbols are carved into the wagon's sides, and its leathery coverings are dyed red, white, green, blue and black.

Two **kobolds** stand guard outside the wagon. The kobolds only leave this location if the **signal pyre** (area 7) is lit.

Silken drapes decorate the wagon's interior. A leering dragon skull is suspended from the wagon's ribs; green flames flicker in its eye sockets, and its crown is lidded like a treasure chest.

Hovering nearby is a large, open book bound in dragon skin. The corner of one page is folded around a quill pen, which busily scratches out script on the blank page opposite.

DRAGON SKULL CHEST

The **skull's eye sockets flare** when the skull lid is lifted, causing nearby shadows to coalesce into a snarling dragon head. The conjuration delivers a surprise attack on the person who opened the chest, and then rolls initiative. The creature opening the skull's lid must succeed on a DC 12 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save or half that much damage on a successful one. It can be dispelled using *dispel magic* (DC 12), or by taking an action to snuff the flames in the skull's eye sockets. The conjuration is otherwise immune to damage. The trap doesn't trigger if the eye flames are snuffed before opening the lid.

MAGIC BOOK

The sorcerer bound a bard's spirit into the book, which she tasked with chronicling her ascent as the Chosen of Tiamat. After watching the characters for a while, the

spirit tries to communicate with them. The book "speaks" by rapidly flipping through its pages and using folded page corners to point to individual words. It is keen to know what the characters are doing here, and happily answers their questions. The spirit has no loyalty to Jeralla, and yearns to be free of its labors.

The saga itself is composed in painful poetic verse. The sorceress is painted as Tiamat's earthly daughter, destined to rule over all of Faerûn. If asked, the book admits this is "bluster and hogwash." It does not believe she is the Chosen.

The spirit knows the following important facts:

- Snuffing out the skull's eye flames disables the trap.
- Jeralla has come to distrust her second-in-command, Sharrak, who she suspects of plotting against her.
- One of the captives held in the cave is a Harper agent.
- Jeralla stole the owlbear from an elf druid in the Quivering Forest. She uses the Elven word *Arael'sha* to placate the beast when it is angry. If Jeralla were not present, the owlbear would destroy the kobolds.

The only way to free the spirit from its labors is to "end Jeralla's saga." If the sorcerer dies, the book becomes inert.

FACTION ASSIGNMENT: EMERALD ENCLAVE

If the book reveals the owlbear's story, any characters belonging to the **Emerald Enclave** gains the following assignment.

Free the Owlbear. The owlbear's druid master wishes its safe return. If the owlbear escapes the camp alive, any players allied with the Emerald Enclave gain **one additional renown point**.

TREASURE

The treasure chest contains 80 gp in loose coins, silver trade bars bearing the mint mark of Baldur's Gate (20 gp total), a jade dragon statuette (10 gp), a set of jeweled finger-gauntlets (10 gp), and a copper locket containing a painting of a halfling child (5 gp).

XP AWARD

If the adventurers successfully disable the trap on the skull, award each character **25 XP**.

6. CAVE OF CAPTIVES

Characters that approach this cave from the outside risk falling into the **pit trap** at the cave mouth.

A low cave slashes the rock face. Wood smoke drifts from within, and firelight flickers against the cave mouth. Looking closer, you see the shape of a clawed hand acting out a shadow play against the cave wall.

The kobolds' shadow play, recounting the legend of Kurtulmak, is intended to scare their captives. There are five **kobolds** inside the cave and seven captives. Characters who listen carefully can hear kobolds explaining how their god came to serve Tiamat in the Nine Hells.

A safer, less-traveled route enters the rear of the cave from the **kobold caverns** (area 3).

A campfire crackles in the center of this misshapen cavern. Four bedraggled humans, a half-elf, and a pair of dwarves are tied nearby, sprawled over a pile of stinking furs. Wicker cages containing oversized centipedes and cockroaches are stacked against the back wall.

A narrow passageway ascends to the northwest. To the south, a slanting cave mouth curls outside.

If anyone falls into the **pit trap** (see below), the kobolds come running. A character entering the cave entrance while the shadow play is in progress is spotted immediately. The kobolds fight to the death.

CAVE FEATURES

The cave has the following important features.

Pit Trap. The pit is 12 feet deep and hidden under trampled scrub brush. Twine is strung between the pit's wicker surface and a wasps' nest above. A creature falling into the pit pulls the nest down with it, enraging the wasps. In addition to 3 (1d6) bludgeoning damage from the fall, the creature takes an additional 2 (1d4) poison damage from the wasps at the end of every turn it remains inside the pit. Anyone within 5 feet of the pit who is actively searching for traps can detect it with a DC 13 (Perception) check.

Captives. Most of the captives are simple caravan **guards**. One is Sirge Wintermelt, a half-elf **scout** allied with the Harpers (see below). The captives are desperate for freedom, having seen plenty of their fellow prisoners sacrificed to Tiamat.

SIRGE WINTERMELT

The half-elf reveals he is a Harper to any character allied with the same faction. Even if there are no Harpers in the party, the adventurers should recognize the faction's symbol on Sirge's cloak pin.

