

The background of the cover is a lush, tropical landscape. In the foreground on the left, a character in a green and black patterned outfit stands on a rocky outcrop, looking out over the scene. The middle ground is dominated by a towering, sheer cliff face with patches of green vegetation. At the base of the cliff, a large, multi-masted sailing ship is anchored in the water. The sky is filled with soft, white clouds, and a bright light source, likely the sun, is visible in the upper right corner, casting a warm glow over the scene. The overall atmosphere is one of adventure and mystery.

RIISING SHADOWS

moonshae treasure hunt

D&D
**ADVENTURERS
LEAGUE**

CCC-BMG-moon1-1

BMG
BALDMAN GAMES

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MOONSHAE TREASURE HUNT



The Moonshae Isles, beautiful and dangerous, provide adventurers the opportunity to fight evil—and uncover ancient secrets and treasures. When a mysterious figure predicts a grave future for you, it triggers an Isles-spanning adventure full of intrigue, fun, and danger!

Four 90-Minute Adventures for 1st- and 2nd- Level Characters

By Shawn Merwin, Robert Alaniz, Krishna Simonse, Cindy Moore

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Introduction

Welcome to *Moonshae Treasure Hunt*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This adventure is the first in the *Moonshae Isles: Rising Shadows* storyline.

This adventure contains four mini-adventures, each written to be playable in 90 minutes or less. These mini-adventures introduce key NPCs, plots, themes and adventure sites important in the full *Moonshae Isles: Rising Shadows* storyline. They can be played individually, or they can be played as one longer adventure that tells its own story.

This adventure is designed for **three to seven 1st-2nd level characters** and is optimized for **five characters with an average party level (APL) of 1**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of 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. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—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.

Adventure Primer

The introduction to this adventure begins in Caer Callidyrr, and the adventurers run into a mysterious seer who predicts great and terrible things for the characters themselves and for the Moonshae area as a whole. It's important that the players understand this introduction, as it gives them the motivation to undertake the adventures.

Each of the mini-adventures then begins at their own starting locations and may be run in any order. If you are playing these as one long adventure, you can simply move from one adventure to the next. If you are running them separately, make sure the introductory material is understood by all the players.

Adventure Background

The adventurers are approached by a mysterious seer in Caer Callidyrr. She tells them that they are destined to either be the saviors of the Moonshae Isles or bring about their downfall. She provides them with a prophecy that references four items that are important to the future of the Moonshaes. The adventurers must interpret the prophecy to discover what the items are. Some of the items must be collected, while others simply a landmark on their journey.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Sister Barley. This halfling follower of the Earthmother tracks down the adventurers in Caer Callidyrr and provides the impetus for the adventure. She has many wrinkles, green eyes, white hair, and a low voice that barely rises above a whisper. She goes barefoot and smells strongly of beer.

Captain Poppie Logan. Captain Poppie runs her small caravel, the *Shantu*. She is approximately 70 years old, bald with clear blue eyes. Her crew is comprised of her children, half-siblings from different fathers at ports of call around the Moonshaes.

Adventure Overview

The adventure is broken down into five parts:

Introduction. The adventurers meet Sister Barley and are told about the items that they must seek. She also tells them that a small sailing vessel called the *Shantu* is waiting for them.

Part 1. The adventurers meet Winnow Rustfire and help her track down the components needed for a divination spell she hopes to cast.

Part 2. Seeking the “eye of the goblin” leads the adventurers to Lehigh, where they must quell a goblin infection.

Part 3. On the trail of a mysterious spellbook, the adventurers travel to the small Northlander village of Blodvahrer.

Part 4. The adventurers encounter the feared pirate, Capt. Bluto, and try to avoid being captured.

Adventure Hooks

Caer Callidyrr is the seat of power of High King Derid Kendrick, ruler of Alaron and leader of the largest portion of the Moonshae Isles. Adventurers can always find work here, and rumors state that now is a great time to be in the Moonshaes: there is much danger, and also much opportunity.

Story Hook. The only hook for these adventures exists in the form of a prophecy given to the adventurers in the Introduction.

Introduction. A Prophecy

by Shawn Merwin

Estimated Duration: 15 minutes

If all of the players at your table have played this encounter, you can skip it and get to the mini-adventures.

If any of your players (or their characters) have not played this encounter, run it quickly and get to the mini-adventure that you plan to run next. Just be sure that you are not repeating a mini-adventure that a character has already played.

General Features

Caer Callidyr rests on a bluff overlooking Whitefish Bay. The wind comes off the Sea of Swords, enhancing with brine the fresh smells of the Dernall Forest to the southwest.

Terrain. Hilly terrain, peaking at the castle atop the cliffs. The town surrounds the castle, with the docks to the north, the forest to the west, and the farmlands to the east.

Weather. Cloudy and damp.

Light. Bright light peeking through the clouds.

Smells and Sounds. The air is damp but smells fresh. The normal sounds of a dockside town permeate the area.

A Crone Speaks

The adventurers are traveling through the docks of Caer Callidyr. As they pass a wizened old halfling, she “gets their attention:”

The docks of Caer Callidyr are particularly busy today. The briny air wafts off the Sea of Swords, the damp breeze mixing with the soaking rain to drench everything: ships, sailors, porters, dockworkers, town guard, and everyone else traversing the docks.

A wizened halfling, sitting cross-legged and covered with an overly large cloak, glances up as you pass. “Stay a moment, please.” She waves a hand toward the lot of you.

As the adventurers pause to listen to the halfling, a winch lifting heavy timber onto a ship breaks.

Right where you would have stepped next, had the halfling not slowed you, erupts in an explosion of wood shards. Huge timber logs fall from a crane moving them onto a cargo ship. If you hadn’t slowed, they would have crushed you.

The halfling doesn’t blink. “The Earthmother has shown me your future. She knows of the trials coming to the Moonshae Isles. Something more dire than falling logs. Something terrible. You all have your roles to play. Take this,” the halfling holds out a piece of parchment. “Read this, then find Poppie aboard the *Shantu*. She is expecting you.

The halfling, who goes by the name **Sister Barley**, says nothing more. She has played her role. Others in the area alternatively claim that she is a vagrant or a seer. Some say she is insane; others say she is truly touched by the Earthmother, and her prophecies always come true.

Player Handout 1 shows the prophecies of Sister Barley. Each line leads the adventurers to one of the mini-adventures in *Moonshae Treasure Hunt*.

When the adventurers read the prophecies, they can probably put some pieces together, but other parts are still going to be hazy or confusing. Things become clearer, however, when they find Captain Poppie aboard the *Shantu*.

Poppie’s Family Business

Finding the *Shantu* is extremely easy. Any dockhand can point it out, or if the party just wanders around the docks, eventually come across it.

The *Shantu* is a small caravel. It’s definitely seen better days, but it looks seaworthy. About a dozen crew members swarm over the deck. Most of the crew is human, although there are a couple of half-elves and one half-orc. All of the crew have blondish-red hair and blue eyes. When you approach, an elderly bald woman pulls a pipe from between her teeth and shouts, “Avast! We’ve been expecting you! Slow to grasp your destiny, eh?”

Captain Poppie Logan owns and runs a small sailing vessel, the *Shantu*. She has been a sailor, pirate, smuggler, and honest tradeswoman (by turns) for half a century. Her crew is comprised of her children, half-siblings all by different fathers. They currently take on whatever

work they can, honest or otherwise. See **Player Handout 2** for a portrait of Poppie.

Poppie was recently given her own prophecy by Sister Barley. She made a bit of coin based on the prophecy, and now she is ready to fulfill her end of the bargain, acting as a captain for the adventurers.

Feel free to roleplay this for as long as you want, but the outcome is simple. Poppie and her crew use the *Shantu* to take the adventurers wherever they need to go—within reason. She does nothing else for them without pay, including putting herself or her ship into an overly dangerous situation.

Poppie's own personal prophecy tells her exactly what she needs to do for her part in the saving of the Moonshae Isles. Use this to help the adventurers focus their efforts, in this adventure or others set in the Moonshae Isles where they need fast, reliable transport.

Reading the Prophecy

If the adventurers ask Poppie about the prophecy, she is able to offer the following:

- The second stanza talks about the Fairheight peaks. The only civilized folk she knows there are the dwarves who live in the town of Highrock. She offers to take the party there.
- The third stanza talks about a goblin. If they want to know about goblins, she suggests they head south from Caer Callidyrr into the forest toward the village of Lehigh.
- The only thing she recognizes in the fourth stanza is Blodvahrer. It's a small town on the northwest coast of Gnarhelm (northern Alaron), and she offers to take them there.
- She has no insight regarding the fifth stanza. Since this is a surprise encounter, run this adventure while on the way to one of the others. If it is the only one needed, guidance is offered at the beginning of that section.

If you wish to run only a particular adventure, allow Poppie to recognize information only about that particular stanza. She can remember more later if needed.



Appendix 1: Map of Alaron



Appendix 2: Player Handout 1

MISTY IS THE FUTURE FOR THOSE IN THE ISLES;
SO MUCH DEPENDS ON SO FEW.

LAI'D BEFORE YOU, FOUR DIFFICULT TRIALS,
EACH A PORTENT, TRIFLING HITHERTO.

DAUGHTER OF THE MOUNTAINS, WIELDER OF FLAME,
HER OWN PROPHECY SHE SEEKS.

WITHOUT YOU THERE'S LITTLE HOPE TO CLAIM
THE WISDOM OF THE FAIRHEIGHT PEAKS.

EYE OF THE GOBLIN, KEEPER OF WRATH,
ITS POWER GROWS WITH EVERY DAWN.
PALTRY IN STATURE, IT CHALLENGES NO PATH;
THROUGH RAGE THEY BECOME ITS PAWN.

WITWULF'S POWER WAS NOT IN DISPUTE,
HIS MIGHTY SPELLBOOK THE SOURCE.
A TWO-FOLD CHILD MARKS YOUR PURSUIT
OF BLODVAHRER'S LEGENDARY FORCE.

WANDERER OF WORLDS, BANISHED FROM THE STARS,
FLY SWIFTLY IF HE FINDS YOU FIRST.
COLLECT HIS WEAPON, ALIEN FROM OURS,
FEARED AND DEADLY AGAINST THE ACCURSED.

Player Handout 2. Poppie



Part 1. The Axe Aflame

by Shawn Merwin

Estimated Duration: 90 minutes

This mini-adventure takes place near the town of Highrock on the island of Alaron, within the mountains known as the Fairheight Range.

Winnow Rustfire is the daughter of Narbert Rustfire, the leader of the Rustfire clan. As a priest of the dwarven deity Berronar Truesilver, Winnow acts as a protector and healer of her people. In this adventure, she asks the adventurers for help in procuring a rare component for a divination spell she plans to cast.

General Features

The town of Highrock is a typical mining town, but slightly larger since it's also a seaport. There's enough commerce and traffic to support two general stores, a couple of inns, a few taverns, and all the other amenities needed to support miners, sailors, and workers.

Terrain. The town is set in a valley with hills to the north and south, and the steep, tall Fairheight Range to the west. The Sea of Swords is to the east.

Weather. Sunny and clear with a brisk wind.

Light. Bright light.

Smells and Sounds. The air is salty when the wind blows from the east, and it is cool. The sound of gulls wailing is the most prominent sound in the town.

A Fortuitous Meeting

Based on the prophecy of Sister Barley, the adventurers enter the town of Highrock looking for their destiny. It doesn't take them long to find it.

Captain Poppie and her crew drop you off on the docks just east of the mining town of Highrock. The walk into town is only a mile, you are told. Halfway along the well-traveled road between the docks and the town, a group of scruffy-looking humans stand around a young dwarven woman. From the tone of the voices, it sounds like they are harassing her.

