



Introduction to Adventuring!



By Jia Jian Tin, The Seer, Christine Weidenbach

Recent events in the Moonsea have caused Hillsfar to become a booming economy. This has attracted many new adventurers to the area and unfortunately brought an increase in deaths of overconfident adventurers too. Bert the Goblin has decided to sponsor an "Introduction to Adventuring" workshop! Explore Hillsfar and the five factions by participating in any one of five different missions and pick up basic skills while learning about the factions!

Five One-Hour Adventures for Tier 1 Characters. Optimized for APL 1.

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Adventure Primer

Because of the friends I have known, the honorable people I have met, I know I am no solitary hero of unique causes. I know now that when I die, I will live on. That which is important will live on. This is my Legacy; and by the grace of the gods, I am not alone.

—Drizzt Do'Urden, R.A. Salvatore

Background

Over the years, many different catastrophes have plagued the Moonsea region. The rise of the Dragon Cultists, the alliance between the elemental cults, the rage of demons... All these have caused great suffering and pain to the denizens around the Moonsea. However, these events also mean great business for adventurers.

Recently, the Moonsea experienced one of its greater wars when the Thayans invaded and annexed Mulmaster. The stability in Hillsfar, due to a diverse Senate and a strong First Lord, coupled with the destruction of competing cities, has made Hillsfar a focus point in the Moonsea.

As more and more aspiring adventurers travel to Hillsfar, more and more gruesome deaths of young or inexperienced adventurers are reported by Geary the Ledgerman. Bert, a Goblin on the Hillsfar Senate and a famous potion seller, has decided to sponsor an "Introduction to Adventuring" workshop. He also convinced the local faction representatives to assist him with this event.

Mission

This adventure has a total of five missions, each taking approximately **one hour** to play. The adventure begins with the *Introduction* scene.

Introduction. Adventurers arrive at the Introduction to Adventuring workshop and meet Bert and Geary.

Mission One: The Protector. The Order of the Gauntlet sends the party to deal with some skeletons in a village outside the walls of Hillsfar. The guide reminds the party of the importance of non-combat skills and demonstrates using consumables in combat.

Mission Two: The Thief. The Zhentarim faction sends the party to return a sealed box borrowed from the Mages' Guild. A guide teaches the party basic skills such as navigating the sewers, staying hidden from guards, using thieves' tools, handling magical seals, and using other tools.

Mission Three: The Inquisitor. The Lords' Alliance sends the party to investigate and handle some bandits. The guide reminds the characters of the importance of a fair trial. The characters' ability to handle combat while ensuring the safety of civilians is put to the test.

Mission Four: The Steward. The Emerald Enclave sends the party to investigate a recent bear attack on woodcutters. The party learns the importance of balance between nature and civilization, and navigates the difficult decisions involved in ensuring balance is maintained.

Mission Five: The Helper. The Harpers send the party to learn more about some recent disturbances at the local orphanage. The party learns how to work with puzzles, how to handle magic creatures, and how to empower those who are powerless.

Adventure Hook

Adventuring? Tell me more! News of an adventuring workshop has spread across the Moonsea. Characters may have put up all their life savings just to get to Hillsfar in hopes of a better future, or scrounged up the funds to travel there in hopes of a better future...

Faction? Faction? What? Some adventurers have enough experience to not consider the workshop's practical lessons important. However, news that the factions are involved may have attracted them here to learn more about the factions and maybe join up with them.

Did you say free stuff? Some characters are already experienced and have no interest in the factions. Hillsfar might simply be a brief stop on a longer journey ahead. However, freebies are always hard for new adventurers to turn down.

Designer's Note

The goal of this module is to provide an introduction to *Dungeons and Dragons Adventurers League*. The module is also suitable for an introduction to regular 5th Edition D&D. This module was specifically written for Bookwyrms Convention in Fresno, California. The library enjoyed the 1-hour introductory modules because it fit the core population the convention targeted (i.e., younger children and families). Each mission emphasizes at least two of the three pillars of play (i.e., Combat, Exploration, and Roleplaying). The missions will also expose players to the use of mundane equipment such as Holy Water, Healer's Kit, and Ball Bearings.

Each mission will also introduce players to one of the five main factions in *D&D AL*. Season 8 has caused a lot of players to move away from factions and more and more new players we meet know little about the factions. The missions were designed for stereotypical classes in each faction and will focus on some of the factions' core tenets.

Introduction

How can you go adventuring without pen and paper?

—*Guild Girl, Goblin Slayer*

Arriving in Hillsfar

In this section, the adventurers arrive in Hillsfar. They are greeted by a festive sight, as Bert has put in a significant amount of gold to ensure this event catches the attention of adventurers from far and wide.

This adventure works best if the adventurers were just a random group of new arrivals who happen to have been grouped together. They will fill out some forms and have a short public interview with Bert (*serves as an introduction of their character*).

Area Information: Hillsfar

The area has the following features:

Dimensions & Terrain. Hillsfar is set atop a hill, so there is a short walk up some muddy roads to get to the city. But once in the city, roads are paved with expensive stones and the city has seen much improvement in recent years. Characters who have only heard stories of the city are quite easily impressed by the infrastructure here.

The City of Hillsfar is in a festive mood. Denizens of the city are welcoming towards adventurers of all kinds. The First Lord and the Senate have worked hard to improve the diversity and acceptance within the city. Their efforts are clear to those foreign to Hillsfar, but the locals know racism still occurs, though much less than in years past. Children are especially excited to see people from all over the Moonsea visiting their city. Merchants have taken this opportunity to push their wares, and taverns are filled with adventurers. If time permits, allow the adventurers to interact with children or merchants to enjoy some quick roleplaying. Do keep in mind that, for *D&D AL*, adventurers probably do not have much gold to spare at the moment.

Lighting & Weather. It is currently daytime and so the area is illuminated with bright light. The weather is cold and windy. Regular cold weather gear would suffice to deal with the weather, no special purchase is needed (it is around **10 – 15 °C** or **50 – 60 °F** and windy).

Creatures/NPCs

Geary the Ledgerman. The Ledgerman family served First Lord Vuhm Yestral long before he was appointed the First Lord of Hillsfar. Strangely enough, all they did was handle the designing and processing of forms, a service widely undervalued in society, or at least that is an opinion the Ledgerman family will often share. Geary is the only member of the family left (as far as anyone knows) and he currently acts as not only the town ledgerman, but also as the town crier. In this module, he wears a bright purple suit and brings small balloons with Bert's Potion Shop logo everywhere he goes. He passes them out to children.



Objectives/Goals. Geary is running around Hillsfar as the town crier trying to get the adventurers' attention. He instructs them to head to the ledger office right outside the Hillsfar Castle.

Random rumors or news around Hillsfar. Here is a list of random talking points you can use if the characters decide to explore the city before heading to the ledger office:

- Adventurers have come in from all over the Moonsea. Merchants are trying hard to sell their wares.
- Bert is giving out free potions to adventurers who collect all the wooden coins! Though the person is not sure what the coins are, or how to get them.
- There is a new Temple of Bane being built and a statue of Tarl Doomhammer is being erected. Tarl is a cleric of Bane who assisted in stopping a giant meteor from destroying Hillsfar a couple of months ago. The person claims Tarl grew angelic

wings and stopped the meteor in midair with his bare hands. If characters ask around about this, they find the tales of Tarl Doomhammer range from mildly believable to absolute lies.

- People are worried about the recent recruitment efforts from the Red Plumes and the Riders. Now this so-called “Adventurers’ Faire!” Some locals are especially worried about news of destruction around the Moonsea.
- “Accalia lost her cat and she’s quite sad. Have you seen a black cat with wings around here?”
- The First Lord has been rather busy recently. A group of strange men and women arrived at the dock a couple of days ago. They wore strange armor and carried strange weapons. The sailors said they were from an island far away.
- Feel free to make up other random topics or rumors.

Area Information: Ledger Office

The area has the following features:

Dimensions & Terrain. The Ledger Office is currently packed with adventurers from all over the Moonsea. If time permits, allow the adventurers to interact with others who are visiting the workshop. If you are short on time, just have the adventurers meet up here. The office is 100 ft. by 60 ft. Towards the far end, adventurers can see a Goblin standing on a stack of books and talking to other adventurers, while a middle-aged man in a purple suit is busy guiding another to fill out a form.

Five large tables are set up in the room, each with a banner of one of the factions hanging behind it. Each table is staffed by a handful of clearly more experienced adventurers, each wearing an armband painted with the symbol of their respective faction.

Lighting & Weather. The room is magically lit with bright light and kept at a comfortably warm temperature.

Creatures/NPCs

Geary the Ledgerman. The Ledgerman family served First Lord Vuhm Yestral long before he was appointed the First Lord of Hillsfar. Strangely enough, all they did was handle the designing and processing of forms, a service widely undervalued in society, or at least that is an opinion the Ledgerman family will often share. Geary is the only member of the family left (as far as anyone knows) and he currently acts as not only the town ledgerman, but also as the town crier. He wears a bright purple suit and brings a balloon with the Bert’s Potion Shop logo everywhere he goes.

Objectives/Goals. Geary is here to help adventurers fill out necessary documents to be registered as an adventurer in the Hillsfar area. There are no rules per se; the main purpose is for Geary to be able to keep records.