Sirge relates the following:

- The Harpers have learned that the Cult of the Dragon is mustering orcs in the wilds of Thar.
- Sirge was sent to hunt down the agent behind these deals, but was captured before he was able to make his move.
- At first, he thought **Jeralla** belonged to the Cult of the Dragon, but now that he's had time to study her, he no longer believes that. She's too brash, too wild.
- He believes that **Sharrak**, the two-headed urd, serves the cult. He's seen it whispering into a *sending stone*.

If the characters haven't heard of the Cult of the Dragon, Sirge can explain what he knows about the cult.

FACTION ASSIGNMENT: HARPERS

Once freed, Sirge beseeches the party to help him capture Sharrak, the sorcerer's two-headed lieutenant. Characters allied with the **Harpers** gain the following assignment.

Capture the Cult Spy. If Sharrak is returned alive to Phlan for questioning, each character allied with the Harpers earns **one additional renown point**.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two kobolds
- **Weak party:** Remove one kobold
- **Strong party:** Add one kobold
- **Very strong party:** Add two kobolds

TREASURE

A leather sack at the back of the cave contains the kobolds' purloined riches. Inside the sack is a fine whalebone comb (10 gp), a bronze helmet set with a fan of peacock feathers (7 gp), a bronze torc (5 gp), and a silver ring engraved with dueling mermen (3 gp).

XP AWARD

If the adventurers successfully avoid the pit trap, award each character **50 XP**.

7. SIGNAL PYRE

A **kobold** lookout is stationed here, poised to light the signal pyre if Sahnd Krulek shows any sign of treachery.

The stone goblet looms overhead, the air above it trembling with pungent oil fumes. A scaly humanoid stands on the goblet's rim, clutching a burning torch. It is looking toward the statue's lap.

Climbing to the goblet requires a DC 15 Strength (Athletics) check, and a DC 15 Dexterity (Stealth) check to avoid being spotted by the kobold. If a character is spotted on approach, the kobold shouts to warn Jeralla.

LIGHTING THE PYRE

The kobold lights the signal pyre on Jeralla's orders alone. Roughly 15 gallons of oil have been poured over the deadwood inside the goblet. Once lit, any creature entering the inferno or starting its turn inside takes 27 (6d8) fire damage.

8. OUTLAW LONGSHIP

The Gray Patriots arrived here on this vessel.

A longship is anchored to the statue's sunken hand. The ship's mainsail is tightly furled, but its lines are set for a quick cast off. Two gray-cloaked figures patrol the deck.

The two **bandits** have orders to ward off any vessel that draws near. If the bandits are attacked, they fight valiantly to defend the longship.

ASSAULTING THE LONGSHIP

The longship is 8 feet at the beam, 60 feet in length, and equipped with a single deck.

Slippery Deck. The deck is slippery from the fog. Any character moving more than half speed in a single turn must succeed at a DC 10 Dexterity (Acrobatics) check or fall prone, ending his or her turn.

Cold Waters. The Moonsea is cold enough to knock the breath out of a swimmer. A character who unexpectedly falls into the water gains one level of exhaustion until he or she gets to dry land and spends a few minutes drying off.

LONGSHIP SUPPLIES

The longship carries rations, kegs of ale, and a small armory of swords, spears, arrows, and longbows. Among the supplies are half-dozen thick gray cloaks.

FACTION ASSIGNMENT: ZHENTARIM

A full search of the vessel uncovers a scroll case containing a letter for Sahnd Krulek. The letter is from one of Krulek's spies in Phlan, warning him of a Zhentarim plot against him. Give the players **Handout 5** when the party finds this letter. Characters allied with the **Zhentarim** gain the following assignment on reading the letter.

Capture Krulek Alive. The Zhentarim have ways of getting to their enemies, even if they're in prison. Characters who return Sahnd Krulek alive to the authorities earn **one additional renown point**.

9. SEA CAVE

The Gray Patriots use the sea cave to traverse between the **outlaw longship** (area 8) and the **outlaw camp** (area 11).

A pebble stone beach nestles inside the sea cave. A rowboat has been pulled up onto the beach, stowed away next to a narrow passageway that leads upward. The cavernous sea cave echoes with the ebb and flow of the tide.

The passageway winds up to the **cave entrance** at area 10. The rowboat is empty, and it can fit eight passengers.

10. CAVE ENTRANCE

Two **bandits** patrol the camp's perimeter. The guards are playing a game of dragonchess to mark their patrols.

A three-tiered chessboard lies on the ground just outside the cave, its pieces set in mid-game positions. A loaf of bread and a wineskin sit next to the board. The outlaw camp lies to the south, half-hidden behind a rise of boulders.

If the characters approach this location from the sea cave, they spot one of the outlaws playing her move.

A woman in a gray cloak crouches next to the chessboard, studying the pieces. She appears to be alone.

After a short while, the outlaw plays her move and continues her patrol. Each outlaw takes roughly 10 minutes to circle the camp, with one passing the board every 5 minutes. Both scouts carry horns, which they sound if they spot intruders.

DEVELOPMENT

If one of the scouts returns to the chessboard and sees that the other has not played his or her move, the scout notifies the **outlaw camp** (area 11) and conducts a search of the area. If the missing person is not found, the scout goes to the **meeting place** (area 14) and warns Sahnd.