The adventurers are roughly 300 feet away. Give them a chance to ask questions or say what they do, then continue:

As one of the humans raises a hand toward the dwarf, she pulls a battleaxe from her back. In an instant, the battleaxe is wreathed in red flames. The hooligans scatter at this show of force and magic. If you were looking for a flaming axe, it looks like you found one!

A DC 10 Intelligence (Arcana or Religion) check reveals the fire on the axe is a casting of the clerical *thaumaturgy* cantrip. A further DC 10 Intelligence (Religion) check reveals the dwarf wears a holy symbol of Berronar Truesilver, the dwarven deity of healing and protection.

An Invitation

The humans scatter and flee, and Winnow lets them go. When the adventurers approach and speak with her, she relays the following information.

- She is Winnow Rustfire, daughter of clan leader Narbert Rustfire. She is also a priest of Berronar Truesilver.
- Her mountain dwarf clan is originally from the Cambro Mountains on the island of Gwynneth, but they were forced out by monsters there. They used the Tunnels of Dwarvenholm to escape to the Fairheight Range of Alaron, where they joined forces with the hill dwarf Rookoath clan.
- The dwarves are preparing to try to reclaim the Fairheight Range from the orc tribes that have claimed them and then push back through the tunnels to retake their home on Gwynneth.
- Before the war with the orcs begins, Winnow wants to perform a ritual to get a sense from her goddess what the results might be, and how best she can assist in the fight.
- Her father and the Rookoath clan leader, Brunhi Rookoath, have differences of opinion on just about everything, so she hopes the ritual can help.
- She needs to scour the rocky shores of this area in search of a red pearl, a necessary component of her ritual.
- She asks the adventurers to help her as there are rumors of orcs and goblins in the area, coming out of the mountains to raid.

To the Shore

Unbeknownst to Winnow, some goblins and their pet axe beak have tracked her, and they plan to end her life as a blow to the Rustfire clan.

The land flattens as it slopes down toward the shore. Off the trail you tread, tall grass waves in the stiff ocean wind, and the distant crashing of waves against the land drowns any other sounds. You have to practically shout to converse with Winnow.

The four **goblins** are stalking Winnow and the adventurers through the tall grass. Although they are very stealthy, their pet **axe beak** is not.

Have the adventures attempt a DC 11 Wisdom (Perception) check. Those who succeed are not surprised when the axe beak enters the trail 20 feet ahead of them, and the goblins do the same 20 feet behind.

Winnow's Role. Winnow attempts to remain out of harm's way. She can cast *spare the dying* as many times as needed, and she can cast *cure wounds* twice. Otherwise she does not engage the enemy, and they don't target her. However, if it looks like the adventurers might be defeated, you can have her act.

Tactics. The goblins have rudimentary commands they give to the axe beak. In this case, they've ordered it to attack the adventurers. Until it is injured, the axe beak—a flightless bird the size of an ostrich, with a razor-sharp beak—continues to attack the closest adventurer. The goblins attack from a distance until they feel it's safe to approach.

Axe Beak. Once the axe beak is injured, it no longer follows the goblins' commands. Instead, it attacks from pure instinct. With a successful DC 15 Wisdom (Animal Handling) check as an action, an adventure can direct the axe beak to move up to its speed and attack a specific target or stop attacking for that round. The check needs to be repeated each round; otherwise, the axe beak attacks the nearest target.

Treasure. The leader of the goblin group, a particularly cunning sneak called Ratch, carries a silver locket that she stole years ago.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove 2 goblins.

Weak: Remove 1 goblin.

Strong: Add 1 goblin.

Very Strong: Add 2 goblins.

Aftermath

Even if the adventurers managed to focus the attacks by the axe beak, it runs away after the battle. (If the table is particularly weak and could use the help, you can allow them to keep it around through the end of this mini-adventure, although there is always a risk it might turn on anyone when in danger.)

Any goblin prisoners divulge very little helpful information. They serve the orcs who hold sway over the Fairheight Range, doing what they are told and trying to stay out of the way otherwise.

Oyster Hunt

After dealing with the goblins, the adventurers and Winnow arrive at the beach. The dwarf admits she knows practically nothing about pearls or oysters, except that the former is found in the latter.

Challenge: Find the Pearl

Buried along the beach are several oysters. A vast majority have no pearls whatsoever. A few have tiny pearls, so small as to be practically worthless. A couple have pearls large enough to be considered valuable, and only one has the red pearl Winnow needs.

Adventurers being adventurers, they do find the pearl—even if they have to open every single oyster on the beach. However, how quickly they find the pearl can have an effect on the next encounter (“Sahuagin Attack”). Use the chart below to guide this challenge:

4 – Ultimate Success. The adventurers use magic or some other limited resource ability to come up with a plan to quickly and easily find it. Some sort of divination magic, for example, might lead them right to it.

3 – Great Success. The adventurers use magic or some other limited resource ability to aid their search, without it leading directly to the pearl. For example, the spell provides clues to the pearl's location, but some time still must be spent searching. This could also use character backgrounds to determine that they would know these things: cook, jeweler, etc.

2 – Success. The adventurers rely on skill checks to find the pearl. A DC 20 Intelligence (Nature) check is needed to succeed. Even if it is successful on the first roll, it still required a lot of time digging up and searching clams.

1 – Limited Success. The pearl is located, but only after extensive searching, with hours of wasted time and sand in unnamable places.

If the adventurers score 4, they are not surprised when the sahuagin attack, they have advantage on the initiative check, and the sahuagin are at disadvantage on attacks for the first round.

If the adventurers score 3, they have advantage on spotting the approaching sahuagin.

If the adventurers score 2, the next encounter is unchanged.

If the adventurers score 1, they are surprised when the sahuagin attack. They are so engrossed in their search they didn't see the attack coming.

Happy the Oyster

During the challenge, choose an adventurer at random. They hear a voice as they search:

As you walk the beach you hear a voice: "Watch it, pal. Clumsy oaf!" You look around but see nothing that could be making that sound. Then you realize an oyster shell was moving in rhythm to the words. "Yeah, I'm talking to you, bigfoot!"

The oyster is a magically transformed creature. A half-orc sailor named **Happy** was sailing between Waterdeep and Baldur's Gate when a sea hag cursed him. His soul was transferred into an oyster and tossed into the sea. He washed up here, but he regained his ability to speak in Common.

The player that finds it earns the story award *Happy the Unhappy Oyster*.

Sahuagin Attack

Three **sahuagin** lurk along the shore, waiting to strike. After the adventurers find the pearl, the fish-men attack from out of the crashing waves, where they lurk like sharks.

Each adventurer can attempt a DC 10 Wisdom (Perception) check. On a success, the adventurer is not surprised. The sahuagin begin out in the water, 40 feet away.

Tactics. The sahuagin try to stay away from the adventurers, throwing spears (they have three each) before closing in. They know the surf is rough today, and the adventurers might not be great in such conditions (see below). Sahuagin prefer to target elves over other creatures, even if that is not tactically sound.

Surf. Even out to 40 feet from the shore, the water is only about 3 feet deep. However, the waves are rough. Moving out costs twice normal movement and moving toward shore costs half normal movement.

Any creatures without a swim speed that rolls a 1 on an attack roll, saving throw, or ability/skill check falls prone if in the water.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove 2 sahuagin.

Weak: Remove 1 sahuagin.

Strong: Add 1 sahuagin.

Very Strong: Add 2 sahuagin.

Development

The sahuagin live in a nearby settlement, and they have no information of importance to the adventurers.

Conclusion

If the adventurers succeed in assisting Winnow Rustfire, she thanks them and gives them the promised reward. She also tells them if they are ever back in Highrock, her clan might be able to use their assistance in their struggles, but that is a story for another day.

Award the players the *Friend of the Rustfire Clan* story award.

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for completing the story objective.

- **Story Objective A:** Retrieve the Red Pearl for Winnow.

Player Rewards

The characters earn the following player rewards for completing the adventure:

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Happi the Unhappy Oyster. You have found a sentient talking oyster named Happi. He was once an unpleasant half-orc sailor but was cursed by a sea hag during a voyage. Happi doesn't provide any game-mechanical benefits, but he would rather be moving around than stuck buried in sand for eternity.

Friend of the Rustfire Clan. You have assisted Winnow Rustfire on her mission to attain a red pearl. She now considers you a trusted friend. This story award may come into play in future Moonshae adventures from Baldman Games, particularly CCC-BMG-MOON3-1, 3-2, and 3-3.

Downtime

When the party completes two parts of this adventure, each character earns 5 downtime days.

Renown

When the party completes all four parts of this adventure, each character earns 1 renown.

Organizations

Winnow is a member of Wardens of the Deepshaes, an organization sworn to protect the Underdark beneath the Moonshae Isles. Winnow approaches any characters who seem to share these tenets and encourages them to join, even giving them the belt buckle that is their insignia.

For more information about Moonshae organizations, see the *Moonshae Isles Regional Guide*.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



Appendix 1: Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

Winnow Rustfire

She is Winnow Rustfire, daughter of clan leader Narbert Rustfire and a priest of Berronar Truesilver. Her mountain dwarf clan is originally from the Cambro Mountains on the island of Gwynneth, but they were forced out by monsters there. They used the Tunnels of Dwarvenholm to escape to the Fairheight Range of Alaron, where they joined forces with the hill dwarf Rookoath clan.

The dwarves are preparing to try to reclaim the Fairheight Range from the orc tribes that have claimed them and then push back through the tunnels to retake their home on Gwynneth. Before the war with the orcs begins, Winnow wants to perform a ritual to get a sense from her goddess what the results might be, and how best she can assist in the fight. Her father and the Rookoath clan leader, Brunhi Rookoath, have differences of opinion on just about everything, so she hopes the ritual can help.



Appendix 2: Creature Statistics

Axe Beak

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

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, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Appendix 3: Player Handout 1

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy.

Story Award: Happi the Unhappy Oyster

You have found a sentient talking oyster named Happi. He was once an unpleasant half-orc sailor but was cursed by a sea hag during a voyage. Happi doesn't provide any game-mechanical benefits, but he would rather be moving around than stuck buried in sand for eternity.

Story Award: Friend of the Rustre Clan

You have assisted Winnow Rustfire on her mission to attain a red pearl. She now considers you a trusted friend. This story award may come into play in future Moonshae adventures from Baldman Games, particularly CCC-BMG-MOON3-1, 3-2, and 3-3.



Part 2. Goblinwrath

by Cindy Moore

Estimated Duration: 90 minutes

This adventure takes place in the Dernall Forest close to the village of Lehigh on the isle of Alaron.

Background

A hobgoblin in the Great Gark's retinue named Bulak Pike was given a stone called *Goblinwrath* by a mysterious benefactor. *Goblinwrath* enhances a goblinoid's viciousness and makes them willing to follow the holder of the stone unquestioningly. Since then, Baluk has been using the stone to gather goblins to his cause and attack the village of Lehigh. It's a very overt action and is costing the Great Gark quite a few goblins as the attacks have been repelled so far.

The Great Gark is tired of losing goblins to these foolish attacks and has his own forces looking for Baluk to deal with him. He's not aware of *Goblinwrath* or what it does.

The Great Druid Antola Pilark, protector of the Dernall Forest, is in Lehigh and has requested help from Caer Callidyrr. High King Derid can't spare anyone at the moment and that has left Lehigh vulnerable to attack. Luckily for Antola, the prophecy has sent adventurers instead.

A Goblin Trap

The goblins have set a trap on the road and hope to spring it on unsuspecting travelers. Read or paraphrase the following:

You're heading towards Lehigh in hopes of understanding part of the prophecy when you come around a bend in the road. A wagon has overturned with a Ffolk man underneath it. He's not moving, and you can see a small pool of blood near him.

The flipped wagon has been propped up on a log, and two **goblins** wait underneath it while a third **goblin** and two **wolves** are in the woods nearby. They wait to attack when the characters investigate the scene. The goblins are under the influence of *Goblinwrath* and use the special stats in the sidebar located in **Appendix 2: Creature Statistics**.