What do They Know? Geary was concerned by the increase in deaths of less-experienced adventurers and brought attention to it during a Senate meeting. Bert then volunteered to organize a tenday long workshop to help improve the mortality rate of adventurers around Hillsfar. Geary is pleased that Bert allowed him to design all the forms for the event. He is very excited for the success of the workshop and is keen to collaborate with the Goblin in future events. Geary can inform the adventurers that Bert is giving away a free potion for anyone that collects a set of all five faction tokens. Adventurers can obtain the tokens by performing a simple mission for each faction.

Bert the Goblin. Bert is an elected member of the Senate... somehow. No one knew anything about him initially and everyone thought he was just a joker during his campaign. He ran on the grounds of opposing Sir Ardem Roahn and little else. He had so much fun campaigning he forgot to register himself for the actual ballot. As such, he was only a write-in candidate, but still managed to be one of the top three Senate members, earning the most votes during the election.

Objectives/Goals. Though he does not show it, Bert is legitimately concerned with the increase in deaths of younger/inexperienced adventurers. He put together this event and convinced the factions and the First Lord to collaborate. He is here to help Geary process some of the forms, though he is primarily interested in hearing aspiring adventurers talk about their dreams. Bert will ask the adventurers to talk about themselves. Have the character provide the following information:

- Character name and class
- Where the character is from (include a little about race)
- Why do they want to be an adventurer?
- What is their biggest dream about adventuring? (e.g., I want to kill any Ancient Dragon!)

What do They Know? If asked, Bert will inform the characters they will receive a faction token from each faction representative when they complete a simple task for each of them. If they collect all five tokens, Bert will reward them with a *Potion of Healing* [When giving the potion, Bert says, “It’s especially useful when you’re dying and there’s no

cleric to save you!”] and a cloak for the cold weather in Hillsfar.

Bert also reminds the characters that they can claim a free room at the Hydra’s Den during the tenday event, located next to his potion shop. Bert has rented out the entire tavern to ensure enough rooms for traveling adventurers. He understands some adventurers have spent their entire life savings just to get to this event, and he wants to do as much as he can to help!

Designer’s Note

Hand out **Player Handout 1** to each player to they can track their completed missions.

Moving Forward!

Once the characters are done introducing themselves and have had some interaction with the NPCs here, they are ushered to a table belonging to one of the factions. Proceed to one of the **Missions**.

Designer’s Note

The introduction chapter is completely unnecessary if you are running this module with very limited time. Expect 30-45 minutes for some fun roleplaying and interaction. This chapter is designed to introduce characters to some key NPCs in the City of Hillsfar that Fresno Community Content Creators are building. It also creates a more immersive experience for the players.

Details about all the NPCs can be found in the NPCs of Hillsfar document, available for free (*Pay what you want*) on the DMs Guild. You can obtain the document at this link and add extra interactions to your game as required.

<https://www.dmsguild.com/product/253214/NPCs-of-Hillsfar-Fresno-CCC>

06-01: The Protector

Listen. These monsters aren't bright, but they are not fools. They were at least smart enough to take out your spellcaster first.

—Goblin Slayer

Part 1: The Righteous Hand

In this **Mission**, characters get to meet with some NPCs from the Order of the Gauntlet. They will learn about the basic tenets of the Order and will then be sent on a simple mission. Spend about 10-15 minutes on this part.

Area Information: The Order of the Gauntlet

The area has the following features:

Description of the Area. The Order of the Gauntlet has set up a larger long table at the front, with multiple of their members here to entertain curious new adventurers. The members present are made up of clerics, monks, and paladins. The area is busy with many new adventurers eager to learn about the Order. There is a large white banner hanging on the wall, embroidered with a gray crest depicting a gauntlet grasping the blade of a sword.

From a short observation, one can see current members explaining the basic tenets of the Order of the Gauntlet to another group of adventurers before inviting them back to a small table displaying a map of Hillsfar and the surrounding area. Here, a twin brother and sister with bright red hair move map pieces and hand out parchment notes to other Order members who then leave with the group of new adventurers. It is quite clear the twins are in charge here and will be handing out tasks to be completed.

If you prefer a box text, read or paraphrase:

As you approach the long table you see a crest of a gauntlet grasping the blade of a sword, embroidered onto a large white banner. You can see multiple clerics, paladins, and monks speaking to other eager adventurers. After short discussion, they bring the adventurers to a back table that appears to have a map of Hillsfar and surrounding areas laid out. A twin brother and sister with bright red hair stand here. They move pieces like a chess game on the map and hand out parchment to other members. It is quite clear they are in charge here. A Hobgoblin in slightly worn plate armor approaches you.

Creatures/NPCs

Characters have the opportunity to interact with the following NPCs:

Tarkim Skullcrusher. Tarkim is a **Whitehawk** of the Order of the Gauntlet (Rank 3). He is a **Hobgoblin** around the age of 25. He wears slightly worn plate armor with the crest of the Order of the Gauntlet painted onto it. Tarkim is a relatively successful member of the Order, especially for a Hobgoblin, who are generally evil. He was raised by Gnomes and Halflings in a strange village in the Cormanthor Forest and thus has a **Neutral Good** alignment instead.

Objectives/Goals. Like many of his allies here, he will introduce new adventurers to the Order of the Gauntlet and their tenets. Once done he will introduce the members to Karl Davion, a Righteous Hand of the Order.

What do They Know? Tarkim will explain the purpose of the Order: to seek justice and to protect others from the depredations of evildoers. The Order is honorable, vigilant, and zealous. These three tenets are the core of the Order:

- Faith is the greatest weapon against evil – faith in one's god, one's friends, and one's self
- Battling evil is an extraordinary task that requires extraordinary strength and bravery
- Punishing an evil act is just. Punishing an evil thought is not

If you prefer a box text, read or paraphrase:

"Hi there adventurers! I am Tarkim, Whitehawk of the Order of the Gauntlet." The Hobgoblin introduces himself. "Welcome to Hillsfar! Let me tell you a little about the Order. We seek justice and to protect others from the depredations of evildoers. We are honorable, vigilant, and zealous. Here at the Order, we are all one big family. We trust each other, as faith is the greatest weapon against evil. Fighting evil is an extraordinary task that requires unique strength and bravery. Also, we never strike first. Only an evil act should be punished; we do not strike out at others for simply having an evil thought."

You can read more about the Order on Wizard's website, but these should be sufficient to give your players a basic idea of the faction.

<http://dnd.wizards.com/dungeons-and-dragons/story/faction/ordergauntlet>

If the characters are curious about the twins, Tarkim will explain they are **Karl Davion** (Righteous Hand; Rank 5) and **Traxes Davion** (Vindicator; Rank 4). They were born and raised

in Hillsfar and rose in rank of the Order during the Rage of Demon incident a little more than a year ago. Now, Karl Davion is the leader of the faction locally and helps coordinate efforts against evildoers in the area around Hillsfar.

If you prefer a box text, read or paraphrase:

"Ah, those two are Karl Davion and Traxes Davion. High ranking members of the Order. They were born and raised in Hillsfar and contributed significantly to the protection of Hillsfar and people of this region during the *Rage of Demons* incident. Come, let us go on an adventure!"

pile of requests for assistance, a cleric approaches him. "Sir Davion, there are reports of skeletons attacking a nearby farming village. Sir Aaron has requested that the Order look into this." Karl smiles and glances at your party as he evaluates each of you. "This seems like the perfect task for these adventurers! Tarkim, follow these adventurers to the village and bestow on them some of your wisdom. Here! Take this with you too." Karl hands Tarkim two bottles containing some form of clear liquid and a small leather kit of some kind.

Karl Davion. Karl is a **Righteous Hand** of the Order of the Gauntlet (Rank 5). He is a *Shou Human* in his late twenties. He wears light green leather armor and wields a flaming halberd. He is the local contact for members of the Order of the Gauntlet and coordinates their efforts in the region.



Objectives/Goals. Karl is here to sort out simpler missions suitable for new adventurers to handle. The Order answers all calls to eradicate evildoers so it usually relies on members of all levels to achieve its goals. The Order receives reports from travelers and townsfolk when evaluating new threats or strange happenings.

What do They Know? Karl is rather busy and has little time for small talk. However, if asked, he will be obliged to share some of his experiences while he is finding a suitable mission for the characters. As this is happening, a cleric runs into the room and informs Karl there are reports of Skeletons attacking a nearby village. Karl will send the adventures to handle this. He also hands Tarkim two bottles of *Holy Water* and a *Healer's Kit*.

If you prefer a box text, read or paraphrase:

As you approach the table, Karl appears deep in thought about some matter. As he sorts through a

Part 2: The Village

Characters ride to the nearby village and are greeted with a burning house. There are skeletons here attacking the livestock. Depending on your players, you can add some dead villagers or injured people crying for help. Spend about 30 minutes on this part.

Prerequisites

Characters must have finished the briefing with Tarkim and spoken with Karl.

Area Information:

Dimensions & Terrain. It is a relatively small and open plot of farmland. (A map is provided, but feel free to draw up any map of a small farm with a house). There are some dead animals but none are obstructing any path towards the skeletons. There is a small house here and some skeletons are trying to enter the house. One of the windows of the house is on fire.

Lighting & Weather. It is currently daytime and so the area is illuminated with bright light. The weather is cold and windy. Regular cold weather gear would suffice to deal with the weather, no special purchase is needed (it is around **10 – 15 °C or 50 – 60 °F** and windy).

Creatures/NPCs

These NPCs are here and involved in combat:

Tarkim Skullcrusher. Tarkim is a **Whitehawk** of the Order of the Gauntlet (Rank 3). He is a **Hobgoblin** around the age of 25. He wears slightly worn plate armor with the crest of the Order of the Gauntlet painted onto it. Tarkim is a relatively successful member of the Order, especially for a Hobgoblin, who are generally evil. He was raised by Gnomes and Halflings in a strange village in the Cormanthor Forest and thus has a *Neutral Good* alignment instead.