11. OUTLAW CAMP

The Gray Patriots await the signal to attack. The outlaw **Ruse**, Sahnd Krulek's trusted lieutenant, leads the gang in his absence.

A circle of tents is pitched near the cliff edge, partially hidden behind rocks and scrub brush. Half a dozen gray-cloaked outlaws mill around the camp, sharpening swords, checking supplies, or practicing archery on straw targets. To the northeast, a lone tent can be glimpsed through the fog.

A muscled Tashalan woman paces restlessly through the camp, her eyes locked on the statue to the west. As she walks, she angrily swishes an axe back and forth.

Characters can hide behind rocks and thickets to sneak past the campsite. Any who approach the camp are likely to be seen before they can exploit the benefits of surprise.

TACTICS

Ruse, a **berserker**, commands six hardened **bandits**. If the campsite is attacked, one of the group rushes to the **meeting place** (area 14) to warn Sahnd Krulek. The **thug**, Little Erik, guarding **Sahnd Krulek's tent** (area 12) arrives at the beginning of the second round.

Ruse is blind in her left eye, but she is well-practiced at hiding this weakness. Characters who know of her blindness can exploit it during combat to gain advantage on melee attacks made against her. Only one character may benefit from this tactic in a single round.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Reduce the berserker's hit points by 15 and remove one bandit
- **Weak party:** Remove one bandit
- **Strong party:** Add one bandit
- **Very strong party:** Add one bandit and one thug

TREASURE

The tents contain bedrolls, lanterns, supplies of oil, and rations. Characters who search through the bandits' belongings uncover 15 gp in loose coins. Additionally, one of the bandits wears a fine silken shirt embroidered in

gold worth 10 gp.

12. SAHND KRULEK'S TENT

The outlaw **Little Erik** guards Krulek's tent at all hours.

A military tent is pitched to the north of the main camp. Outside the tent, a seven-foot tall brute stands vigil.

The **thug** Little Erik has orders to prevent entry to all who approach. Little Erik believes that a hag has cursed him, and he is convinced that the cry of a screech owl heralds the moment of his death. If Little Erik hears such a noise, he is struck dumb with fear and has disadvantage on all attacks and skills for 1d3 rounds.

Roll a die at the end of every combat round that occurs here: on an odd result, the bandits at the **outlaw camp** (area 11) are alerted. Once Little Erik is dealt with, the characters can safely enter the tent.

A map of the Iron Route is spread over a table inside the tent. Various notations have been inked onto the map, and chess pieces are positioned across its surface. Scrolls, coins, and wax seals clutter the rest of the table. At the rear of the tent, an ornately carved wooden rack sits with a wooden chest upon it. The chest is locked with a heavy padlock.

FEATURES OF THE TENT

The tent is spacious enough for five characters to move about inside.

Trapped Chest: A magic ward protects the treasure chest. Whenever Sahnd Krulek leaves, he places a glittering longsword inside the chest and sprinkles a small amount of dust on the chest's lock. If the lock is opened before the dust is removed, the sword animates and attacks. Unlocking the chest requires the use of thieves' tools and a successful DC 15 Dexterity check. Because the trap activates when the chest is unlocked, the sword is set to attack once the lid is opened: the adventurers are surprised when the **flying sword** leaps out of the chest. A character who is actively searching the tent can spot the dust on a successful DC 15 Wisdom (Perception) check. Removing the dust is as simple as blowing it off the lock.

Maps and Papers. The map shows the outlaws' hideouts in the Grass Sea and the sites of their ambushes. The paperwork reveals that Krulek is raising a mercenary army to overthrow the merchant houses and take control of Phlan.

TREASURE

The treasure chest contains 50 gp in loose coins and an emerald necklace shaped like a heart (75 gp). The emerald necklace is the **Heart of Myth Drannor**: the heirloom that Braden Yil is so desperate to recover for the Lords' Alliance.

XP AWARD

If the adventurers successfully disable the trapped chest, award each character **50 XP**.

13. LOOKOUT

The moon elf **Kai Tyran Uviel** provides overwatch from the statue's shoulder.

The statue's head and shoulders rest against the upper heights of the cliff face, some twenty feet below the cliff's edge. A thin length of rope is stretched taut between a sapling on the statue's shoulder and a tree on the rocky ledge far below.

The gray-cloaked elf **scout** hides in the undergrowth. Wisdom (Perception) checks made to spot him suffer disadvantage due to the fog and undergrowth.

Kai does not to betray his position unless absolutely necessary. If he witnesses strangers sneaking about, he gives a crow call to warn Krulek.

13A. ZIP LINE

A length of silk rope is fastened to a silverbark tree near the foot of the cliff. The rope stretches all the way to the statue's shoulder, roughly sixty feet west and forty feet above.

Using the zip line, the elf **scout** on lookout can reach the vicinity of the camp in just two rounds. Climbing the rope requires a successful DC 15 Strength (Athletics) check, while zip-lining down requires a DC 10 Dexterity (Acrobatics) check. Any creature who fails either of these checks falls to the ground below, taking 3 (1d6) bludgeoning damage for each 10 feet fallen.

TREASURE

Kai carries a *+1 longbow* and a quiver of 20 arrows.