If the adventurers can pass a DC 14 Wisdom (Perception) check, they notice two pairs of glowing red eyes under the wagon. If they pass a DC 19 Wisdom (Perception) check, they also hear soft growling coming from the underbrush on the side of the road.

If the adventurers fail their Wisdom (Perception) checks, the goblins and wolves get a surprise round as soon as the adventurers get within 5 feet of the dead man's body.

A successful DC 14 Charisma (Intimidation or Diplomacy) check reveals the following information if a goblin is captured:

- Bulak told us to kill all peoples who come down road.
- Bulak great gobo leader.
- Bulak doing Great Gark's work for Great Gark and better than Great Gark.
- Great Gark is gobo king.

All the while these answers are being given the goblin is trying to get free and swearing vengeance against the adventurers.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove 1 **wolf** and 1 **goblin**.

Weak: Remove 1 **wolf**.

Strong: Add 1 **goblin**.

Very Strong: Add 2 **goblins**.

Development

The Wagon. There's nothing of value left in the wagon. Other goblins took everything back to Baluk's cave.

Moving On. When the adventures are done they can move onto Lehigh and the next encounter, The Great Druid.

The Great Druid

The village of Lehigh is the first village south of Caer Callidyrr along the High King's Road. The Great Druid **Antola Pilark** resides there and is looking for a group of brave adventurers to take care of a problem that is plaguing her home.

General Features

Lehigh is in a less dense part of the Dernall Forest.

Terrain. The High King's Road is well worn and 25 feet wide. The road has very few rocks and is well kept.

Light. The forest is dark except for the light of the moon shining through the trees.

Sounds. The sounds of distant revelry can be heard above the night insects that are active in the forest at night.

The High King's Road travels right through the center of the village of Lehigh. This large forest village is a day's journey south of the capital of Alaron. It's a relatively quiet village nestled into eaves of the forest.

At this late hour, the village is quiet except for one place, The Silver Eye. The sounds of singing and merriment can be heard as the forest opens to reveal Lehigh to the wary traveler.

The Silver Eye is still busy at this late hour with travelers unwinding after a long day of travel. Drinks flow and food is abundant as the tavern owner, Bran, does a masterful job of keeping his guests happy.

Antola Pilark is among those winding down in the inn. She's there to find a group capable of eliminating the goblin threats to Lehigh. When the characters arrive, she waits to approach until they have ordered their food and drink.

After barmaid leaves your table, a halfling dressed in earth tones and carrying an intricately carved staff walks over to your table. "I am sorry to interrupt, but I was hoping I could speak with you about a matter of some urgency."

She introduces herself as Antola Pilark, Great Druid of Alaron. Her grove is just to the west of Lehigh and she spends a lot of time in the village. Antola relays the following information:

- The village and surrounding area have been under attack by a tribe of goblins led by a hobgoblin named Bulak.
- The attacks have become more vicious and frequent.
- Rumors say that Bulak has magic that increases the viciousness of goblins and makes them willing to follow him unconditionally.
- There have also been sightings of a new tribe of goblins that oppose Bulak's clan. There has been evidence of skirmishes between the two groups.
- Antola thinks that some foul magic may be afoot and causing the goblins fight one another.
- Bulak's clan may be lairing in an old cave system that is deeper into the forest. Antola can provide directions to this location.

Antola asks the characters to stop Bulak and secure the item he is using to bolster the goblins.

Goblin on Goblin

The characters head into the Dernall Forest to find Bulak and his followers, when they come upon an opportunity.

Following the directions of Great Druid Antola Pilark you make your way through the ever-thickening forest. You are following a deer run when ahead you hear the sounds of battle.

The skirmish is between two groups of goblins:

- Bulak's clan: one **bugbear**, one **goblin boss** and three **goblins**.
- Torak's goblins sent by Great Gark: one **hobgoblin** and four **goblins**.

If the party approaches the battle scene, they characters see two groups of goblinoids fighting each other. One group has glowing red eyes and are foaming at the mouth. It seems what little civility that exists in most goblins is not present with this group. These goblins are under the influence of *Goblinwrath*.

Great Gark's minions, led by a hobgoblin named **Torak**, have orders to destroy Bulak's forces. They gladly take the help of the party in order to fulfill this directive. They may even be persuaded to work together with those who have the same goal. If the characters decide to help Gark's forces, Torak's goblins don't attack them.

Fighting Both Groups

The characters will have a hard time defeating both groups unless they wait out the fight between the two. Bulak's forces are victorious but weakened, making it easier to defeat them.

If the party waits, only the bugbear and the goblin boss from Bulak's forces remain. The goblin boss has 11 hit points remaining and the bugbear has 13 hit points left.

Torak speaks Common but doesn't reveal that he has been sent by Great Gark. He tells the characters the following after a successful DC 12 Charisma (Persuasion, Intimidation) check:

- The vicious goblins are followers of Bulak, a hobgoblin from the Feywild.
- Bulak is in possession of a magic item called *Goblinwrath*. This item grants Bulak blind devotion from the goblins under his command. It also bolsters the goblin's vicious tendencies.
- Great Gark, the Goblin King of the Feywild, has sent this contingent to stop Bulak's rampage, which was unsanctioned.

- Bulak has established a hideout in a small cave system that can be found by following the deer run the characters have been traveling.
- Torak can show the characters the trail to Bulak's cave.
- Torak won't travel with the characters. There were more of Bulak's group that fled in the opposite direction.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter by having the following goblins survive the combat, according to your group. These are not cumulative.

Very Weak: Remove the **bugbear**.

Weak: Remove 1 **goblin boss**.

Strong: The **goblin boss** is at full hit points.

Very Strong: Both the **goblin boss** and **bugbear** are at full hit points.

Development

The goblins are under the influence of *Goblinwrath* and use the special stats in the sidebar located in **Appendix 2: Creature Statistics**.

If the characters leave no goblins on either side alive they must find the cave system without the help of Great Gark's goblins. A successful DC 15 Wisdom (Survival) check is required to find the cave quickly. If the party is not successful, the party still finds the cave after several hours of searching, but the final encounter is more difficult as more goblins in the area will have been attracted to *Goblinwrath*.

Goblinwrath

Bulak and his followers are lairing in a small cave system deep in the Dernall Forest. The characters have followed a deer run most of the way and are now approaching the cave mouth.

Following the trail left by the goblins was difficult, but you've finally arrived at the mouth of a small cave in the clearing ahead. There are two sentries posted outside of the cave, and they're holding the leashes of two wolves.

The two **wolves** are more alert than the two **goblin** guards and have a better chance of detecting the party. The characters must succeed on a DC 15 group Dexterity (Stealth) check in order to not be noticed. On a failure, the wolves start barking and growling, alerting the goblins. This sets off an alarm in the entire cave. If the alarm is tripped, the sentries run inside to **Area A: Entry**.

Area A: Entry

This small cave smells of feces and rotting meat. Strewn about the room are many piles of straw that are used for beds. Four empty cages are also in the room.

Development

If the characters failed the Wisdom (Survival) check to find the cave, there is an additional **goblin** and a **wolf** in this area.

The goblin runs to **Area B: Throne Room** to warn Bulak of the intruders. It commands the wolf to defend and block the passageway to Bulak.

The goblins are under the influence of *Goblinwrath* and use the special stats in the sidebar located in **Appendix 2: Creature Statistics**.

Area B: Throne Room

This rather large cavern is a parody of a royal court. Tattered flags and banners hang from the walls, an enormous rug that is in several different pieces lies in the center of the chamber, and a large, broken throne dominates the southern end.

Three goblins block access to a hobgoblin that sits on the broken throne. The hobgoblin sits unconcerned, petting a wolf sitting next to him. He wears a pendant whose stone is a highly polished gem that gleams red in the torchlight.

"Who comes to my court uninvited? Explain your insolence!"

The three **goblins**, the **hobgoblin** (Bulak), and the **wolf** wait for the characters to reply. Bulak doesn't care what the characters say, he only wishes to put them off guard and attack while they answer. A successful DC 12 Wisdom (Insight) uncovers his plan. If the check is unsuccessful, the goblins, Bulak, and the wolf get advantage on their initiative rolls.

Development

The combatants in this encounter fight to the death. The goblins are under the influence of *Goblinwrath* and use the special stats in the sidebar located in **Appendix 2: Creature Statistics**.

Treasure

Bulak has a chest of what has been collected by his clan during their raids. The gem on the pendant around Burlak's neck is *Goblinwrath*. If inspected, it radiates strong enchantment magic.

Conclusion

Antola Pilark is grateful to the adventurers for their dutiful work. If left unchecked, the *Goblinwrath* could have swung the war in the Dernall Forest in favor of the dark fey. She collects *Goblinwrath* in the name of the Defenders of the Earthmother. All the adventurers get the story award ***A Dark Gem.***



Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for completing the story objective.

- **Story Objective A:** Retrieve *Goblinwrath* for Antola.

Player Rewards

The characters earn the following player rewards for completing the adventure:

Story Awards

During the course of this adventure, the characters may earn the following story awards:

A Dark Gem. You have recovered a mysterious gem named *Goblinwrath* for the Great Druid Antola Pilark. This gem carried with it an enchantment that caused goblins to become ferocious and feral while being biddable by the bearer. The origins of the gem are unknown, but Antola intends to find out and may call upon you to help her.

Downtime

When the party completes two parts of this adventure, each character earns 5 downtime days.

Renown

When the party completes all four parts of this adventure, each character earns 1 renown.

Organizations

Antola is a member of Defenders of the Earthmother, an organization who seeks to protect and maintain the Earthmother, who represents the power of nature in the Moonshaes. Antola approaches any characters who seem to share these tenets and encourages them to join, even giving them the smooth stone that is their insignia.

For more information about Moonshae organizations, see the *Moonshae Isles Regional Guide*.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

Antola Pilark

Antola Pilark (an-TOL-ah PIL-ark)

Antola Pilark is a female halfling and the Great Druid of Alaron. Her grove is just to the west of Lehigh and she spends a lot of time in the village. She is a devout follower of the Earthmother and seeks to reclaim the Dernall Forest from the depravations of the Great Gark.

Lehigh

Lehigh is a small village along the King's Road to the south of Caer Callidyrr. It's built in the eaves of the forest. The center of social activity is the Silver Eye Tavern and Inn.