Objectives/Goals. He is here to ensure the characters do not die. He uses the statblock of a **Knight** and will start out combat by smashing a bottle of *Holy Water* on a skeleton, killing it immediately. He then tosses the other bottle to one of the characters and suggests they can throw it as well. He instructs the characters to take out the skeletons the best way they can and help to put out the fire. If any characters are severely injured or knocked out, he uses his *Healer's Kit* along with his *Healer* feat to heal the character (1d6 + 4 + number of hit die).

Designer's Note

The purpose of Tarkim is to expose characters to the use of mundane equipment, specifically Holy Water and a Healer's Kit. He is also here to make sure the characters do not die.

Avarella. Avarella is a young Tiedling child. She uses the statblock of an **Apprentice Wizard**. She is an orphan living around the farmland with her brother.

Objectives/Goals. She was wandering the farmland with her brother when the skeletons attacked. Her brother ran into the house to help out the farmers. She stayed outside and hid behind the hay stacks.

What do They Know? Avarella is frightened after she accidentally set the window on fire. She hid behind the hay stacks and was waiting for her brother. However, she recently acquired some magic knowledge from the local wizard school and tried to use *Firebolt* to destroy one of the skeletons. Instead, she missed and set the window on fire. She is now *frightened* and needs a DC 13 Charisma (Persuasion) check to calm her down. If any character successfully calms her down, she joins them in combat.

Designer's Note

The purpose of Avarella is to expose non-combat-based characters to roleplaying alternatives that can contribute to the team.

Skeletons. There is a number of skeletons equal to the number of characters in the party. Upon the characters' arrival, the skeletons will attack the party. Tarkim will destroy the first one as he smashes a bottle of *Holy Water* onto the skeleton's head. Describe Tarkim as fighting other skeletons in the area and allow the player characters to fight their own set of skeletons.

Designer's Note

Healer's Kit & Holy Water can be found in the PHB on pg. 151
Healer feat can be found in the PHB on page 167

The *Holy Water* is used as an improvised weapon (1d4 + Strength modifier) and then breaks and does 2d6 radiant damage. Some DMs may not agree with this ruling but just assume it kills the first skeleton. This is mainly for thematic effect. An equal number of skeletons should be a relatively challenging fight for the party, but if Avariella helps, it should be relatively easy. If the party is struggling, use Avariella to help, even if they did not notice her. Use Tarkim to heal downed characters and only when absolutely necessary use Tarkim to fight. Otherwise, just describe Tarkim fighting other skeletons. The point of this combat is to expose characters to combat in *5th Edition*. But player characters are still the heroes of the story, so avoid stealing their limelight.

Playing the Pillars

COMBAT

Characters fight and destroy skeletons. There are as many skeletons as there are player characters in the party.

EXPLORATION

A DC 13 Wisdom (Perception) check allows characters to spot Avariella hiding behind the hay stacks.

A DC 11 Intelligence (Investigation) allows characters to find a bucket of water to put out the fire.

SOCIAL

Avariella is frightened and needs to be calmed down. Characters must make a DC13 Charisma (Persuasion) check to calm her down. If the characters ask her to help after calming her down, she will participate in combat. Allow good roleplaying to automatically pass this check.

Part 3: The Dilemma

Once the fight is done and the characters have put out the fire, the characters hear sounds of fighting coming from inside the house. Otherwise, Avariella could encourage the characters to enter the house to help her brother.

Prerequisites

Characters must have destroyed all skeletons and put out the fire.

Area Information:

Dimensions & Terrain. As the characters enter the room (Room 1), they find themselves in a relatively crowded room. There are four Halflings—two adults and two children—in one corner of the room. A Wererat stands over a pile of crumbled skeleton bones.

If they enter from Room 4, they see four beds and hear fighting coming from the direction of Room 1.

Lighting & Weather. It is currently daytime, and sunlight shines into the room providing bright light. The room is kept warm thanks to the fireplace.

Creatures/NPCs

These NPCs are here:

Micky. Micky is a Human boy afflicted with the curse of lycanthropy, allowing him to turn into a **Wererat**. He is an orphan like Avariella and considers her to be his sister. They wander the farmlands begging for food and shelter. When they are lucky, they get paid to do simple tasks.

Objectives/Goals. Despite his curse, Micky is *Lawful Good*. He told his sister to hide outside as he

rushed into the farmhouse to save the Pennywise family from several attacking skeletons.

What do They Know? Micky does not know how he got his curse. He also struggles to control his transformation ability, often requiring him to be stabbed a few times before he changes into *Hybrid* form. He has found lycanthropy to be particularly useful in fighting off bandits, though he is still trying to improve his fighting skills.

Pennywise Family. The Pennywise family is a small Halfling family who owns this piece of farmland. They were attacked by skeletons just before Micky came to help them.

Objectives/Goals. Honestly, they just don't want to die. They will argue and discourage the characters from attacking Micky.

What do They Know? They do not know where the skeletons came from, but these attacks have been happening a little more often recently. Micky and Avariella are orphans that have been wandering the farmland in search of simple work and food. They took pity on the two children and have taken them in (characters can find four children's beds in Room 4). Micky is stubborn but a good child, and though he is a Wererat, he has not done anything evil with his curse.

Playing the Pillars

COMBAT

None. Micky is not evil. Micky will defend himself if the party attacks him and Avariella will defend her brother as well. Tarkim will warn the characters to back down. If they do not, he knocks them out. There is no need to run this as a fight.

EXPLORATION

If the characters want to check and clear the other rooms, allow them to briefly enter each room. If the characters try to explore the Pennywise farmhouse beyond that, they are asked to leave. Tarkim also questions their motives for searching the place.

SOCIAL

Allow the characters to play the scene out. Once they have decided not to fight, Tarkim uses this opportunity to emphasize the Order's tenet of retributive strikes only. Micky has not done anything evil, and though Wererats are stereotypically evil, this one was not.

Wrap-Up: Concluding the Adventure

Once the characters are done interacting with the NPCs, Tarkim returns to Hillsfar with them. He reports their success to Karl and each character is awarded an Order of the Gauntlet wooden token. Tarkim reminds them that once they have collected all five, they may exchange the tokens for a *Potion of Healing*. Tarkim bids them farewell and good luck in their new life of adventuring!

Between Adventures

If the characters have not completed all five Missions of the adventure and wish to continue, Bert offers them free lodging at the Hydra's Den.

The characters are encouraged to return to the city of Hillsfar and complete a long rest at the Hydra's Den before returning to the ledger office to start their next **Missions**.

Designer's Note

Information on taking a *Long Rest* can be found in the PHB on pg. 186

Beyond 1st Level

Part of the introduction to adventuring is the process of leveling up! This 5-part module is designed to ensure that players experience leveling up from level 1 to level 2. Details for leveling can be found in the *Player's Handbook* on page 15 and in the sections pertaining to each respective class.

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 for each **story** objective that they complete, as follows:

Mission Objective: Destroy all skeletons and investigate the farmhouse.

Note: This introductory module does not award Treasure Checkpoints (TCP), although renown and downtime days are awarded as per usual given the number of advancement checkpoints received.

Player Rewards

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

Order of the Gauntlet Token: The token is only useful within the adventure. After collecting tokens from all five factions, the characters may exchange the wooden tokens for one *Potion of Healing* from Bert. It is a regular *Potion of Healing* except that it has Bert's logo on the bottle. This token cannot be sold and has no other purpose.

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.

- **Tarkim Skullcrusher (Neutral Good).** Tarkim is a **Whitehawk** of the Order of the Gauntlet (Rank 3). He is a *Hobgoblin* around the age of 25. He wears slightly worn plate armor with the crest of the Order of the Gauntlet painted onto it. Tarkim is a relatively successful member of the Order, especially for a Hobgoblin, who are generally evil. He was raised by Gnomes and Halflings in a strange village in the Cormanthor Forest and thus has a *Neutral Good* alignment instead.

Personality: *I like to have a plan when doing dangerous activities.*

Ideal: *There is always something to learn when adventuring.*

Bond: *The Order has granted me the opportunity to live among civilization. I will do my best to repay their trust.*

Flaw: *I cannot resist drinking Dwarven ale.*

- **Karl Davion (Neutral).** Karl is a **Righteous Hand** of the Order of the Gauntlet (Rank 5). He is a *Shou Human* in his late twenties. He wears light green leather armor and wields a flaming halberd. He is the local contact for members of the Order of the Gauntlet and coordinates their efforts in the region.

Personality: *If everything seems right, something is wrong.*

Ideal: *I have been wronged, and will not allow the same fate to befall others.*

Bond: *Hillsfar will always be my home, and the Order will always be my family.*

Flaw: *I am slow to trust.*

Avariella (Neutral). Avariella is a young Tiefling child. She uses the statblock of an **Apprentice Wizard**. She is an orphan living in and around the Hillsfar farmlands with her brother Micky. She is shy and timid but possesses innate magical abilities that are unusually powerful for her age.

Personality: *If I stay by Micky, everything will be fine.*

Ideal: *The goal of life is to enjoy everything life throws at us.*

Bond: *My brother is the most important person to me.*

Flaw: *I always doubt my own ability to achieve more.*

Micky (Lawful Good). Micky is a Human boy afflicted with the curse of lycanthropy, allowing him to turn into a **Wererat**. He is an orphan like Avariella and considers her to be his sister. They wander the farmlands begging for food and shelter. When they are lucky, they get paid to do simple tasks.