14. MEETING PLACE

The meeting between **Sahnd Krulek** and **Jeralla** takes place on the statue's lap.

Thick scrub grows over the statue's lap. The king's ruined forearms rest on his thighs, forming two platforms high above ground level. Sea fog swirls over the statue, and the roar of the waterfalls is deafening.

A grim warrior in plate armor stands on the eastern arm. On the arm opposite, a red-scaled dragonborn woman faces him.

A DC 15 Dexterity (Stealth) check is required to sneak up on the meeting without being spotted. Characters who sneak closer overhear the outlaws thrashing out their deal. They recognize Sahnd Krulek from his wanted poster.

Sahnd Krulek calls out to the dragonborn opposite.

"I know which wagons are fat with riches, Jeralla! You leave the east to me, and I'll give you a cut of the best meat."

"Scraps from your table, more like!" the sorcerer snarls. "Why should I pay for what my claws can tear freely?"

The conversation continues in this manner for hours. It is unlikely that the two enemies reach an accord before the orcs attack (see part 4).

TACTICS

As a **knight**, Sahnd Krulek is a dangerous combatant.

Jeralla relies on her wild magic to defend herself. If combat ensues here, the lookouts at areas 7 and 13 open fire to support their chiefs. If horns are blown, reinforcements from the camps can reach the meeting place within 5 rounds.

An outlaw chief engages in combat only if directly threatened. If only one side is attacked, the other chief retreats to their camp and musters their gang for a counterattack.

14A, 14B. RIVER CROSSINGS

The rivers can be safely forded in the positions shown. A character can sneak over either crossing with a successful DC 10 Dexterity (Stealth) check.

TREASURE

Sahnd Krulek wears an ornate silver armband (15 gp), and carries a pouch containing 10 gp.

Jeralla's teeth are all capped in gold worth a total of 20 gp. She carries a pouch containing 5 gp.

HOSTAGE STAND-OFFS

If an outlaw chief is held hostage, his or her cohorts try to negotiate an immediate release. The hostage-taker can force the outlaws to back off with a successful DC 15 Charisma (Intimidate) check. Morale swiftly crumbles if the chief is kidnapped or killed. Once all is lost, the gang disbands in a matter of hours due to infighting, desertion, and greed.

PART 4: ORC ASSAULT

Launch this stage as events reach a climax. The Cult of the Dragon has paid an orc war band to raid King's Pyre and destroy the heretical Claws of Tiamat. Their **orog** war chief, **Narle Shieldbiter**, leads over thirty **orcs** in the assault.

The howls of wolves echo from the woods around King's Pyre. Crows take flight from the treetops, and a cold breeze blows in from the sea. Something is moving up there.

THE BURNING BANNER

Narle Shieldbiter believes that his tribe, the Burning Banner, is destined to serve the dragons that shall soon rule over Faerûn. Sharrak's words have enflamed his imagination, and now his orcs paint dragons on their shields and wear helmets hammered into crude representations of dragon skulls. When they go to war, the orcs set fire to their banners in honor of their draconic masters. Narle is sworn to the Cult of the Dragon, but **Sharrak** is his only contact within the group.

RUNNING THE ASSAULT

The orcs arrive at King's Pyre from the north. Before launching his assault, Narle dispatches shock troops to silence any lookouts. **The characters should be present when the shock troops attack (see encounter 1, below).** If you're short on time, skip straight to encounter 2.

The war band soon sweeps down the slope into Jeralla's camp. Taken by surprise, the dragonborn's forces are decimated. Don't resolve these conflicts using dice; instead, simply narrate them as background events. The orcs soon sweep across every area of the adventure site, including the Gray Patriot camp. **Launch encounter 2 if the players get caught up in the assault.**

If the players managed to seize Sharrak's *sending stone* and perpetrated a ruse on Narle, some of Jeralla's forces do catch wind of the attack and the battle is a bit more pitched. By the time the orc shock troops attack the characters in encounter 1, their numbers are halved (round up).

ENCOUNTER 1. ORC SHOCK TROOPS

This encounter can take place anywhere. A small group of orcs assaults the characters' location prior to the main attack.

A dark figure emerges from cover, its skin wet with pitch. It wears an iron helmet hammered into the shape of a dragon skull and wields a rusty axe. Tusks rise from its pig-like jaw. "For the Scaled Lords," it snarls, and leaps forward.

Six **orcs** assault anyone present in this location. If the characters are hiding in cover, narrate the combat between NPCs instead of rolling dice. The orcs fight to the death.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove four orcs
- **Weak party:** Remove three orcs
- **Strong party:** Add one orc
- **Very strong party:** Add two orcs

DEVELOPMENT

When the shock troops are slain or move off, the main assault begins.

Horns bellow from the west. Burning battle standards appear through the trees above, carried by a large group of screaming humanoids. The war band charges down the wooded slope toward the statue, battle cries filling the air.

Give the players time to react. Launch encounter 2 if they are still present when the orcs sweep through the camp.

ENCOUNTER 2. OROG CHIEFTAIN

Run this encounter when the characters are escaping with the captives, locked in combat with one of the outlaw chiefs, or whenever else seems most dramatic. **Narle Shieldbiter** confronts the characters in mortal combat.