Appendix 2: Creature Statistics

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Goblinwrath

Most of the goblinoids in this part of the adventure are under the influence of *Goblinwrath*. The stone grants them advantage on attack rolls and disadvantage on Wisdom checks or saving throws. Their eyes glow red and they foam at the mouth while this effect is in place.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (–1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

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

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (–4)	12 (+1)	6 (–2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

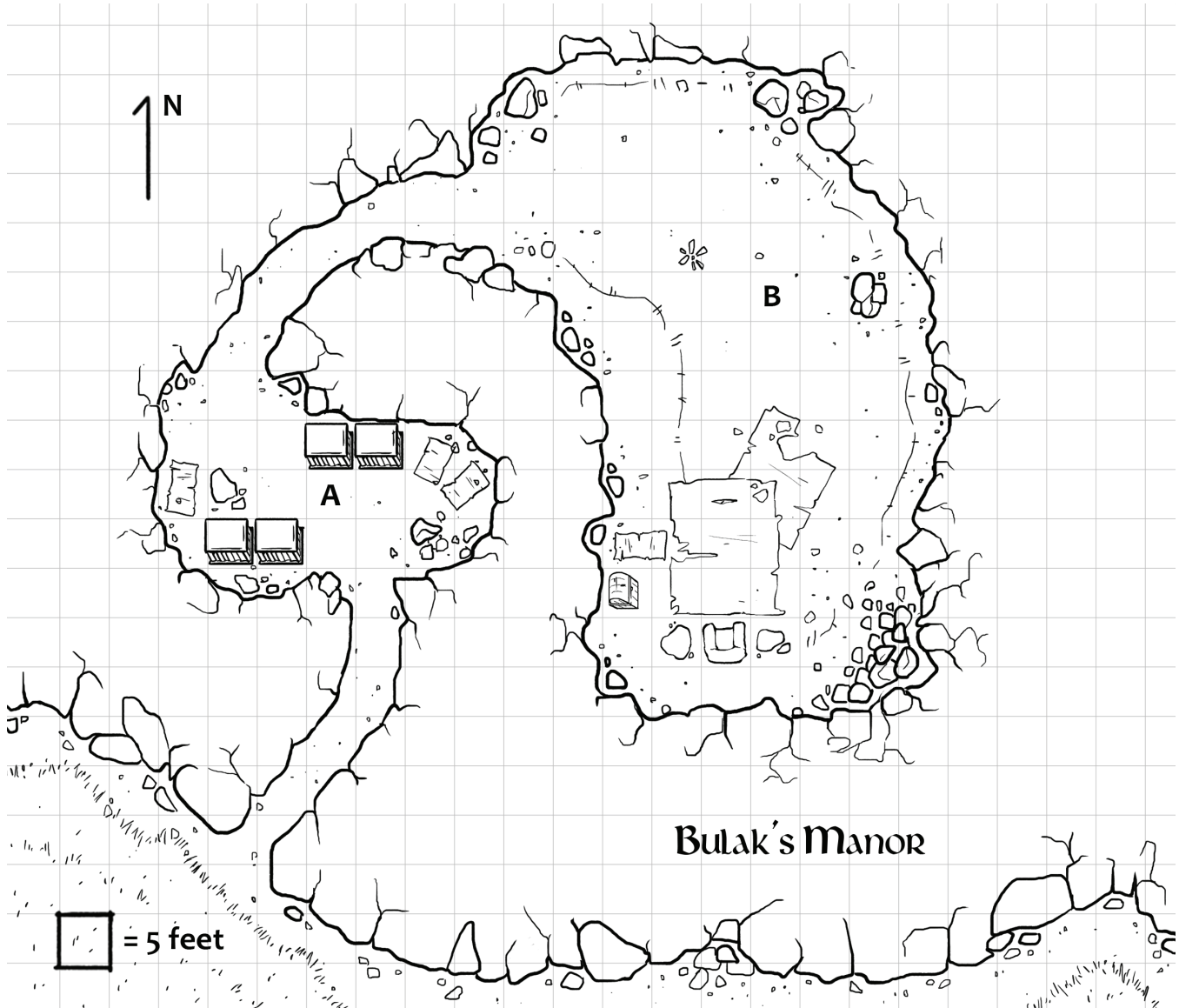
Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Appendix 3: Map of Bulak's Manor



Appendix 4: Player Handout 1

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy.

Story Award: A Dark Gem

You have recovered a mysterious gem named *Goblinwrath* for the Great Druid Antola Pilark. This gem carried with it an enchantment that caused goblins to become ferocious and feral while being biddable by the bearer. The origins of the gem are unknown, but Antola intends to find out and may call upon you to help her.



Part 3. A Weighty Matter

by Krishna Simonse

Estimated Duration: 2 hours

This adventure occurs in and near the village of Blodvahrer (BLOD-fah-rer), a small trading hub and fishing town located about one day's sailing northwest of Olafstaad on the isle of Alaron.

Blodvahrer is the birthplace and final resting place of **Bronal Witwulf**, a, formerly infamous adventurer. Witwulf had reputation, now faded and forgotten, for acts of blunt strength and an equally blunt definition of humor.

The prophecy leads the adventurers to this village in search of Witwulf's spellbook. Which, thanks to Witwulf's sense of humor, is what he called his warhammer. Exploring the village and gathering information eventually leads the adventurers to Witwulf's burial mound where they can liberate the "spellbook". During their exploration the adventurers find indications that arcane magic is not very liked and have a chance to help them improve the lives a pair of troubled twins.

General Features

The village of Blodvahrer is small for a trading hub, but it has a dock that can accommodate medium-sized vessels and roads connecting it to the surrounding countryside. Blodvahrer and its surrounding area have the following general features:

Terrain. Located in a fjord with a rocky coast, the village is hemmed in by dense pine forest.

Weather. Windy and clammy, grey skies overhead, alight with the promise of storm.

Light. Bright light.

Smells and Sounds. Far away thunder rumbles its way through the sounds of the towns hustle and bustle. Sea air mixes with the smells of the various shops and the surrounding pine forests.

Small-Town Values

The adventurers arrive in Blodvahrer in the morning, traveling on the *Shantu*. As the ship docks, dockworkers move in hoping for work but Poppie waves them off. There's some disappointment at the lack of cargo to be on- or offloaded, but all the workers look to be in good health and stacks of crates line the docks, indicating a healthy trade.

Poppie and her crew secure the ship and resupply, leaving the adventurers space and time to explore the town and locate Witwulf's spellbook.

A map of Blodvahrer and its main locations can be found in **Appendix 3: Map of Blodvahrer**. Let the players explore the town as they wish. The intent is for the players to experience something of normal life in a simple village, while getting introduced to the growing dislike for arcane magic in this area.

The section below includes information on the areas, the people that can be found there, and information that they players may be able to acquire.

The amount of roleplay can easily be tailored to the time available and the tastes of the players. Most locations can be skipped, and interaction kept to a minimum if desired.

The tavern (Area 5) and the scene taking place in front of it cannot be skipped, and the party must visit the lawspeaker's abode (Area 9) to locate Witwulf's spellbook.

The Villagers

Many villagers can be found walking the streets of Blodvahrer as they go about their daily lives. Most villagers are friendly and willing to talk and especially listen. Adventurers don't often visit Blodvahrer and a good war story is always welcome. You're free to add these villagers wherever you like.

General knowledge and reactions:

- Any villager under 50 won't have heard of Witwulf or his spellbook.
- Villagers over 50 may recall the name, but only in relation to some funny story they once heard.
- Most of the villagers react badly to questions about a spellbook. They start looking around for other people and react evasively or just end the conversation.
- When pressed for information villagers eventually refer adventurers to either Ragnar Alisson, the lawspeaker that lives at the edge of town, or Gorn Harander, the local priest of Tempus who is likely at the inn.
- When asked about the incident with Bjorn, Gulli, and Yrsa reactions are mixed. Most express shock at the spellcasting, but Bjorn's bullying ways are disliked and at least partly to blame.

Villager Names and Descriptions

Northmen heritage seems prevalent amongst the town's residents. Most villagers have old Northman family names. Examples of female names are: Gudbjorg Ingibjorgdottir, Thorelf Hjarrandidottir, Audbjorg Akidottir, Dotta, Asleif or Astrid. Examples of male names are: Ornulf Hardbeinsson, Arnstein Iarlsso, Vermund Glumsson, Haklang, Birning or Jord.

1. The Docks

When the party goes ashore for the first time, they meet the dockmaster.

Poppie's vessel almost fills all the berths on one side of the Blodvahrer docks. No other ships are currently docked. Sitting at the edge of the bay is an elderly man that is waving you over.

With no other ships currently at the docks, some of the free space is used by people and kids who are watching their fishing lines.

The dockmaster **Blodder Jehanson** is grey haired, wearing a loose shirt covering a substantial paunch. Blodder sees his administrative position as very important and acts with a touch of haughtiness.

He asks the adventurers about their business in town and reminds them that Captain Poppie owes fees for use of the docks. When asked questions he acts squirrely and unwilling to give answers unless the adventurers provide a financial incentive.

- Blodder knows nothing about any kind of spellbook and acts offended when asked about such a thing,
- Blodder recognize the name Witwulf but cannot quite place it. "Something with a chicken and an anvil" is all he can recall.
- Blodder refers the adventurers to the local inn/tavern, The Open Door. There people should be able to help the adventurers "and have time for this nonsense."

2. Warehouses

Several large warehouses make up this area. Dockworkers are walking in and out of them, moving cargo, loading carts.

The dockworkers in this area are busy and mostly unwilling to stop and talk to the adventurers.

3. Marketplace

A cacophony of smells welcomes you to the village's marketplace. Small stalls offering produce and assorted goods are set up in the open space that is bordered by several shops and workplaces. The shops have signs proclaiming them a bakery, a fishmonger and a smithy.

At the north side of the market is a raised wooden platform, on which a young man is strumming a small harp and singing a tune. The young man lacks any real audience, and the cadence of his off-key singing is continuously interrupted by the loud sounds of a hammer on steel.

Most of the people selling wares in a stall are farmers from the surrounding area, they gladly engage in small talk, but have no knowledge beyond the general information any villager may have. Their reactions to the mentioning of magic or a spellbook is less severe than the villager's.

The Smithy

Operated by **Estrid Bjordottir**.

Estrid is a well-muscled, middle-aged female at work at her forge. She has short black hair and is wearing a thick leather apron over simple linen clothing. She's friendly, makes gruff jokes, and laughs easily.

- When the adventurers first meet Estrid, she's obviously and deliberately disrupting the song that the skald on the small platform is trying to sing. When asked about it, she explain she dislikes his voice and feels that he should learn to hold a note. If she could, she would knock him unconscious and tie him to the nearest tree.
- Estrid knows nothing of any spellbook or any Witwulf. She suggests that the adventurers should really talk to the most important man in town, Gorn Harander, who can be found in the inn.
- Estrid is a general-purpose smith, so she can repair weapons and armors but not create new ones.

The Fishmonger

Operated by **Hauk Haukson**.

Hauk is a slightly corpulent, older man. He's cleaning fish and salting them in a big barrel. Hauk's hands never stop cleaning fish, even while looking at and talking to the adventurers. Fish scales are splattered all over his black apron and even in his hair. Hauk is not a big fan of talking and keeps his answers short and to the point.

- As soon as the adventurers mention a spellbook or anything else related to arcane magic, Hauk refuses to talk with them further. The only reason he gives is that "Tempus wouldn't like it."

The Bakery

Operated by **Gudrun Gudbrandottir**.

Gudrun is a young woman, red hair in a long braid, wearing a green dress over a white blouse. She is the aunt of Gulli and Yrsa, twins born with magic abilities. She's preparing meat pastries and rolling out dough.

Gudrun's initial response to being asked questions is grumpy and stand-offish, and she refuses to give any real answers. Buying something improves her mood significantly, as does complimenting her products (which are of excellent quality).

- Gudrun does not know the name Witwulf.
- Gudrun knows nothing about a spellbook, but the question does not seem to bother her in the slightest, unlike many others in the village.
- When pushed on her lack of reaction, Gudrun will not explain beyond “I know a thing or two about magic.”
- When asked about her niece and nephew (see section 5) Gudrun will explain her brother, **Gorm Gudbranson** is a sorcerer. He joined a group called the Initiates of Flame. He and his wife left the kids with her when he went to join the Initiate’s mission in Olafstaad.
- When confronted with Yrsa’s spellcasting, Gudrun becomes extremely worried and fears harm will come to the children if they stay in the village.
- Gudrun will gladly accept any help the adventurers offer with the twins.

The Skald

Performed by **Gutt Leifson**.

Gutt is the skald on the small wooden platform and is attempting to sing. Those able to listen past the smith’s disruptive hammering and the skald’s missed notes find the topic is heroes and the northlanders’ history of raiding the seacoasts. Gutt is happy to stop singing to talk to the adventurers. Estrid stops hammering the moment the singing stops.