Personality: *I need to be brave for my sister.*

Ideal: *There is no good in pretending to be something I'm not.*

Bond: *My sister is the most important person to me.*

Flaw: *I am stubborn.*

Appendix 2: Creature Statistics

This appendix details monsters that are encountered in this adventure

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

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

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

Tarkim Skullcrusher (Knight)

Hobgoblin, neutral good

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

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

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

Reactions

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

Avariella (Apprentice Wizard)

Tiefling, Neutral

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 Common

Challenge 1/4 (50 XP)

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

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

Actions

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

Micky (Wererat)

Medium humanoid (Human, shapechanger), lawful good

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills, Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-human hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form when it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

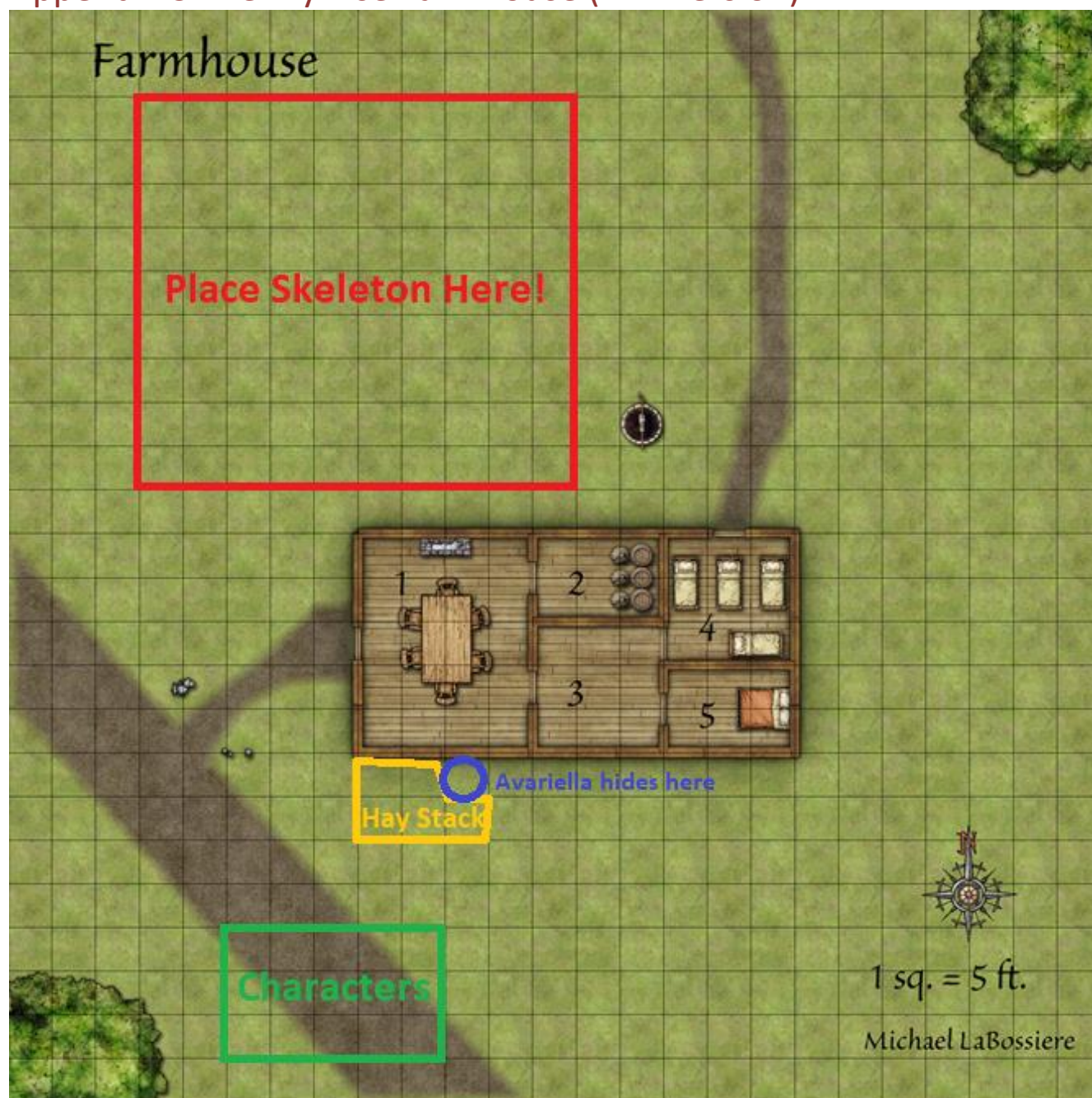
Multiattack (Humanoid or Hybrid form only). The wererat makes two attacks, one of which is a bite.

Bite (Rat or Hybrid form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

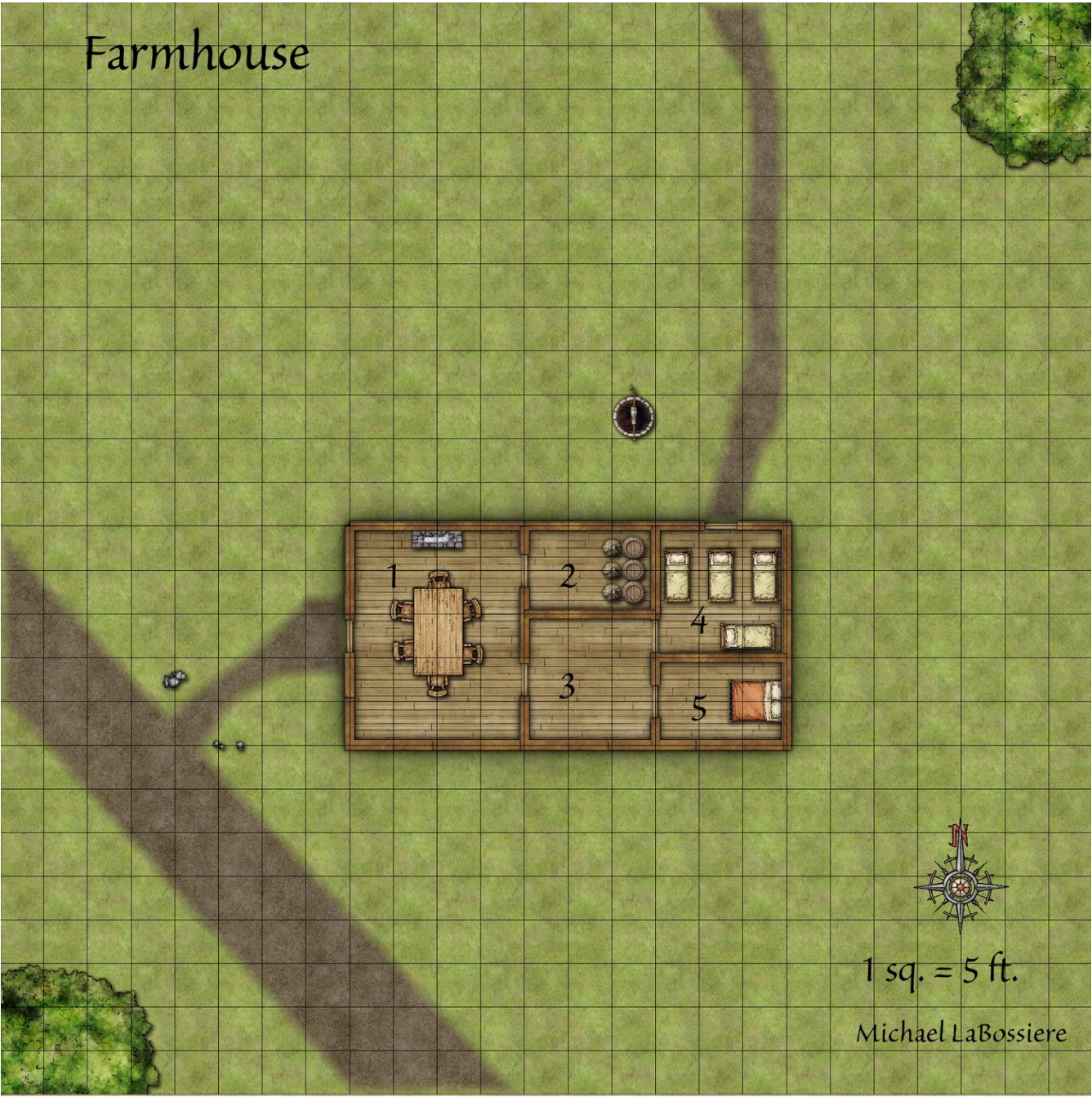
Shortsword (Humanoid or Hybrid form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid form only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Appendix 3: Pennywise Farmhouse (DM Version)



Appendix 4: Pennywise Farmhouse (Player Version)



06-02: The Thief

‘Who murdered this man?!’

‘I think he died of natural causes...’

‘Clearly he was murdered!’

‘As the legendary Drizzt once said, a dagger in the heart quite naturally ends one’s life.’

—Conversation between a Hawk officer and a Zhentarim agent

Part 1: The Flying Snake

In this **Mission** characters get to meet with some NPCs from the Zhentarim faction. They will learn about the basic tenets of the Zhentarim and will then be sent on a simple mission. Spend about 10-15 minutes on this part.

Area Information: the Zhentarim

The area has the following features:

Description of the Area. The banner of the flying snake is hard to miss; characters can identify the Zhentarim area easily. The Zhentarim have set up a larger long table at the front with multiple of their members here to entertain curious new adventurers. The members present are made up of rogues, wizards, and fighters. The area is busy with many new adventurers eager to learn about the Zhentarim.