The battle rages around you. Arrows whistle overhead, and the air is filled with choking smoke. As you move through the chaos, a bestial man-thing emerges from the fog, riding a giant wolf. The creature wields a rusted axe and carries a burning battle standard. Its teeth are filed metal. Near him, several orcs move up through the haze to menace you.

The **orog** Narle and his **worg** steed fight to the death. Three **orcs** attempt to engage lighter-armored characters, and flee if Narle is defeated. If the battle turns against the characters, one or more outlaws could be drawn into the fight to confront the war chief.

If Narle dies, the rest of his war band routs.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the worg and orcs
- **Weak party:** Remove the orcs
- **Strong party:** Add one orc
- **Very strong party:** Add one orog, one worg, and one orc

TREASURE

Narle carries a pouch containing 15 gp, an ornate dagger carved like a dragon's head (8 gp), and an armband made from wyvern skin (5 gp). The worg wears a collar studded with black pearls (22 gp). Narle's *sending stone* has been crushed during the battle, rendering Sharrak's *sending stone* useless.

ENDING THE ASSAULT

The characters might choose to escape rather than confront Narle and his war band. If so, the orcs destroy both outlaw gangs. If the outlaws were largely unscathed when the attack began, the orcs might be decimated too.

It is up to you to determine who else survives the orc attack, based on the party's actions so far. An outlaw chief could be found critically injured, or the characters could encounter both rivals locked in bloody combat. Whatever you choose, don't make it too challenging: by this stage, the players have earned a break!

CONCLUSION

The characters report back to Braden Yil, who pays them their reward. Over the following days, the first few merchant caravans leave Phlan and journey cautiously along the Iron Route. Word of the caravans' arrival is greeted with celebration, and the characters are feted as heroes. The city is safe again—at least until next time!

REWARDS

Make sure note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Captain Walharrow, minotaur	700
Owlbear	700
Jeralla, sorcerer	450
Narle, orog	450
Ruse, berserker	450
Sahnd Krulek, knight	450
Orc	100
Scout (including Kai Tyran Uviel)	100
Thug (including Little Erik)	100
Worg	100
Sharrak, winged kobold	50
Bandit	25
Giant weasel	25
Grimshackle brothers, halfling bandits	25
Guard (including Grimshackle jailer)	25
Kobold	25
Commoner	10
Spider	10

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Escape from Grimshackle	50
Avoiding the pit trap in area 6	50
Disabling Krulek's magic dust trap	50
Disabling Jeralla's skull trap	25

The **minimum** total award for each character participating in this adventure is **450 experience points**.

The **maximum** total award for each character participating in this adventure is **600 experience points**.

TREASURE

The characters receive the following treasure, divided up among the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Sahnd Krulek's tent	125
Jeralla's wagon	125
Black Fist bounty on Krulek	100
House Cadorna bounty on Krulek	75
House Cadorna bounty on Jeralla	75
Bounty bonus for haggling	50
Kobold treasure (area 4)	50
Orog chieftain's treasure	50
Kobold treasure (area 6)	25
Bandits' possessions (area 11)	25
Krulek's possessions	25
Jeralla's possessions	25

+1 LONGBOW

Magic weapon, uncommon

You gain a +1 bonus to attack and damage rolls when wielding this weapon.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

All faction members earn **one renown point** for participating in this adventure.

Faction Assignment (Emerald Enclave): Freeing the owlbear and ensuring that it escapes King's Pyre alive satisfies the requirements for this faction assignment. Any member of the Emerald Enclave who fulfills this assignment earns **one additional renown point**.

Faction Assignment (Harpers): Capturing the Cult of the Dragon spy, Shararak, and returning him to Phlan satisfies the requirements for this faction assignment. Any member of the Harpers who fulfills this assignment earns **one additional renown point**.

Faction Assignment (Lord's Alliance): Locating and recovering the Heart of Myth Drannor from Krulek's tent satisfies the requirements for this faction assignment. Any member of the Lord's Alliance who fulfills this assignment earns **one additional renown point**.

Faction Assignment (Order of the Gauntlet): Freeing the bandits' captives satisfies the requirements for this faction assignment. Any member of the Order of the Gauntlet who fulfills this assignment earns **one additional renown point**.

Faction Assignment (Zhentarim): Capturing Krulek alive and returning him to Phlan to face the Black Fist satisfies the requirements for this faction assignment. Any member of the Zhentarim who fulfills this assignment earns **one additional renown point**.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **200 XP** and **ten downtime days** for running this session.

APPENDIX 1: MONSTER/NPC STATISTICS

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

FLYING SWORD

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

GIANT WEASEL

Medium beast, unaligned

Armor Class 13

Hit Points 9 (2d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

GRIMSHACKLE BROTHERS, HALFLING BANDITS

Medium humanoid (halfling), neutral evil

Armor Class 12 (leather armor)
Hit Points 9 (2d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)	11 (+0)

Senses passive Perception 10
Languages Common, Halfling
Challenge 1/8 (25 XP)

Brave. The halfling has advantage on saving throws against being frightened.

Halfling Nimbleness. The halfling can move through the space of any creature that is of a size larger than it.