- Gutt knows the name Witwulf from an obscure ribald local song his grandfather once taught him. The song tells the tale of a loudmouth barbarian being tricked by a chicken.
- Gutt, being a bardic spellcaster, gets very nervous when a spellbook is mentioned. If there are any obvious casters amongst the adventurers, he tries to take them aside for a whispered conversation explaining that this is not a good topic right now. The adventurers should especially avoid Gorn Harander and his son Bjorn.
- Gutt proudly informs the adventurers that “a lot of famous adventurers came from Blodvahrer.” If they want to know more, Ragnar Alisson, the Lawspeaker has the documented history of the village.

4. General Store

Operated by **Sam Tricefed**.

Sam Tricefed, a young halfling, is black haired and immaculately dressed. Sam is extremely customer oriented: friendly, amusing, smooth, and a master salesman.

- Sam has only been living in town for three years. He bought the shop from the former owner, Olvir Skurfasson, who has since passed on. “Every fortune has to start somewhere!”

- Sam cannot help the adventurers with any information on Witwulf or his spellbook.
- Sam tells the adventurers that they should be careful talking about arcane magic. It was always mistrusted round these parts, but right now the Tempus faction is getting downright militant about it. “It’s better to know, right?”

The general store sells everything villagers and the farmers may need. The adventurers can find any non-magical item with a price of 20 gold coins or less.

5. Inn / Tavern

Located at the town square where the road leading west meets the road going north, the Open Door Tavern and Inn is hard to miss. Currently, a circle of people is standing out front of it, and from it you hear angry shouting.

“You dirty ‘canist!” a deep voice shouts.

“That’s arcanist! You numbskull!” a shrill female voice retorts.

If the adventurers investigate, they see a group of teenagers in an ongoing fight. A large muscular boy of around 15 is holding a smaller wiry boy in a headlock. Three of the bigger boy’s friends, two boys and a girl, are holding off a girl that is the female mirror image of the wiry boy.

- The bigger boy is **Bjorn Harander**, son of the local priest of Tempus. His friends **Thormal**, **Ozur** and **Inga** are sons and the daughter of well-to-do local townsfolk.
- The wiry boy is **Gulli Gormsson** and the girl is his twin sister **Yrsa Gormsdottir**. The twins are the niece and nephew of Gudrun the baker.
- None of the adult onlookers seem inclined to break up the fight. Mutterings amongst the crowds can be overheard both dismissing Bjorn as a bully or Gulli and Yrsa as meddlers in dangerous magics.

The onlookers can share identities and other information or gossip with the adventurers.

- Bjorn and his friends are known to strut around town and bully the other kids. Being the high priest’s son makes Bjorn feel and act invincible.
- Gulli and Yrsa were left with their aunt Gudrun by their parents who left town after being accused of magic use by the priest of Tempus. Rumors speak of unexplained mishaps surrounding the children.

Getting Involved

As the adventurers look on, the shouting of insults intensifies with terms like “musclebrains” and “finger-wiggler” flying back and forth.

The adventurers can interfere in the debate at any time. A successful DC 11 Charisma (Intimidate or Persuasion) check gets Bjorn to let go of Gulli.

Bjorn is not a great talker and just repeats that the twins are arcanists and that arcanists are bad. If the argument does not go his way, he starts calling for his dad (who doesn’t show).

Gulli and Yrsa are smart and wordy. Even if the adventurers break up the fight, they can’t stop themselves from making barbed comments. The twins vehemently deny being arcanists, but “what if we were! Superstitious hicks!”

Accidental Spellcasting

Inga eventually pushes Yrsa. As Yrsa falls backwards, she inadvertently casts a spell, and Inga collapses to the ground laughing. To any character that is either proficient in Arcana or passes a DC 10 Wisdom (Insight) check, it’s obvious that Yrsa’s spellcasting is not a deliberate act. She herself is very surprised by it.

The crowd reacts to the spellcasting with shock. Bjorn and his friends recoil in fear, giving Gulli the opportunity to break free and run off with Yrsa.

The adventurers may want to follow or find the twins. While they can try, the twins don’t want to be found at this time and manage to avoid the adventurers and anyone else in pursuit. Feel free to lead the adventurers all over town in a wild goose chase though.

Using Violence

The adventures can resort to violence to resolve this situation. Adjust everyone’s reactions as required. Using violence, even if subdual, doesn’t endear the adventurers to the villagers. A lot of sweet talking is required to not lose access to the town records at Gorn Harander’s place. The scene still ends with Yrsa casting her spell.

Inside the Tavern

With the adolescent altercation done, the adventurers are free to go inside. The Open Door is a large tavern with several tables and a long bar. Rooms can be had at normal rates. The food is decent, and the drinks are not watered down beyond recognition.

The Open Door is operated by **Jofrid Barker** and her husband **Edward**. Jofrid is a middle-aged woman with shoulder-length blonde hair, wearing a plain brown dress and a white apron. She has a quick wit, a motherly tone, and is quick with advice for everyone approaching her bar.

Edward is the cook. He’s often mentioned, but rarely seen.

- Jofrid doesn’t know a person named Witwulf. She does vaguely remember stories told by her grandmother about an especially dumb white wolf named Witwulf who always failed to catch the chickens.
- Jofrid can explain the family relations between all the people in town and has gossip on everyone the adventurers may know by name by now.

Amongst the people in the tavern is **Gorn Harander**, the local priest of Tempus and father to Bjorn. Gorn is the only villager wearing armor and a carrying a weapon (a warhammer). Gorn is a strong man with short blonde hair and a beard. He wears a holy symbol of Tempus on a chain around his neck. Gorn is reasonable in all his reactions, speaking slowly and clearly. Gorn shows no sense of humor.

- Gorn knows nothing of any Witwulf, but he has only lived here the last 25 years.
- Gorn wants nothing to do with spellbooks, or any arcane magic for that matter. Tempus does not approve of this messing with the natural order. Gorn treats any obvious arcane caster amongst the adventurers with mild disdain and refuses to engage in debate.
- Gorn heard the trouble outside but decided to stay in the inn to not further escalate the situation. His son can be a handful, “but he means well and is of the right convictions.”
- Gorn is shocked by the spellcasting performed by Yrsa, but assures the adventurers it is under control. Gorn plans to take an active role in resolving this issue.

6. Poor District

This part of the village holds tenements and smaller houses, connected by tight alleys. The villagers here wear simple, unadorned clothing. Passing adventurers are treated kindly but with some mistrust. A small temple to the Earthmother is located near the town square.

To the east and south, the quarter looks out over the bay from 100-foot-high cliffs. Children can be found playing dangerously close to the edge.

7. Merchant Quarter

A grouping of large houses with gardens that hold not only vegetables but even decorative plants. Several houses have small stables that can hold a couple of horses or oxen and a cart. The villagers here wear rich clothing. Passing adventurers draw some curious looks, and some worried reactions like hands protecting purses and the like.

Facing the town square is a large temple of Tempus,

tended by two acolytes. The priest, Gorn Harander, is currently at the inn.

8. Artisan Quarter

Most houses in this area have a workshop attached to the home. Tailoring, leather working, wood carving, butchery and a small brewery. All kinds of professions are represented. Passing adventurers are mostly treated as possible customers, and many artisan products are for sale at reasonable prices.

9. Law House

Almost at the very northern edge of town stands, according to the sign out front, Blodvahrer's Law House. Part log house, the structure contains several side buildings that are made up of large stones cemented together.

The Law House is where Blodvahrer's lawspeaker **Ragnar Alisson** lives. The house has a large entrance room, where law is spoken, a living space, and several archive rooms.

Ragnar Alisson speaks for the law in Blodvahrer and its surroundings. Ragnar represents the jarl's government, prosecutes criminals, marries villagers, deals with inheritances and documents everything of import that happens in town.

Ragnar is an old man, bald, wearing simple yet expensive black clothes. Ragnar speaks in a meandering way, taking several detours before making his point.

- Ragnar remembers seeing the name Witwulf in the archives somewhere. He was some adventurer who was born here more than a hundred years ago.
- Ragnar is confused by references to Witwulf's spellbook. This area is not known to produce spellcasters, "or any deep thinkers, really."
- Ragnar has been informed of the situation with Bjorn, Gulli and Yrsa. He hopes the kids return safely, but he does not quite know what to do. He's a little worried about Gorn.

Ragnar is happy to provide the adventurers access to the archives. With a successful DC 12 Intelligence (Investigation) check, the party discovers the information after a few hours. On a failure, they discover the information after a full day of research, requiring them to spend the night at the inn.

- 140 years ago, Bronal Witwulf was an infamous adventurer—a barbarian known for feats of strength and endurance, and especially acts of extreme stupidity.

So much so that some of his exploits became cautionary tales.

- These tales make mention of Witwulf referring to his warhammer as his spellbook, joking that he used it to cast *sleep* on people. In old age, Witwulf returned to Blodvahrer and commissioned a tomb of sorts near the old burial mounds of his forefathers, and upon his death he was buried there.
- The archives contain a map with the location of this tomb.

If any of this information is then shared with Ragnar, he makes some comment about how quickly glory fades.

Tomb Raiders

When the adventurers make their way to Witwulf's final resting place they're followed by Gulli and Yrsa at a respectable distance. With a passive Perception check of DC 15 or higher, the adventurers realize they are being followed.

If they confront (or ambush) the twins, Yrsa and Gulli immediately surrender. The twins no longer feel safe in Blodvahrer and beseech the adventurers to help them to flee the town. Both Yrsa and Gulli now realize that at least one of them has the ability to cast arcane magic, and with the prejudice growing fast they feel the need to run. They beg the party to take them to their parents in Olafstaad.

The twins still stick around unless violently dissuaded. They ask again after aiding the party in combat at the burial mounds. If they are again refused they flee into the woods as the adventurers make their way back to their ship.

Following the map into the dense pine forest, you reach a large open area. Several large mounds fill the space. A stone marks the existence of a smaller mound off to the side.

The top of the stone reads simply "Witwulf and friends".

As soon as the adventurers start digging or otherwise disturb the tomb, the **dread warrior** Witwulf and three **zombies** crawl up out of the ground.

The undead fight until defeated using no tactics. The dread warrior is wielding a warhammer that is inscribed with the words "My Spellbook."

If the adventurers have not yet dealt with the twins, have them rush in at a good point in the combat to attack the undead. Yrsa can cast one more *Tasha's hideous laughter*. Gulli can cast two *magic missiles*. If you use the twins in combat, feel free to increase the difficulty of the encounter by adding one or two zombies.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove 2 **zombies**.

Weak: Remove 1 **zombie**.

Strong: Add 1 **ZOMBIE**.

Very Strong: Add 2 **zombies**.

Torches and Pitchforks!

As the adventurers make their way back to their ship, they are confronted at the town square by an angry group of twenty **commoners** led by Bjorn (who is also a **commoner**). Bjorn has even managed to convince one **acolyte** from his father's temple to join him in his crusade to restore his broken pride.

If the twins are with the adventurers, they are the main target of Bjorn's ire. Otherwise Bjorn focuses on one of the adventurers that he can claim is a "canist" (i.e., an arcane caster). The mob want the adventurers, and especially the twins, to submit for justice.

The adventurers have several options for dealing with this confrontation:

- A successful Charisma (Intimidate or Persuasion) check (DC 15) weakens the mob's resolve. A total of three successes are required for the mob to disperse. Treat any display of destructive magic as an automatic success (setting something on fire, for instance). Knocking out Bjorn, provided it is done with subdual and without weapons, counts as 2 successes.
- The adventurers can choose not to resist. They get knocked around some and put in prison (a room in the temple). They are released by Bjorn's father after about an hour, with many apologies. The twins, however, are not released under any conditions.
- Violence is an option. The mob fights only as long as Bjorn and the acolyte are standing. As soon as the adventurers resort to lethal force, everyone else immediately tries to flee. The acolyte won't use *sacred flame* unless the adventurers use lethal force and she has no way to retreat. If any of the adventurers kill a villager, every character earns the **Ice Cold Killer** story award.