After a short wait, one of the agents becomes available.

If you prefer a box text, read or paraphrase:

As you approach the long table you see a banner with a flying snake, the emblem of the famous—or infamous, depending on your personal views—Zhentarim. Like at the other factions’ tables, many young adventurers are here waiting for a turn to speak with an agent of the Black Network. After a short wait, an agent becomes available.

Creatures/NPCs

Characters have the opportunity to interact with the following NPCs:

Naica. Naica is a **Viper** of the Zhentarim (Rank 3). She is a *High Elf* in her young adulthood (around 200 years old). She wears well-kept, practical leather armor with multiple small pouches attached. Naica is a relatively successful member of the Zhentarim. She is well-liked by the citizens of Hillsfar as she is not as self-serving as most Zhentarim members. She came from Elventree and migrated into Hillsfar when she was very young to learn the family

business. However, the Great Law of Humanity stripped her of her wealth. She turned to the Black Network to seek revenge. After joining, she became a practical woman, focused on completing tasks that fulfill her goals or desires for the Black Network.

Objectives/Goals. Naica is here to introduce new adventurers to the Black Network. She seeks to evaluate and recruit the best in the field to join the Zhentarim. Naica will present herself as friendly and approachable but a DC 20 Wisdom (Insight) check knows she is faking her pleasant demeanor.

What do They Know? Naica will explain the purpose of the Zhentarim: to amass wealth, power, and influence. These three tenets are the core of the Zhentarim:

- The Zhentarim is your family. You watch out for it, and it watches out for you.
- You are the master of your own destiny. Never be less than what you deserve to be.
- Everything – and everyone – has a price.

If you prefer a box text, read or paraphrase:

A High Elf wearing well-kept leather armor waves good bye to a group of adventurers and rolls her eyes out of annoyance. It seems obvious the previous group did not impress her. She notices your group waiting in line and gets up to approach you. You see her armor is practical, with no unnecessary designs or decoration. Every dagger strapped to it serves a purpose; every pouch is placed in a strategic location for quick access.

“Hi there, adventurers. So you are interested to learn more about, or perhaps even join, the Black Network? My name is Naica, how can I help you?”

You can read more about the Zhentarim on Wizard’s website but these should be sufficient to give your players a basic idea of the faction.

<http://dnd.wizards.com/dungeons-and-dragons/story/faction/zhentarim>

Allow the characters to ask Naica questions about the Zhentarim; once the party is done with questions, Naica invites them to open a trap door in the floor behind the table and tells them to head down to the basement.

Area Information: the Basement

The area has the following features:

Description of the Area. This is a small 20 ft. by 20 ft. room well-lit by candles and torches. A few humanoids of different races are talking and moving in and out of iron gates with strange symbols carved into the metal. Any character with Thieves’ Cant recognizes them as “Mage Guild,” “Castle,” “Prison,”

“Temple,” and “Docks.” A small table is the only furniture, and a black-haired, green-eyed Human male in full plate stands beside it.

If you prefer a box text, read or paraphrase:

As you walk down the stairways, you are greeted by a small stone room with five iron gates. There are humanoids walking around and sometimes leaving the room through these gates. The only furniture in the room is a small wooden table placed in the middle with a Human male standing beside it. He stares you in the eye and you feel like he is the sort of person monsters have nightmares about.

Creatures/NPCs

Characters have the opportunity to interact with the following NPCs:

Tarl Doomhammer. Tarl Doomhammer is a *Viper* of the Zhentarim (Rank 3). He is a Human male in his early 30s. While he is only a Viper of the Zhentarim, his recent heroics in Hillsfar have made him a leader locally, especially because ‘Zhent’ is often missing in action. Anyone who has visited the Temple of Bane immediately recognizes him. He dons full plate armor and his maul is not visible at the moment. His hair is shaved on the side but long at the top, enough for him to wear a pony tail for more formal occasions. He has green eyes.

Objectives/Goals. Tarl is here to assign tasks and confirm when they have been completed. Some jobs are less suitable for the public eye, so they are distributed here. While it is a known Zhentarim location, no one has tried to intrude, yet.

What do They Know? Tarl already has a task in mind for the group. He wants the group to return a box the Zhentarim had previously borrowed from the Mages’ Guild. He needs the party to return the box without letting the Guild know it was missing. The Zhentarim borrowed the contents of the box to gain its knowledge and no longer has any use for it. (The contents of the box can be found in Part 3.)

If you prefer a box text, read or paraphrase:

“So Naica thinks you’re worthy of the Black Network?” Tarl pauses for a moment. “I have a task to test you.” He hands you a wooden box the size of a book. “We borrowed this from the Mages’ Guild a while ago but we no longer have any use for it. Please return it to the Guild without them knowing it was gone. You need not know what is in the box.”

Naica will accompany the characters to ensure they do not mess up the mission too badly. Before they leave, Naica will ask the characters if they need anything for the mission. She explains that they will

be traveling through the sewers to get to the guild and back. She will also advise any characters with medium or heavy armor to remove it and advises anyone wearing a cape to take it off as well before the group heads out. (“If you need your armor, you’re already doing it wrong.”).

The Zhentarim will not provide any extra help the characters do not ask for. The mission has been given; return a box to the Mages’ Guild without getting caught. Part of the tenets of the Zhentarim is to never sell yourself short. However, this means you must know your strengths and your weaknesses. Thus, the Zhentarim expects the characters to ask for help when they need help. They are able to provide the following items, but only when aid is specifically asked for:

- A set of Thieves’ Tools (will not provide if there is a rogue in the group)
- A pouch of ball bearings
- A flask of oil
- Map of the Sewer
- Perfume bottle
- Spare boots
- 15 gold pieces for bribing (return if not used; “Trust me, you don’t want to steal from the Zhentarim.”)
- The password to the puzzle, “Anticipation”

Part 2: The Sewer

Characters enter the sewer system through the small room they were in. It smells horrible here but the perfume makes it a little more bearable. Expect around 30 minutes for this part.

Prerequisites

Characters must have finished briefing with Naica and spoken with Tarl.

Area Information:

Dimensions & Terrain. The sewer is covered in waste and smells like it as well. Characters must make a DC 8 Constitution saving throw or be poisoned for 1 hour unless they apply perfume to cover the smell. The sewer system under Hillsfar is wide (15 ft.) and allows for the party to comfortably travel through. However, it is a labyrinth down here. The leading character must make a DC 13 Wisdom (Survival) check to navigate the sewers, and the party must successfully make two successive rolls to reach the Mages' Guild. They make this roll with advantage if they have the map. If the characters are struggling to navigate the sewers, have Naica ask them if anything would make the job easier. Naica would never directly offer help, but she is willing to hint at the possibility of aid.

Lighting & Weather. It is dark down here and characters must provide their own light source. It is strangely warm down here. If asked, Naica will ask, "Have you ever held fecal matter in your hand?"

Creatures/NPCs

These NPCs are here and involved in combat:

Naica. Naica is accompanying the characters to make sure they are safe. Well... she's here to make sure the box is safely delivered. Before entering the sewers, she applies the perfume to her clothing and covers her mouth and nose with it.

Objectives/Goals. She will try her best to ensure the characters do not die but will not risk her life or the box to save a character. She uses the statblock of a **Master Thief**.

Giant Rats. There is a number of Giant Rats equal to the number of characters in the party minus one. The party will encounter the rats after they complete their DC 13 Wisdom (Survival) checks. The characters notice the rats and have an opportunity to evade them, though it will not be easy. The group must make a DC 16 Dexterity (Stealth) check to avoid this larger group of rats. A character that succeeds on a DC 11 Wisdom (Survival) or a DC 9 Nature (Intelligence) check knows that this pack is larger than usual. If the characters sneak away, they will likely still encounter other rats, but will not need to fight that many.

Designer's Note

This fight is intended to expose characters to combat and present an alternative to combat by using Stealth. However, we do not want combat-oriented characters to feel too bored so a smaller fight is still provided. It also gives the impression that stealth makes fights easier instead of eliminating combat all together.

After fighting the rats, the characters arrive at the bottom of a trap door. Naica informs them this is where the Mage Guild dumps fecal matter. A DC 13 Dexterity (Thieves' Tools) check is required to unlock the door.

Playing the Pillars

COMBAT

Characters fight and kill the *Giant Rats*. The number of Giant Rats equals the number of party members - 1. If the party successfully stealths away from the larger group, the party fights half the number of rats (rounded down).
e.g., 4 members in the party. The larger pack has 3 rats, the smaller pack has 1 rat.

EXPLORATION

A DC 16 Dexterity (Stealth) check is required for characters to avoid the rats. If the party wants to try to gain surprise on the rats, they need to make a DC 16 Dexterity (Stealth) check instead.

You may use Naica to warn them about the good perception of rats in the sewers.

SOCIAL

If a character would like to use *Speak with Animals* and negotiate with the rats, then make a DC 13 Charisma (Persuasion) or Wisdom (Animal Handling) to convince them to leave. If the characters feed the rats, they gain advantage on the check.

Part 3: The Puzzle

Here the characters need to find the area to return the box and escape the Mage Guild undetected.

Prerequisites

Characters must have successfully navigated the sewers.

Area Information:

Dimensions & Terrain. Once the characters are out of the sewer, they find themselves in a small room containing buckets of fecal matter. Naica takes off her boots and leaves them here. She ignores the characters if they do not do so. If a character questions why she took off her shoes, she states, “It would be really easy to track you if you’re leaving a trail of poop all over the place, no?” She also applies more perfume to her armor and clothing.