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30 ft./120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

GRIMSHACKLE JAILER

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

JERALLA, SORCERER

Medium humanoid (dragonborn), chaotic evil

Armor Class 13 (mage armor)
Hit Points 21 (5d6 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	11 (+1)	13 (+1)	16 (+3)

Saving Throws Con +4, Cha +6
Skills Arcana +3, Intimidation +6
Senses passive Perception 11
Damage Resistance fire
Languages Common, Draconic
Challenge 2 (450 XP)

Draconic Ancestry. Jeralla has red dragon ancestry

Spellcasting. Jeralla is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Jeralla knows the following sorcerer spells:

Cantrips (at will): *acid splash, fire bolt, mage hand, message, minor illusion*
1st level (4 slots): *mage armor, thunderwave*
2nd level (3 slots): *cloud of daggers, crown of madness, scorching ray*
3rd level (2 slots): *hypnotic pattern*

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). Jeralla exhales a 15-foot cone of fire. Each creature in the area must succeed on a DC 13 Constitution saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Reckless Dweomer (Recharge 5–6). When Jeralla casts a spell, she can invoke a wild magic surge to cast the spell as though she had spent a slot one level higher than the slot used to cast the spell. (The DM may consult the Wild Magic Surge table in the *Player's Handbook* when using this ability.)

KAI TYRAN UVIEL, SCOUT

Medium humanoid (high elf), neutral

Armor Class 15 (chain shirt)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common, Elvish

Challenge 1/2 (100 XP)

Special Equipment. Kai has a +1 longbow.

Keen Hearing and Sight. Kai has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Fey Ancestry. Kai has advantage on saving throws against being charmed, and magic can't put her to sleep.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow (+1 Longbow). *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 – 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	9 (–1)	8 (–1)	7 (–2)	8 (–1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

CAPTAIN WALHARROW, MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (–2)	16 (+3)	9 (–1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

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

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

NARLE SHIELDBITER, OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 42 (5d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (–2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

RUSE, BERSERKER

Medium humanoid (human), chaotic evil

Armor Class 13 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SAHND KRULEK, KNIGHT

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

SHARRAK, WINGED KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 7 (3d6 – 3)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	9 (–1)	8 (–1)	7 (–2)	8 (–1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Dropped Rock. *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

SPIDER

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	1 (–5)	10 (+0)	2 (–4)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (–2)	11 (+0)	8 (–1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

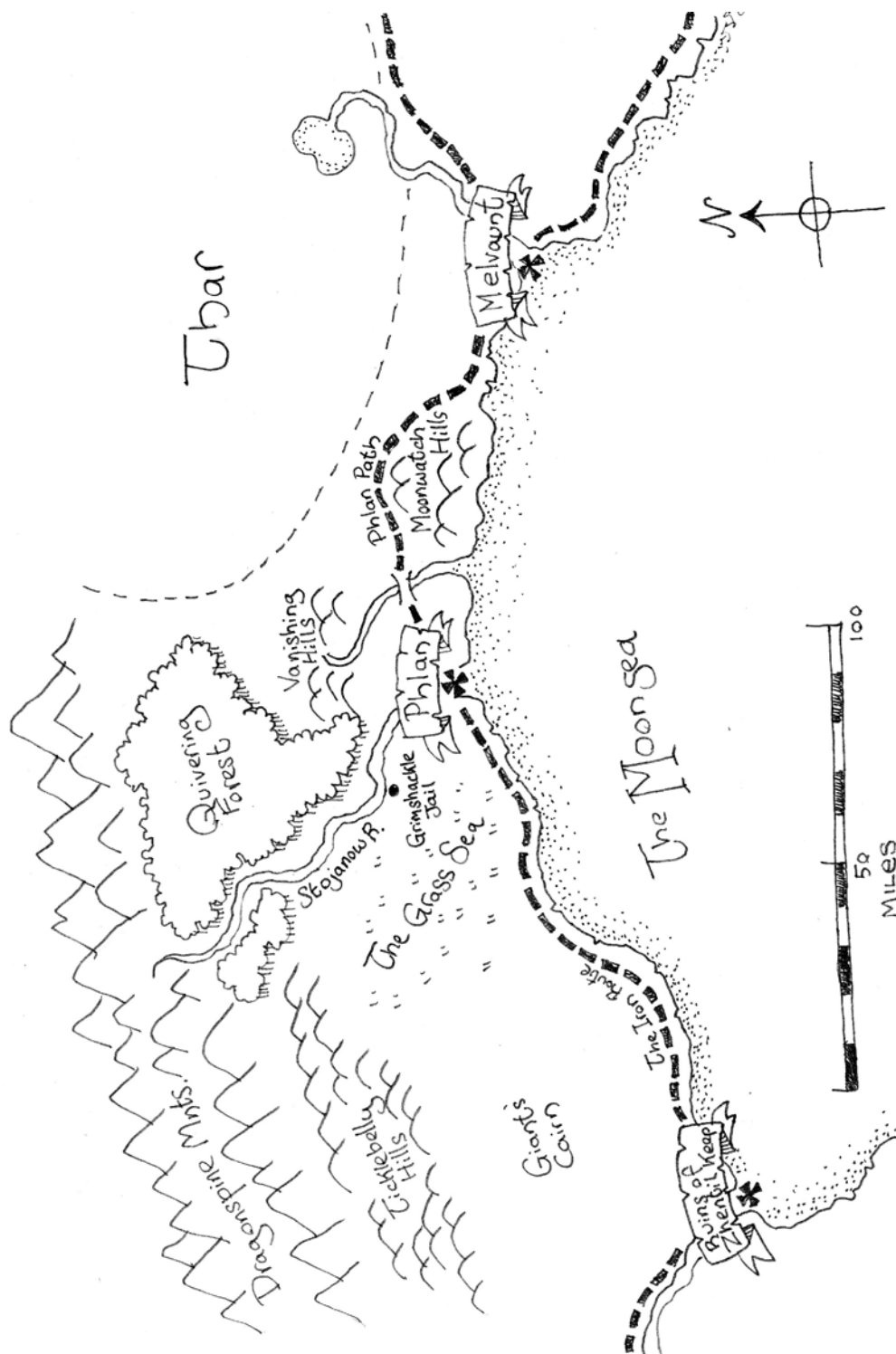
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FOR
ROBBERY, MURDER & SEDITION