Conclusion

Once the party has Witwulf's spellbook, the adventurers can make their way back to Poppie and her ship and sail away.

If they have agreed to take the twins to Olafstaad, Gudrun arrives just before they depart. She bears a package of freshly baked breads, pastries, and a purse with 50 gold coins for the twins, as well as her heartfelt thanks for the adventurers.

Development

Retrieving Witwulf's spellbook gains the characters the **Witwulf's Spellbook** story award.

If the adventurers opted to aid the twins Gulli and Yrsa, they will have made friends. Award the players the **Twin Destinies** story award.

If any of the adventurers kill a villager, they earn the **Ice Cold Killer** story award.

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for completing the story objective.

- **Story Objective A:** Retrieve Witwulf's Spellbook.

Player Rewards

The characters earn the following player rewards for completing the adventure:

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Witwulf's Spellbook. You have retrieved the spellbook of Bronal Witwulf, an iron warhammer. More information can be found in **Player Handout 1**.

Twin Destinies. You have met a pair of Twins, Yrsa and Gulli in the town of Blodvahrer and decided to help them in their time of need. More information can be found in **Player Handout 1**.

Ice Cold Killer. You were involved in the killing of a villager of Blodvahrer. Legally it may be that you were provoked, but it has gained you a reputation for ruthlessness bordering on murder. More information can be found in **Player Handout 1**.

Downtime

When the party completes two parts of this adventure, each character earns 5 downtime days.

Renown

When the party completes all four parts of this adventure, each character earns 1 renown.

Organizations

Gorm Gudbranson, father of Yrsa and Gulli, is a member of the Initiates of Flame, an organization that seeks to redeem the reputation of arcanists in the Moonshae Isles. Gorm approaches any characters who seem to share these tenets and encourages them to join, even giving them the symbolic wand that is their insignia.

For more information about Moonshae organizations, see the *Moonshae Isles Regional Guide*.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



Appendix 1: Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

Bjorn Harander

Bjorn Harander (BAH-jorn HAR-an-der)

A large muscular boy of around 15, Bjorn is the son of the local priest of Tempus. Bjorn and his friends are known to strut around town and bully the other kids. Being the high priest's son makes Bjorn feel and act invincible. Bjorn is not a great thinker or talker.

Gorn Harander

Gorn Harander (GORN HAR-an-der)

Gorn is the local priest of Tempus and father to Bjorn. Gorn is the only villager wearing armor and a carrying a weapon (a warhammer). Gorn is a strong man with short blonde hair and a beard. Gorn wears a holy symbol of Tempus on a chain around his neck. Gorn is reasonable in all his reactions, speaking slowly and clearly. Gorn shows no sense of humor.

Gulli Gormsson and Yrsa Gormsdottir

Gulli Gormsson (GUL-ley GORMS-son)

Yrsa Gormsdottir (EAR-sa GORMS-dot-tir)

Gulli and Yrsa are a pair of twins and the niece and nephew of Gudrun the baker. Gulli and Yrsa were left with their aunt Gudrun by their parents who left town after being accused of magic use by the priest of Tempus. Rumors speak of unexplained mishaps surrounding the children. Gulli and Yrsa are smart and wordy.

Ragnar Alisson

Ragnar Alisson (RAG-nar AL-es-son)

Ragnar speaks for the law in Blodvahrer and its surroundings. Ragnar represents the jarl's government, prosecutes criminals, marries villagers, deals with inheritances and documents everything of import that happens in town.

Ragnar is an old man, bald, wearing simple yet expensive black clothes. Ragnar speaks in a meandering way, taking several detours before making his point.



Appendix 2: Creature Statistics

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

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 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

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

Dread Warrior Witwulf*

Medium undead, neutral evil

Armor Class 16 (chain mail, no shield)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Wis +3

Skills Athletics +4, Perception +3

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the dread warrior to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dread warrior drops to 1 hit point instead.

Actions

Multiattack. The dread warrior makes two melee attacks.

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

*Reflavored Dread Warrior

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 +9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., passive Perception 8

Languages Understands the languages of its creator but can't speak

Challenge 1/4 (50 XP)

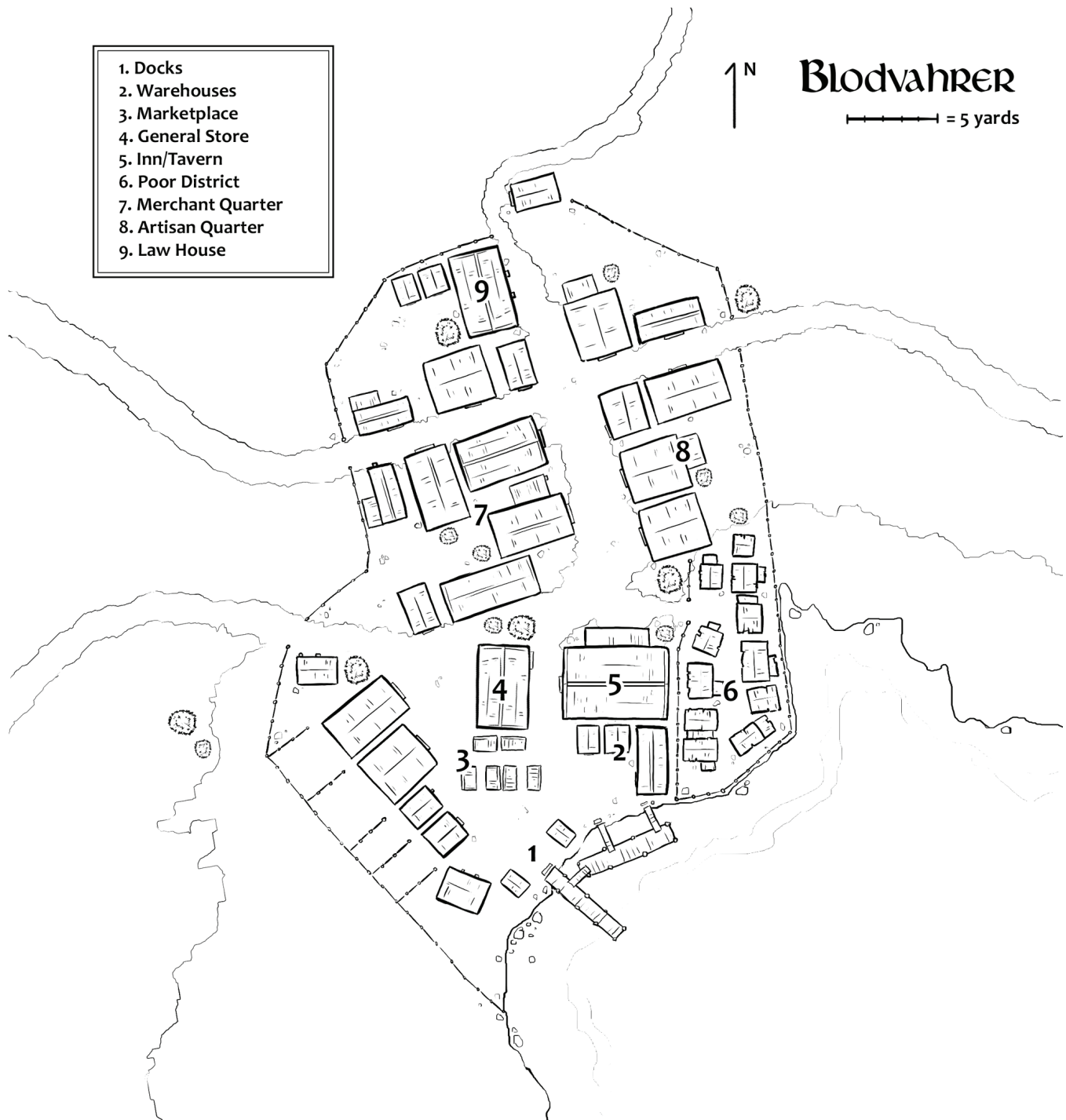
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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



Appendix 3: Map of Blodvahrer



Appendix 4: Player Handout 1

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy.

Story Award: Witwulf's "Spellbook"

You have retrieved the spellbook of Bronal Witwulf. The spellbook turned out to be an iron warhammer with an inscription that reads, "My Spellbook." From the archives in Blodvahrer, you have learned that Bronal Witwulf was an adventurer infamous for acts of extreme strength and equally extreme lack of judgement. For a short time, his name featured prominently in the cautionary tales of Gnarnhelm, but his fame has completely faded.

Story Award: Twin Destinies

While visiting the town of Bloodvahrer you came across a pair of twins, Yrsa and Gulli, who have arcane abilities. Bloodvahrer is not a hospitable place for arcane casters at this time, and when the twins approached you for help in leaving town, you gave it.

Traveling with the twins, even if for a short while has shown you that their powers are quickly growing in strength, but that unfortunately their control of them is not growing at an equal speed. It did however give you the chance to witness an actual rain of frogs.

The twins left your company in Olafstaad to be reunited with their father who has joined a group called the Initiates of Flame. What the future holds for these two is anyone's guess.

Story Award: Ice Cold Killer

You were involved in the killing of a villager of Bloodvahrer. Legally it may be that you were provoked, but it has gained you a reputation for ruthlessness, bordering on murder.



Part 4. Thar Be Pirates!

by Robert Alaniz

Estimated Duration: 2 hours

Note to the DM

While the other adventures in this collection are rated as APL1 adventures, this part is slightly more challenging and runs at APL2 rating.

This adventure can occur anytime the *Shantu* is traveling in the open sea. If the group has already run the other three adventures, run this one as they return to Caer Callidyr. If they are already there, Poppie recalls the prophecy and remembers Bluto's weapon. She knows the waters in which to look for him. Begin the adventure as they search.

General Features

The bad weather encountered in Caer Callidyr has broken and given way to a beautiful day.

Terrain. Open sea.

Weather. Sunny and clear with a brisk wind.

Light. Bright light.

Smells and Sounds. The air is salty, and gulls cry overhead, hoping for a fishing boat.

Race for Your Lives

The adventurers are enjoying a pleasant, albeit windy, day as they are in route to some other location. Read the following:

"Sail ho!" Comes a cry from one of the crew at the top of the mast. Poppie snaps to and nervously scans the horizon. "Thar she is. It's the *Devil's Regret*!" she says, pointing to a galleon that has crept dangerously close to your position undetected. Its flag is a thick-bladed silver scimitar on a black field.

"That's Cap'n Bluto's ship! Act smartly lads." She turns to you, "It's pirates! If we're going to outrun that ship, we'll need all hands. Now shake a leg, or we're doomed to be slaves to the giants."

Poppie knows that Capt. Bluto has a large crew that can easily defeat her ship if they catch up to them. Bluto's galleon is larger than the *Shantu*, but not any faster. It does, however, have an experienced crew.

All Hands on Deck

The chase is a group ability contest pitting the crew of the *Shantu* against the crew of the *Devil's Regret* in which the adventurers make the difference. Each adventurer can choose from several jobs in which they can assist. At least one person must help in each of the four areas. If there are only three players, someone needs to double up. If there are more than four, they can choose where to help.

Adventurers with the Sailor or Northland Seafarer backgrounds make these checks with advantage. Those with proficiency in water vehicles may add their proficiency bonus to the checks.

Adventurers can assist in the following jobs:

- **Command.** A little inspiration never hurts. This job calls for a successful DC 14 Charisma (Persuasion or Intimidation) check. Only one person may choose this job. Note: If an adventurer has the Sailor or Northland Seafarer background and is successful, they can grant advantage to one other adventurer in each round of checks.
- **Navigation.** Judging the winds and currents to get an edge over the galleon requires a keen insight. A successful DC 14 Intelligence (Survival) check is required.
- **Rigging.** Climbing the riggings of the sails and setting them in place for optimal speed is delicate work. It requires balance and a successful DC 14 Dexterity (Acrobatics) check.
- **Sails.** Raising additional sails and positioning them is tough work and requires a successful DC 14 Strength (Athletics) check.