Finding the room is easy, and there aren’t many guards here. Unless the characters actively tried to jeopardize the mission, they are not spotted, yet. Once in the room, Naica pours the flask of oil at the entrance. If asked why, she explains that this will cause any guards entering the room to slip and fall, alerting the group that guards are approaching. While ball bearings make it obvious that thieves are in the room, spilled oil could have leaked from a lamp or been spilled by a clumsy apprentice.

Lighting & Weather. The rooms are all well-lit and kept warm with *Continual Flame* and other magical effects.

Creatures/NPCs

These NPCs are here:

Naica. High Elf Master Thief.

Objectives/Goals. Naica is here to ensure they return the box. Once it is returned, Naica will gladly leave the party behind. If the party attracts the attention of the guards, Naica will conveniently slip away and out of the Guild unnoticed.

What do They Know? She knows the password but will not tell the characters unless they have absolutely no idea.

Mage Guild Guards. Guards patrol the area but have no reason to check on each room unless characters make noise. The guards use the **Knight** statblock.

Word Puzzle. Characters need to solve a word puzzle to open the chest and return the box. The magic circle has “TITANIC” written on the top arc of the circle and “PIANO” written on the bottom arc of the circle (see **Appendix 3**). Each letter can be dragged into the magic circle, which currently has twelve empty slots. The characters need to spell a twelve-letter word. The right answer is “ANTICIPATION,” and the characters can open the box for a clue. The box holds a book named “Wishes and Expectations,” but the content is too sophisticated for the party to understand.

If the party forgets about the oil when they leave, they slip and attract attention from a guard. They have to decide what they should do; Naica is nowhere to be found.

Playing the Pillars

COMBAT

Fight the guard. At the end of every round, one additional guard arrives. Let the characters know the guards are very well equipped. If the characters still fight, they are arrested and Bert will bail them out of prison. But they do not receive the Zhentarim token.

EXPLORATION

This is an option if the characters are creative in using party resources. If they have ball bearings they can throw ball bearings on the ground and make a run for it. Make some logical rolls (e.g., Acrobatics or Athletics) for the chase but allow them to escape. Alternatively, they can set scrolls and books on fire. Guards prioritize saving the scrolls over stopping some petty thieves.

SOCIAL

“Everyone has a price.” The guards here are well paid for their experience and martial abilities. But 15 gold pieces or more will sway the first guard that arrives to accept the bribe and escort the adventurers out of the guild. The guard does not accept anything less.

Wrap-Up: Concluding the Adventure

Once the characters escape the guild, Naica meets them outside and congratulates them. She praises their resourcefulness and hands each character a Zhentarim wooden token. Naica reminds them that once they have collected all five, they may exchange the tokens for a *Potion of Healing*. Naica bids them farewell and good luck in a life of adventuring!

If the characters are arrested, Bert bails them out. But he doesn't comment much on the issue. He is used to adventurers getting themselves into trouble. If the characters killed or severely injured anyone, Bert does not bail them out. Their characters are arrested and jailed for so long that they must be retired from *Adventurers League*.

Between Adventures

If the characters have not completed all five Missions of the adventure and wish to continue, Bert offers them free lodging at the Hydra's Den.

The characters are encouraged to return to the city of Hillsfar and complete a long rest at the Hydra's Den before returning to the ledger office to start their next *Missions*.

Designer's Note

Information on taking a *Long Rest* can be found in the PHB on pg. 186

Beyond 1st Level

Part of the introduction to adventuring is the process of leveling up! This 5-part module is designed to ensure that players experience leveling up from level 1 to level 2. Details for leveling can be found in the *Player's Handbook* on page 15 and in the sections pertaining to each respective class.

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 for each **story** objective that they complete, as follows:

Mission Objective: Return the box and get out of the Guild.

Note: This introductory module does not award Treasure Checkpoints (TCP), although renown and downtime days are awarded as per usual given the number of advancement checkpoints received.

Player Rewards

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

Zhentarim Token: The token is only useful within the adventure. After collecting tokens from all five factions, the characters may exchange the wooden tokens for one *Potion of Healing* from Bert. It is a regular *Potion of Healing* except that it has Bert's logo on the bottle. This token cannot be sold and has no other purpose.

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.

Naica (Neutral). Naica is a **Viper** of the Zhentarim (Rank 3). She is a *High Elf* in her young adulthood (around 200 years old). She wears well-kept, practical leather armor with multiple small pouches attached. Naica is a relatively successful member of the Zhentarim. She is well-liked by the citizens of Hillsfar as she is not as self-serving as most Zhentarim members. She came from Elventree and migrated into Hillsfar when she was very young to learn the family business. However, the Great Law of Humanity stripped her of her family and wealth. She turned to the Black Network to seek revenge. Afterward, she became a practical woman, focused on completing tasks that fulfill her goals or desires for the Black Network.

Personality: *I do what needs to be done, no need for sentimental ceremonies.*

Ideal: *I can always further my personal goals through a job.*

Bond: *My family and my people will be avenged.*

Flaw: *I am soft hearted.*

Tarl Doomhammer (Lawful Evil). Tarl Doomhammer is a **Viper** of the Zhentarim (Rank 3). He is a Human male in his early 30s. While he is only a Viper of the Zhentarim, his recent heroics in Hillsfar have made him a leader locally, especially because 'Zhent' is often missing in action. Anyone who has visited the Temple of Bane immediately recognizes him. He dons full plate armor and his maul is not visible at the moment. His hair is shaved on the side but long at the top, enough for him to wear a pony tail for more formal occasions. He has green eyes.

Personality: *I am gruff and to the point, no need to stand on ceremony.*

Ideal: *Freedom of choice is only for those wise enough to use it. The weak do not deserve to rule themselves.*

Bond: *Power! Seize all the power you can, for that is how you control your destiny.*

Flaw: *I seize power and glory at any opportunity, even at the expense of others.*

Appendix 2: Creature Statistics

This appendix details monsters that are encountered in this adventure

Giant Rats

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

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

Knight

Any humanoid, any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

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

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

Reactions

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

Naica (Master Thief)

Elf (high), neutral

Armor Class 16 (studded leather armor)

Hit Points 83 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses dark vision, passive Perception 13

Languages Common, Elven, Thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of Naica's turns, she can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Naica is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sneak Attack (1/Turn). Naica deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Naica that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. Naica makes three attacks with her shortsword.

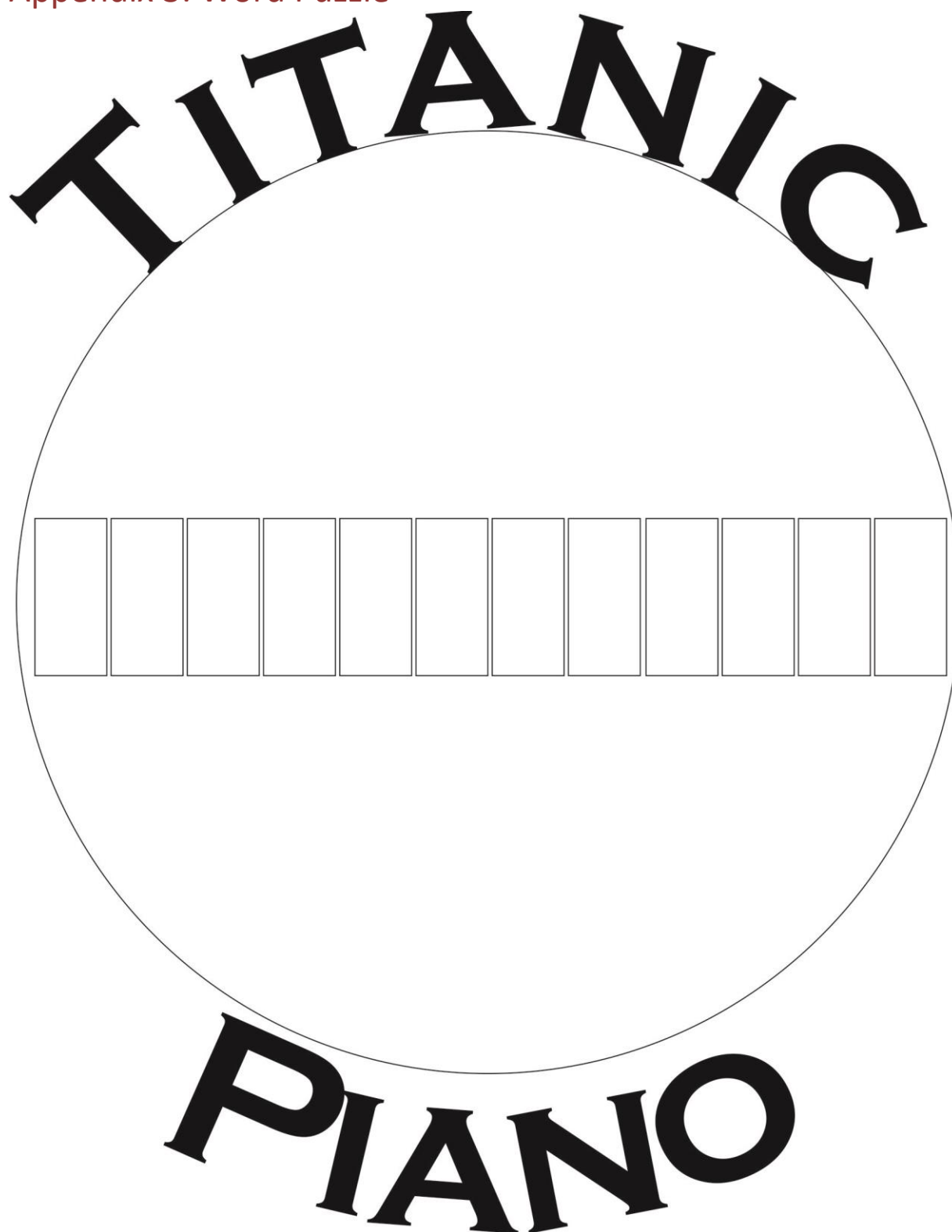
Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. Naica halves the damage that she takes from an attack that hits her. She must be able to see the attacker.