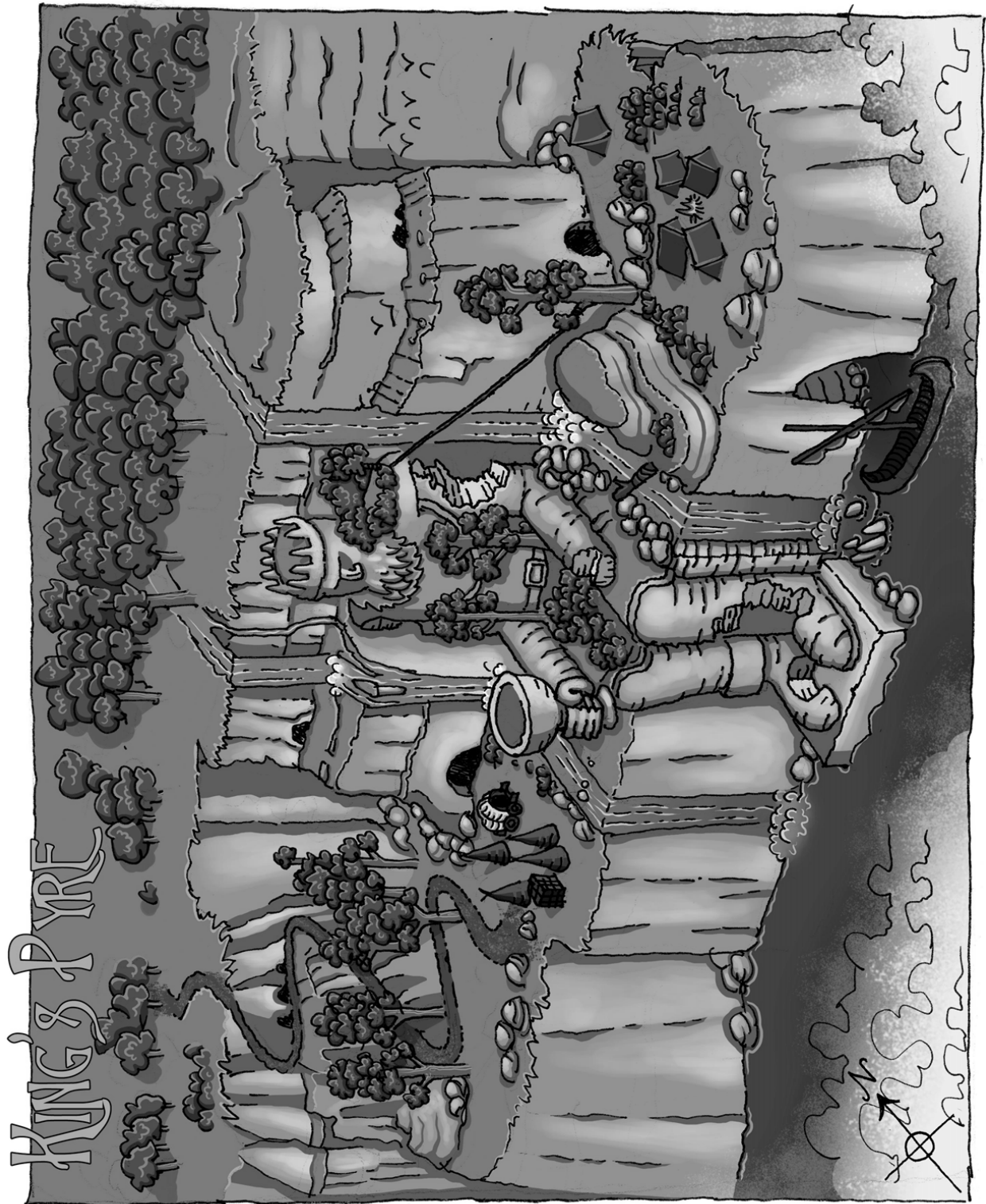
SAHND KRULEK
OUTLAW CHIEF OF THE NOTORIOUS “GREY PATRIOTS”

A BOUNTY OF
100 GOLD PIECES
SHALL BE PAID TO WHOSOEVER SURRENDERS THE
OUTLAW DEAD OR ALIVE TO THE KNIGHTS OF
THE BLACK FIST.