Running the Checks

Each check requires an action. Prevent the checks from becoming a sterile exercise by narrating the results from check to check, shining a light on who is pulling their weight and who is not.

Using magic can also help. A *gust of wind* spell offers an automatic success for one round of checks. The *gust* cantrip grants advantage on a single navigation check. Offer similar advantages for other uses of magic at your discretion.

If the group succeeds three times before failing three times, they escape. Otherwise, Capt. Bluto catches up and captures them. Proceed to the appropriate outcome section below.

Outcome: Escape

If the adventurers escape, Poppie tells them how fortunate they were, as well as the following:

- Capt. Bluto is a slave trader, and he considers anyone he can catch on the high seas as inventory.
- Remembering the prophecy, she says that he is feared because he is rumored to come from another world and carries a blunderbuss (musket) which he uses with great skill. It's his hallmark.
- He and the other pirates use an abandoned coastal town as a base and are probably heading there now, which means he likely has prisoners he intends to sell.
- ^a Poppies' half-orc son used to serve under Bluto and knows of a small cove near the town that would offer cover for their ship if they wanted to sneak in to rescue the prisoners and/or steal the boomstick.
- Poppie and her crew despise Capt. Bluto because of how he terrorizes the area. She offers the services of her ship and crew for a tenday outside of this adventure, if they will rescue any prisoners and rid this world of the hated pirate captain.
- She also knows that if they have prisoners, they will only be at docked one night. This timeline does not offer opportunity for a long rest.

Proceed to **Infiltrating the Devil's Regret**.

Outcome: Capture

If they are caught, read the following:

The large galleon and her experienced crew are too much to overcome. Running alongside, your ship is ensnared by ballista fire and quickly overwhelmed by rapsallions, both mortal and fey, swarming your ship from the deck and masts.

Explain to the players in no uncertain terms that they are being captured. Bluto's crew is large enough to overwhelm the adventurers. They are a gruesome mix of fey including quicklings, darklings, satyrs, redcaps, and boggles, as well as particularly evil humans. Adventurers recognize the situation as deadly. Prevent the capture from becoming a point of frustration by allowing each player to describe how their character is captured. Make it a lighthearted, fun experience, letting them know that it's part of the adventure. Attempts to hide or escape are most likely foiled by Bluto's mage who uses *detect magic* to search. Once the adventurers are captured and bound, read the following:

You find yourselves in shackles, kneeling on the deck of your ship. A circus of antagonizing hoots and howls by the pirate crew suddenly go silent as heavy footfalls approach. The scoundrel crew moves aside to allow their imposing captain aboard. A seven-foot tall beast of a figure resembling a humanoid hippopotamus surveys your group. "Trespassers, Cap'n," proclaims a female tiefling.

"Is that so?" the hippo-man bellows. "Now where might you lot be heading in such a hurry?"

Allow a brief exchange with Captain Bluto so they come to despise him. The tiefling, First Mate Ferdeth, offers a kick in the gut for those who don't answer or are disrespectful to her captain. Bluto claims to act in the interest of the owner of this area. He considers himself a lawful privateer acting within his rights to claim trespassers as prisoners. This is of course not true, but there is no reasoning with him.

The result of the conversation ends with the adventurers shackled in the brig of the *Devil's Regret*, relieved of their gear, excluding armor. Proceed to **Escaping the Devil's Regret**.

Roleplaying Boris Blutoovich (aka Capt. Bluto)

In his youth, Boris served as an officer on a bombard, a giff cannon ship capable of navigating between worlds. Normally a very lawful people, Boris made some dishonorable choices in an attempt to advance in rank. He was released from service and marooned in exile on Faerûn. As such, he holds a disdain for this world and its people, a view he shares with the dark fey. He soon met the eladrin pirate, Silver Silwyr, who leads a feared fleet in the Moonshae waters. She saw the potential of the combination of naval command experience and brooding anger and offered him a ship and crew. His payment is a cut of whatever he can get by selling prisoners into slavery.

Still sporting his ill-fitting service uniform, sans rank insignia, he has built a reputation of being merciless. He demonstrates this by occasionally making an example of a victim using his blunderbuss. A rare weapon on this world, it has quickly gained notoriety.

Infiltrating the Devil's Regret

Based on the information that Poppie provides, the adventurers presumably wish to infiltrate the *Devil's Regret*, liberate the prisoners from the brig, and acquire the blunderbuss from her captain.

Poppies' half-orc son is able to guide the ship to a nearby hidden cove close to the pirate base. Read the following:

Under cover of night, you come into the abandoned village near the docks. The structures are dark except for one building opposite the pier where the *Devil's Regret* is anchored. Judging from the ruckus coming from the large tavern, most, if not all, of the crew are enjoying some liberty.

Most of the crew, (twenty-five creatures both mortal and fey), are in the tavern. They're very noisy and suitably marinated in rum, unable to hear anything outside the tavern. If investigated, the adventurers can estimate 25 to 30 occupants. If the adventurers insist on tactics that alert the crew, they are overwhelmed and thrown into the brig. If this happens, proceed to **Escaping the Devil's Regret** as if they had been caught on the open sea.

The adventurers are easily able to access the ship undetected. If they do, proceed to the Area 1. Main Deck.

Escaping the Devil's Regret

If the adventurers are captured, they end up in Area 13 (Brig) on the *Devil's Regret*. They've been relieved of their gear, which they observe being stowed in Area 4 (Armory). Capt. Poppie and the rest of the crew are tied up on the *Shantu*, which is docked adjacent to the *Devil's Regret*.

You are taken to the brig, which is the lowest of three levels. You share the cell with three halflings. It is well guarded for the remainder of the day until you hear the anchor being dropped. The clamor of the crew fades, and the guards in the brig have dwindled to two scalawags complaining about their guard assignment as they play cards in the next room. One of them holds a set of keys.

Two human **bandits** guard the brig as the rest of the crew goes ashore to enjoy their liberty. They aren't happy about the assignment and are taking it out on a bottle of rum. Proceed to Area 12 (Cargo Hold) and Area 13 (Brig).

The Devil's Regret Locations

It's known that both pirates and dark fey inhabit the village, so it is rare that anyone dares venture here. Because of this, the pirates have fallen lax in their vigilance, leaving their ship poorly guarded.

Bluto's location depends on which path the adventurers are following; infiltrating or escaping.

- **Escaping.** Bluto is in area 2 (Captain's Quarters). He is alone drawing up a sales contract that includes the halflings in the brig and the adventurers if they were caught.
- **Infiltrating.** Bluto is in the tavern with his crew when the adventurers board the ship. He arrives in the lower level, Area 11 (Ship's Stores) when the adventurers free the prisoners from the brig. If they decide to not free the prisoners, he arrives before they're able to leave the ship.

The following descriptions of ship apply to both infiltration and escape scenarios and are keyed to the DM's map of the *Devil's Regret*.

Upper Deck

The upper deck is comprised of the open main deck and the captain's quarters.

1. Main Deck

A gangplank is set to the pier to allow easy access. The main deck and poop deck are empty, with only the captain's quarters unseen. The main cargo doors are closed, but two stairs lead to the lower decks.

2. Captain's Quarters

The captain's barracks are spacious and very tidy. The walls hold maps, though they are maps of the stars rather than the seas.

- **Escape.** If the adventurers are following the escape scenario, Bluto is here going over the papers described below. Proceed to the section: Showdown with Capt. Bluto.
- **Infiltration.** If the adventurers are infiltrating, the cabin is unoccupied.

A small chest can be found in the footlocker. It is not locked but it is trapped.

Trap: The Captain's Booty Poisonous Gas

Simple Trap, levels 1-4 moderate threat

This small wooden chest is rigged to blast a poisonous gas.

Trigger. Opening the chest without disarming the trap.

Effect. The trap sprays a 15-foot cone of poisonous gas in the air. Anyone in within the affected area must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. Additionally, the gas stinks incredibly, imposing disadvantage on Stealth checks by those poisoned.

Countermeasures. A successful DC 13 Intelligence (Investigation) discovers a pin that disarms the trap. Passive Perception does not detect the pin.

Treasure

The chest contains 200 gp.

On the table is a contract for sale that includes the halflings in the brig and the adventurers (if they were caught). The contract names Queen Connomae as the purchaser.

Mid deck

The mid deck is where the crew members live. Regardless of the scenario the adventurers are following, there are six crew members on this deck; First mate Ferdeth, Quartermaster Rungrin, three boggle pirates, and a cook commoner. Any movement on this level requires a successful DC 15 group Dexterity (Stealth) check. A failure alerts them.

3. Ship's Stores

This area holds general equipment for the operation of the ship such as tarps, extra sails, rope, etc.

4. Armory

This room contains fifteen scimitars, ten spears, five light crossbows, five maces, and ten daggers, ten sets of leather armor, and one breastplate. It also contains the adventurers' gear if they were captured.

The door is locked. It can be forced open with a successful DC 15 Strength (Athletics), which alerts all crew members on this floor, or picked with a metal implement and a successful DC 13 Dexterity (Thieves' Tools).

It can also be opened with the keys held by the guard in Area 13 (Brig). There are many keys on the ring, most for shackles. If attempting to open the door during combat, an action is required. There is a 33% chance of finding the correct key on the first attempt and 66% chance on the second. On the third try, the key is found.

If the crew on this floor have not been alerted, they are once the door is opened as items are piled up behind it and clang to the floor.

5. First Mate's Quarters

First Mate Ferdeth (an **apprentice**) resides here. She is in her quarters futilely trying to create powder and ammo that will work for Bluto's Blunderbuss. Many failed attempts have resulted in charring the walls of this room. Found here is Ferdeth's spellbook and a small lockbox containing 30 gp and a *potion of healing*.

6. Officers' Quarters

The three other officers are in the tavern, but the Quartermaster Rungrin (a **thug**) remains aboard. Movement on this deck requires a successful DC 12 group Dexterity (Stealth) check to avoid alerting Rungrin, who also alerts the others on this deck. If the adventurers have unlocked or are in the process of opening the armory, this enrages Rungrin who proclaims, "You are not authorized to remove gear from the armory!" His rage grants him advantage on his first attack, but he grants advantage to anyone who attacks him until his next turn.

A silver picture box contains 10 gp and a drawing of a Ffolk woman with the inscription "Dearest Sandra Taggard. Lily of Moray" in a silver picture frame worth 5 gp.

7. Mess

A long table with ten chairs fills this room that is otherwise empty.

8. Galley

An elderly commoner cook is here preparing for the next meal. He calls for Rungrin if he hears anything or if anyone enters the galley. He is a non-combatant.

9. Pantry

Holds much of the ship's food stores.

10. Crew Quarters

This large room is filled with hammocks and cots. Three **boggles** are taking advantage of their shipmates' absence to set practical jokes for them. Their demeanor turns sour when they see the adventurers or are summoned by Quartermaster Rungrin to attack.

A silvered dagger worth 150 gp can be found in one of the footlockers.

Adjusting This Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove 2 of the **boggles**.

Weak: Remove 1 of the **boggles**.

Strong: Replace the cook **commoner** with a **pirate**.

Very strong: Replace the cook **commoner** with 2 **pirates**.

Lower Deck

The lower deck is damp and rat infested.

11. Ship Stores

The small storage area holds miscellaneous gear such as ropes, nets, and barrels of supplies.

12. Cargo Hold

This is the primary cargo hold. It's been fitted to transport humanoid inventory. The walls are lined with shackles. Two **bandits** stand guard. They are sufficiently intoxicated and irritated by their assignment and thus brazen if confronted. They are easily drawn into conversation and readily open the door to abuse prisoners that taunt them. They also come in to give the prisoners food. They suffer from the poisoned condition from their drunken state.