Appendix 3: Word Puzzle



06-03: The Inquisitor

We are the light in the darkness in these uncivilized lands. The stalwart defenders of law and peace against monsters, be they trolls, undead, or even our fellow man.

—Fyros Arcturius, Wizard of the First Order, Count of Osterand, High Inquisitor to the Lords' Alliance

Part 1: The War Duke

In this **Mission** characters get to meet with some NPCs from the Lords' Alliance. They will learn about the basic tenets of the Alliance and will then be sent on a simple mission. Spend about 10-15 minutes on this part.

Area Information: The Lords' Alliance

The area has the following features:

Recruiting Booth. The Lords' Alliance's table is large and draped in a fine red silk cloth with the crown sigil of the Alliance embroidered in golden thread at the center. A long line of rough looking mercenaries are in a queue at one end waiting for a clerk to hand out scrolls to each of them. While at the other end of the table there are several fresh faced adventurers who are speaking to some of the clerks and flipping through some promotional pamphlets. Proud knights in shining armor as well as exotic looking sorcerers in resplendent clothing stand about talking with potential recruits.

When players near the table, Sergeant Markus Krieger urges them over, mentioning that he has a time sensitive job that he needs assistance on right away.

If you prefer a box text, read or paraphrase:

"Markus Krieger at your service," nods a tall, bearded man wearing a full set of well polished plate armour. "Lord Arcturius has brought up his concerns about the rise of several bandit gangs in the surrounding areas waylaying travellers, merchants, and refugees coming to and fro from Hillsfar. The Red Plumes are currently recovering from the war and has been relegated to protect the immediate area of the city proper. Thus it is up to the bounty hunters, mercenaries, and people such as yourselves to help alleviate some of the duties normally conducted by the Red Plumes to keep some law and order during these troubled times."

He pauses slightly studying all of you to see if there was any look of confusion. "This is where you come in, a merchant caravan was attacked just a day ago about four hours away on the southbound road of the Moonsea Ride. The merchant and some of his men managed to escape, however the violent skirmish led to the loss of some of his men as well as the loss of valuable cargo. Our mission is to capture the bandit leader and his gang, and recover the stolen goods. However, we have two problems, first we do not know what the bandit leader looks like, and second we do not know the bandits location. The good news is, is that we have two leads, the merchant is currently in the city, and may give us some clues to work with, and investigating the ambush site may prove useful as well. Whichever path of inquiry you take is up to you, however once you have finished collecting your belongings in the city, meet me by the stables at the southern gates, and I will have your horses ready. Now, are there any questions?"

Creatures/NPCs

Characters have the opportunity to interact with the following NPCs:

Sergeant Markus Krieger. Sergeant Markus Krieger is a **Warduke** of the Lords' Alliance (Rank 4). He is a human **Knight**. A veteran of more than 20 years, Sergeant Krieger has served both in the Waterdeep City Guard, as well as the elite Griffon Cavalry. Selected by Lord Arcturius as his personal bodyguard, Sergeant Krieger has followed him around for the last couple of years bringing law and judgement of the Lords' Alliance within the Moonsea Region. A tall, unassuming man with black hair and brown eyes, Markus Krieger is a simple man who has simple passions of fighting, drinking, and women.

A **DC 15 Passive Wisdom (Insight)** check reveals that he is a much better fighter than what he would like you to believe, and that he is holding back to test the party's skills.

Objectives/Goals. Krieger is looking for potential recruits to assist him in his law enforcement duties, by bringing a group of bandits and their leader to justice and recovering the stolen merchandise. He will likely say when facing battle, "For the Glory of the Lords' Alliance, chaaarge!"

What do They Know? Krieger will explain the purpose of the Lords' Alliance : to ensure Faerûn's safety and prosperity by forming a coalition against threatening forces, and working to eliminate those threats whenever they arise. These three tenets are the core of the Alliance:

- If civilization is to survive, all must unite against the dark forces that threaten it.
- Glory comes from protecting one's home and honoring its leaders.
- The best defense is a strong offense.

Additional Resources

You can read more about the Lords' Alliance on Wizard's website but these should be sufficient to give your players a basic idea of the faction.

<http://dnd.wizards.com/dungeons-and-dragons/story/faction/lordsalliance>

Additionally, Krieger can provide this information to help with the investigation.

- Krieger is a representative of the Lord's Alliance, specifically, High Inquisitor Fyros Arcturius who is stationed here in Hillsfar to monitor the situation after the war. civilization is to survive, all must unite against the dark forces that threaten it.
- Krieger can provide the address and description of the house of the merchant that was attacked recently. His name is Ivan Dostoyevsky and he has one daughter currently living with him named Anya..
- Since the attack was recent, no one else has been tasked towards finding these bandits, therefore the ambush site should be relatively untouched.
- The Lord's Alliance prefers that the bandits are captured alive, so that they may stand official trial, however having them dead would serve the same purpose as well.
- With most typical bandit gangs, taking out the leader in a quick and efficient manner, will cause most of the other bandits to surrender or flee, therefore knowing who to target would make things easier.
- There is a limited window of opportunity to catch these bandits before the trail goes cold.

Assignment: Bring the Bandits to Justice

Description of the Mission. Krieger tasks the group to join him on an investigation to arrest (or kill) a group of bandits who earlier that day attacked a merchant caravan. Characters are given two options of inquiry:

1. Go and speak with the injured merchant at his home in town. Perhaps he will be able to describe the bandit leader. Krieger will explain that oftentimes when a bandit leader is arrested or incapacitated, their bandits will surrender or flee, so perhaps being able to identify the leader would be a smart course of action.

2. Go investigate the site of the caravan attack and try to gleam clues about the nature of the attack and where the bandits ran off to with the stolen goods.

When the characters have chosen their first step, Sergeant Markus Krieger will be waiting for them at the stables, he will offer hints and advice if the party is stuck throughout the adventure.

Part 2: Compiling the Evidence

Characters are to investigate the crime and see if they can find any information that could help them in apprehending the criminals.

Prerequisites

Characters must have finished briefing with Markus Kreiger.

Area Information: Dostoyevsky's House

The area has the following features:

Witness's House. The Dostoyevsky residence is located in the middle of row of nondescript terrace housing. The inside of the house is made of wood, with some old furniture neatly placed around. There are many pictures of the family here. Ivan's room is on the second floor of this three-floored home.

Ivan's room is simply decorated, there is a double sized bed in here, with a nightstand. There is a wardrobe, bookshelf, and a small writing desk in the corner. Pictures of his family sits on his desk. A picture of his wife sits on his nightstand.

Lighting & Weather. The inside of the house is lit with candles or oil lamps. The downstairs fireplace is not lit. Most of the curtains are drawn, to prevent curious outsiders from looking in.

Creatures/NPCs

These NPCs are here and involved in combat:

Anya Dostoyevsky. Anya is a *human Commoner*. She is a 14 year old girl with dark brown hair and green eyes. She is the youngest and only daughter of Ivan Dostoyevsky, whose other four sons have either gone off to seek their own fortune or died in the conflict during the Red War. She remains here alone to take care of her injured father, as her mother died long ago. She is very worried about his health and the thought of sustaining their living costs here in the city. Besides, taking care of her father, she is anxious to get back to school which was closed during the war to see her friends, which some may or may not be alive.

A **DC 12 Passive Wisdom (Insight)** check reveals that she is worried, scared, and tired.

Objectives/Goals. Anya will focus on caring on her father and making sure the characters does not attempt to injure or push her father too much. Anya will not allow the characters in unless they convince her of the urgency. Arresting the bandits is less concerning to her due to the seriousness of her father's injuries. These are some ways that a party may try convince her to let them in:

- **Persuasion.** A player may choose to persuade her to let them in with good intentions hoping to help her

father deal with the bandits. A character must attempt a **DC 10 Charisma (Persuasion)** check to persuade her to let them in. Alternatively, no check will be required if they mention that they are working with the Lord's Alliance to help her father with this matter.

- **Intimidation.** A player may choose to intimidate her by bringing up threats against her father and using scare tactics to convince her to let them in. A character must attempt a **DC 15 Charisma (Intimidation)** check to succeed. A failure on this check results in her slamming the door shut and locking the door, while calling for nearby guards to help. Another apologetic player may attempt a **DC 15 Charisma (Persuasion)** check to calm her down, however the door will remain locked and shut.
- **Deception.** For whatever reason, some players may choose to deceive her into letting them in. The DC of this check may vary according to DM's discretion, however it should be no lower than a **DC 13 Charisma (Deception)** check.
- **Bribery.** Money talks, especially for those going through hardships. With a little bit of gold and a little bit of persuasion, the players may convince her to let them in. A character must attempt a **DC 15 Charisma (Persuasion)** check with the DC of the check being one lower for every gold "donated" to her to persuade her to let them in.

If the party succeeds in convincing Anya to let them in, She will lead the party up the stairs and to her father's room.