PLAYER HANDOUT 2



PLAYER HANDOUT 3



PLAYER HANDOUT 4

Gavriel,

All winds blow from the Moonsea.

The traders speak of a sorceress preying on their caravans - a serpent woman who swears fealty to the Chromatic Dragon herself. Those who fall foul of her kobold minions are taken captive, and held prisoner until the stars are right for sacrifice.

The Order of the Gauntlet cannot allow such evil to prevail. Make haste to Moonsea and investigate this sorceress, old friend. If she keeps captives, they must be freed!

Let none of her scum stand in your way. All winds blow: let them fill the sails of your wrath.

Gods speed,

Barrowin Undurr



PLAYER HANDOUT 5

Sergeant,

You can rest easy about the Welcomers, they've got no beef with us going about our business in Phlan, so long as it doesn't mess with theirs.

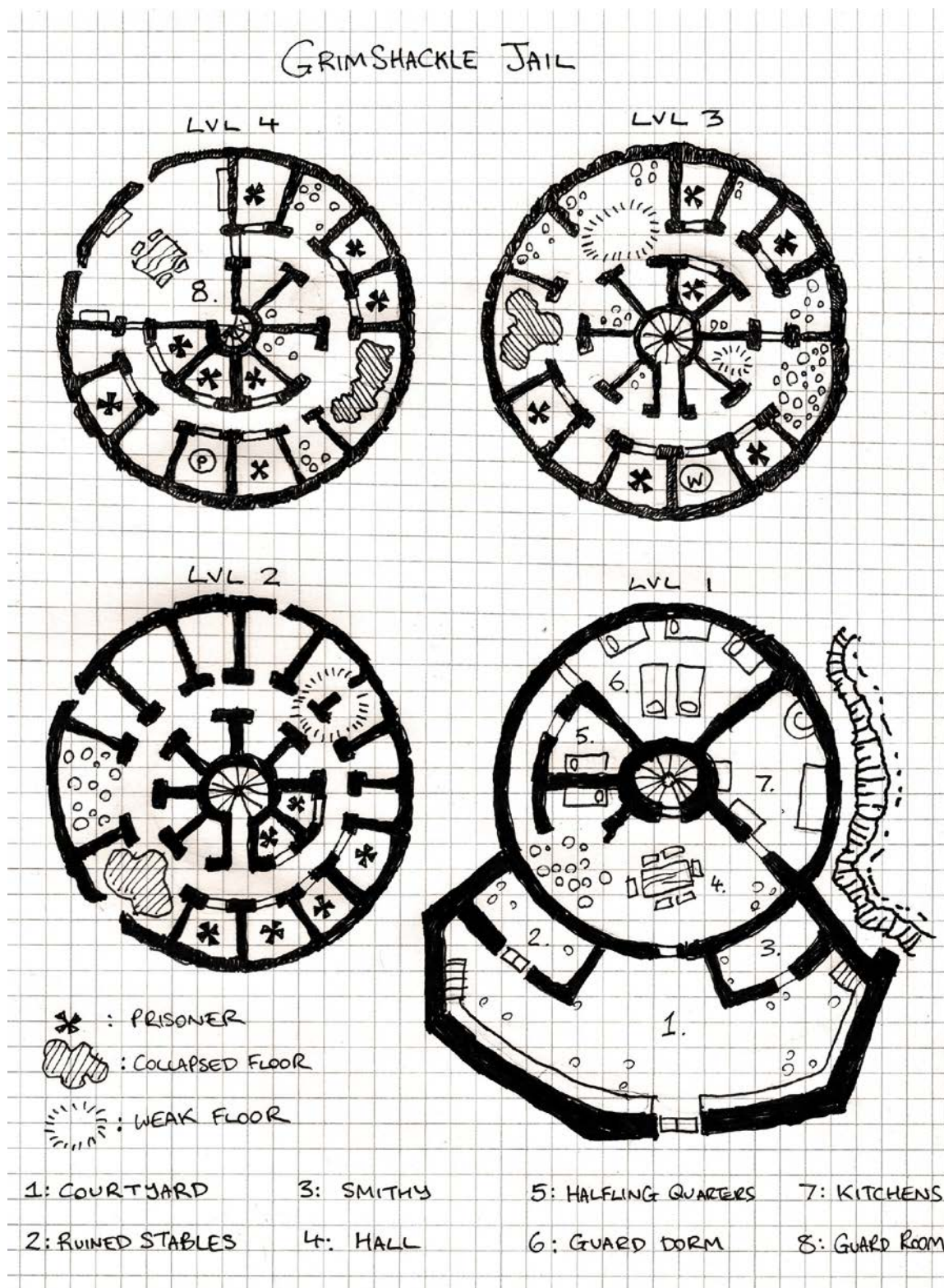
Alas, I have troubling news regarding the Zhentarim. They fear you've uncovered their spies inside the Black Fist, and are planning a special interrogation should you ever be recaptured. Seems the Zhentilar can worm their tentacles in anywhere – even the dungeons of Valjevo Castle.

Be wary!

For justice,

R.H.

MAP 1: GRIMSHACKLE JAIL



MAP 2: KING'S PYRE