13. Brig

The brig encompasses half of the cargo hold and is designed to hold prisoners for transport. Prisoners in the brig are shackled to the hull of the ship. Four halfling merchants (treat as **commoners**) from Snowdown are imprisoned here.

- **Escape.** If the adventurers are following the escape scenario, a successful DC 15 Strength (Athletics) check can pull the shackles from the hull. Dislodged shackles yield nails that can be used to open the shackles, a successful DC 12 Dexterity (Thieves' Tools) check is needed. Allow the players to come up with their own method of escape if they desire. Escape should be an easy challenge for the heroes. Use the halflings to provide help in the form of suggestions if the adventurers get stumped.
- **Infiltration.** If the adventurers are following the infiltration path, when the door to the brig is opened to rescue the halflings, Capt. Bluto arrives in the lower deck. Proceed to the next section: **Showdown with Capt. Bluto.**

Showdown with Capt. Bluto

Boris Blutovich is a **giff**. See the sidebar below for modifications to his statistics. When he sees the adventurers, he becomes angry and attacks immediately for their audacity.

Tactics

- Bluto opens combat with a charge if possible.
- He only has enough powder for three more shots from his blunderbuss. For this reason, he keeps only one shot loaded so he can continually sift the powder to keep it

from going bad, using it only when he needs to make a point.

- He displays his blunderbuss prominently on his belt, but he fights with his long sword.

Alterations to Captain Bluto

- Decrease Bluto's hit points to 45.
- The pistol and fragmentation grenade attacks are not available for Bluto. Only three musket shots are available, but Bluto only uses one in desperation.

Adjusting This Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: The halflings aid the party, grant advantage on attacks, and Bluto is intoxicated and has the poisoned condition.

Weak: The halflings aid the party, grant advantage on attacks.

Strong: Return Bluto's hit points to 60.

Very Strong: Return Bluto's hit points to 60, and Bluto is joined by a **bandit** who aids him on his attacks.

Development

When he is reduced to 10 hit points or less, or at a dramatic moment of your choosing, Bluto takes an immediate action and does the following:

- He drops his sword and draws his blunderbuss, taking aim on a random target with a shaky hand.
- He offers to let them leave without resistance from his crew, but if the shot goes off, they'll respond.
- He gives his word that the Shantu will be given unhindered passage in these waters by all ships from the fleet of Silver's Blades. But if they kill him, he promises that they'll be hunted by the other ships in Silver's fleet.
- He offers the contents of his chest if they haven't plundered it already.
- He's reluctant to part with his blunderbuss but does so if they give their word they'll spare him.
- If his request is denied and the adventurers continue fighting, he uses a readied action to fire a shot from his blunderbuss (musket) at the first person to make a move.
- The shot is loud and at your discretion could alert some crew members, but shouldn't alert the entire crew in the tavern, allowing the adventurers to escape.

Treasure

One of the party members receives the story award **Capt. Bluto's Blunderbuss**. It's beautifully appointed in gold, though its value in the Moonshae Isles depends on who you are talking to. It could be worth a fortune or cost you

your life. For the most part, no one will touch it for fear of the consequences it may bring.

If the party killed Bluto, all members of the party receive story award *A Debt Owed in Silver*.

Conclusion

Regardless of the path the adventurers were following, once they have retrieved the blunderbuss and released the prisoners, they should flee to avoid the wrath of the pirate crew in the tavern. This shouldn't be difficult to do. If needed, stress the deadly nature of alerting the entire crew.



Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for completing the story objective.

- **Story Objective A:** Retrieve Bluto's Blunderbuss.

Player Rewards

The characters earn the following player rewards for completing the adventure:

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Capt. Bluto's Blunderbuss. This smoke powder musket was owned by the feared pirate, Capt. Bluto. Possession of this weapon has both advantages and disadvantages. More information can be found in Player Handout 1.

A Debt Owed in Silver. The party killed Capt. Bluto and now the Silver's Blade seek them out for revenge. More information can be found in Player Handout 1.

Downtime

When the party completes two parts of this adventure, each character earns 5 downtime days.

Renown

When the party completes all four parts of this adventure, each character earns 1 renown.

Organizations

Among the Snowdown merchants captured in this adventure, there is a Moonshae Trade League Ambassador. The ambassador approaches any characters who seem to share these tenets and encourages them to join, even giving them the symbolic coin that is their insignia.

For more information about Moonshae organizations, see the *Moonshae Isles Regional Guide*.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



Appendix 1: Locations & npcs

The following NPCs and locations feature prominently in this adventure.

Boris Blutovich

Boris Blutovich (BORE-is BLUE-to-VICH)
(aka, Capt. Bluto)

In his youth, Boris served as an officer on a bombard, a giff cannon ship capable of navigating between worlds. Normally a very lawful people, Boris made some dishonorable choices in an attempt to advance in rank. He was released from service and marooned in exile on Faerûn. As such, he holds a disdain for this world and its people, a view he shares with the dark fey. He soon met the eladrin pirate, Silver Silwyr, who leads a feared fleet in the Moonshae waters. She saw the potential of the combination of naval command experience and brooding anger and offered him a ship and crew. His payment is a cut of whatever he can get by selling prisoners into slavery.

Still sporting his ill-fitting service uniform, sans rank insignia, he has built a reputation of being merciless. He demonstrates this by occasionally making an example of a victim using his blunderbuss. A rare weapon on this world, it has quickly gained notoriety.



Appendix 2: Creature Statistics

Apprentice [First Mate Ferdeth]

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The enchanter is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The enchanter has the following wizard spells prepared:

- Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*
- 1st level (2 slots): *burning hands*, *detect magic*, *shield*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 2 (1d4) piercing damage.

Bandit [Pirate]

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.

Boggle

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft. climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as “30 feet straight up”). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle’s next turn.

Actions

Pummel. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage.

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle’s choice). The puddle is 1 inch deep and covers the ground in the boggle’s

space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

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.

Giff [Captain Boris Blutovich]

Medium humanoid, lawful neutral

Armor Class 16 (breastplate)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends within 5 feet of a Large or smaller creature, that creature must succeed on a DC 14 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Actions

Multiattack. The giff makes two pistol attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Musket. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 7 (1d12 + 2) piercing damage.

Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Fragmentation Grenade (1/day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much on a successful one.

***Note.** See sidebar in Part 2 for alterations.

Thug [Rungrim]

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.

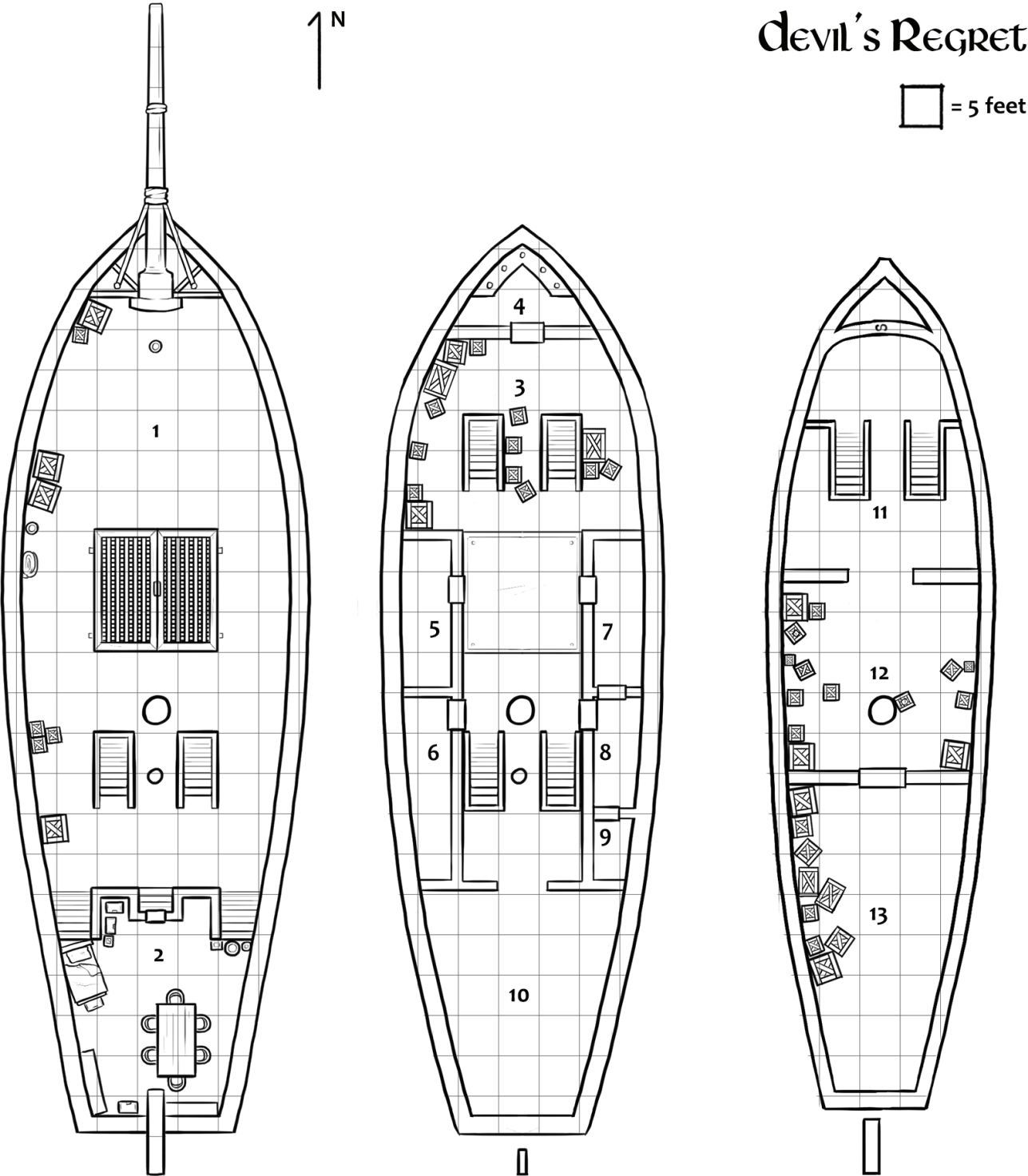
Actions

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.

Appendix 3: Map of the Devil's Regret



Appendix 4: Player Handout 1

During the course of this adventure, one character may earn the following story awards.

Story Award: Capt. Bluto's Blunderbuss

This smoke powder musket was owned by the feared giff pirate, Capt. Boris Blutovich. Possessing this item has both advantages and disadvantages in the Moonshaes.

The item is first and foremost a deadly weapon. It is a martial ranged weapon that does 1d12 piercing damage, weighs 10 lbs., has a range of 40/120, and has the loading, two-handed firearms, and ammunition properties.

Because of the age of the powder, there is a 25% chance that a shot misfires. If a misfire occurs, the bullet doesn't discharge and the powder flashes, blinding the shooter until the end of its next turn.

There are three silvered shot bullets, and just enough smoke powder left for each one. **These shots may only be used during a Moonshae Isle adventure. If the character plays an adventure outside of the Moonshae Isles, the powder goes bad and is no longer usable.**

This item comes from another world and works unlike any other. Ammo and powder cannot be crafted for it. Once the three shots are used, or the powder goes bad, it becomes a mundane object and may never be operated again. It cannot be duplicated magically. This is NOT a magic item.

The blunderbuss is a recognized item in the Moonshae region. Even those who haven't seen it, may recognize it based on local stories. At the DM's discretion, it may evoke strong reactions of celebration, fear, or anger. Pirates of Silver's Blade react with deadly intent.

Story Award: A Debt Owed in Silver

You have killed Capt. Bluto and now the pirates of Silver's Blade seek you out for revenge. Through a variety of underworld contacts and possibly divinations, they have identified as the killer. They won't rest until you're as dead as Capt. Bluto, but there may be ways to buy them off in the future.