If you prefer a box text, read or paraphrase:

Anya knocks at the bedroom door before opening it, "papa there are some people here to see you." A late middle aged man with a bandaged head attempts to sit up, and the girl rushes to the bed to help him. The man turns to address you with a croaked voice, "I apologize that I cannot stand up to greet you properly, my leg isn't in the greatest of shape right now, how can Ivan help you?"

What do They Know? Anya is aware of the families hardship. Though she is very keen on returning to school, her father's condition makes it impossible. Any offer to heal her father, provide gold, or provide medication would convince her to let the party see her father.

Ivan Dostoyevsky. Ivan is a *human Commoner*. He is a 56 year old father of five. He has greying hairs and light brown eyes. He has been a merchant for all his life, just like his father, and his father before him. His family has never been wealthy, but he has saved enough to purchase a modest house within the city and to live comfortably with his family. He is a

widower of seven years, and his four sons have left the house, leaving him to care for his youngest daughter who is in school despite having to travel far away for business.

His caravan was recently attacked, and he managed to escape with his life, but sustained major injuries to both his head and right leg.

A **DC 12 Passive Wisdom (Insight)** check reveals that he is afraid of the bandits, even the subject makes him uncomfortable.

Objectives/Goals. Despite his injuries, Ivan will do anything to protect his only daughter. Ivan will refuse to share anything useful to the characters, but remains polite and hospitable towards the characters. A **DC 14 Wisdom (Insight)** check reveals that he is afraid of the bandits and the retaliation that they may cause to his family if they found about his involvement with their capture.

Common player choice to get him to talk may include the following:

- **Persuasion.** A player may choose to reassure him that no harm will come to him or his family and that bringing the bandits to justice is good for society and will prevent other people from getting hurt. A character must attempt a **DC 13 Charisma (Persuasion)** check to persuade him to talk. Further reassurance of the safety of his daughter lowers the check to 10.

- **Intimidation.** A player may choose to intimidate him by using scare tactics. A character must attempt a **DC 13 Charisma (Intimidation)** check to scare him into talking. If threats are made against his daughter, the check is lowered to 10.
- **Deception.** Years of mercantile experience has made him extremely perceptive of liars and deceivers. A character must attempt a **DC 18 (Deception)** check to get him to talk. On a failure, all other social skill checks made with him or his daughter increases by 2.
- **Bribery.** Ivan does not accept bribes. His honour or pride simply does not allow it. therefore knowing who to target would make things easier.
What do They Know? The bandit leader was a human male but Ivan is unsure of his age. He had black hair and was average sized. He wore a distinct purple face mask as compared to the other bandits. During the attack all the bandits wore leather armor and were using short swords. Ivan did not notice any tattoos but noted the captain was left-handed. Ivan also knows the bandits had an ox drawn farm cart with them during the attack which suggest they may have come from a nearby farm before the attack.

Once the party is done with Ivan and Anya, they can meet up with Sergeant Krieger at the stables. Sergeant Krieger has acquisitioned horses so the party can ride out to the caravan site to investigate.

Playing the Pillars

COMBAT

Kick Down the Door. The party may decide to aggressively force their way into the home. Anya (**Commoner**) will attempt defend herself and her father. A patrol of four Red Plume Guards (**Knight**) will witness this act and attempt to arrest the offending members of the party. This ends the mission.

EXPLORATION

Break In. A stealthy character may attempt to break into the home through the front door or find a way in by climbing through the windows facing the street. A **DC 10 Agility (Thieves' Tools)** check is required to unlock the front door. A **DC 15 Strength (Athletics)** check is required to climb up the side of the building, the windows are not locked.

When Anya (**Commoner**) spots any intruders she will yell out in alarm and attempt to defend herself and her father. A patrol of four Red Plume Guards (**Knight**) will hear the yells and will attempt to arrest the offending members of the party. This ends the mission

SOCIAL

Convince Anya. Talking to Anya is the most conventional way to convince her to let them in. *See Creatures/NPCs: Anya Dostoyevsky* for more information on this social encounter,

Convince Ivan. Ivan will need some convincing before he is willing to help the party. *See Creatures/NPCs: Ivan Dostoyevsky* for more information on this social encounter,

Area Information: The Caravan Site

Markus Krieger will be waiting for the players at the southgate stables with fresh horses saddled and ready. The ride to the ambush site will take four hours to travel to.

The area has the following features:

The Moonsea Ride. The road is mostly quiet with the occasional group of malnourished and tired refugees slowly walking towards the city, as well as some ox drawn carts of cargo. There is a distinct lack of Red Plume Guard patrols on this main road.

Arriving to the site will take some time, and by the time they get there it would be afternoon. The caravan site is slightly off the road, but lingering smoke trails can still be seen from down the road, before the players arrive.

If you prefer a box text, read or paraphrase:

The site of the caravan ambush can be seen from down the road, the rolling plains do nothing to hide the scene and the lingering smoke trails can still be viewed emanating from the charred remains. Three burnt wagons can be seen set in a semi circle pattern around a small extinguished campfire. Bodies litter the ground here of both caravan guards and bandits alike.

Lighting & Weather. The an afternoon sun is high up in the cloudless sky. There is a slight breeze in the air that is carrying the smoke plumes off into the wind.

Smell and Sounds. The smell of dead and burnt bodies permeate through the air. The sounds of an unburnt canvas flap gently blows in the breeze.

Available Explorations

Characters can gain the following information using the relevant skill checks. Each player has the opportunity to make one skill check of their choice for each section for both investigating the area and investigating the bodies. The check will then determine how much of the information they have uncovered with a higher skill check unlocking the relevant information for the lower ones.

Investigating the Area

A **DC 10 Intelligence (Investigation)**, **Wisdom (Perception)**, or **Wisdom (Survival)** check on the surrounding area reveals that a skirmish happened here, and some guards were caught unaware.

A **DC 13 Intelligence (Investigation)**, **Wisdom (Perception)**, or **Wisdom (Survival)** check on the surrounding area reveals that there are more caravan guard bodies than bandit bodies. The player also finds a purple face mask.

A **DC 15 Intelligence (Investigation)**, **Wisdom (Perception)**, or **DC 15 Wisdom (Survival)** check on the surrounding area reveals tracks leading away from the campsite towards the east.

A **DC 18 Intelligence (Investigation)** check on the surrounding area reveals marks of an ox drawn cart, which means the bandits couldn't have gone far, and may still be travelling nearby. The player also finds a bottle of vodka hidden among the belongings of a bandit, which looked like it was bottled quite recently.

What is Vodka?

Vodka is an alcoholic beverage mostly distilled from starch, most commonly potatoes. If your players are not familiar with this drink or are too young to understand, you may replace the bottle of Vodka with a couple of freshly picked potatoes.

A **DC 20 Wisdom (Survival)** check on the surrounding area reveals a distinct pattern of horse tracks and a ox drawn cart that the party can follow.

Investigating the Bodies

A **DC 10 Wisdom (Medicine)**, **Intelligence (Investigation)**, or **DC 10 Wisdom (Survival)** check on the dead bodies reveals that both the guards and bandits died from both slashing and piercing wounds. The bodies do not carry anything of value.

A **DC 13 Wisdom (Medicine)**, **Intelligence (Investigation)**, or **Wisdom (Survival)** check on the dead bodies reveal that the guards were killed by short swords, while the bandits were killed by both spears and short swords.

A **DC 15 Wisdom (Medicine)** check on the dead bodies reveal that most of them died about 8-10 hours ago.

A **DC 18 Wisdom (Medicine)** or **Intelligence (Investigation)** check finds a missing limb that does not belong to any of the bodies at the scene.

Investigating the Purple Mask

If the characters find the purple mask, a **DC 13 Intelligence (Investigation)** check on the mask reveals a faint wax outline on the inside indicating that the wearer had a moustache.

Help from Sergeant Krieger

At any point in which the party is stuck and do not know how to continue, consider allowing Krieger to assist them with the Help action, and then have them roll again. Alternatively, Krieger may discover the necessary clues himself and will continue the mission as normal.

When the party has finished investigating the crime scene, Markus Krieger will ask if they found anything useful. Krieger believes that the bandits couldn't have gone far and he has marked several locations on the map for which they could have gone to. It is up to the players to decide where they need to go next.

- A hamlet to the west, about two hours ride that mainly grows potatoes.
- The ruins of an alcohol distillery, about a three hours ride to the south west
- A hamlet to the southeast, about four hours ride that mainly grows cabbages and carrots.
- The forest to the southeast, about five hours ride that is famous for hiding bandits in the past.
- A hamlet to the east, about a four hours ride that grows potatoes. There also a small alcohol distillery there.
- A hamlet to the east, about six hours ride that mainly grows peppers and is famous for their cheese.

The hamlet four hours east is the correct location. If the characters choose a wrong location, they will arrive at the location they picked, and Sergeant Krieger will realize their mistake and correct them. The party is now forced to rush to the right location. They will arrive as the bandits are leaving thus ensuring a combat encounter.

Part 3: Confronting the Bandits

Prerequisites

Characters must have found the right path to follow the bandits.

Area Information:

If the players pick correctly, they will approach an unassuming hamlet surrounded by farms. The hamlet is quiet, however there is a large amount of noise coming from a building towards the center of the village. Several tired horses can be seen tied outside this building, and an ox-drawn cart loaded with cargo can be seen towards the side.

The building looks like the hamlet's tavern. Peeking through the small windows reveal several people seated around, the building looks like it was not meant to hold this many people, as some are relegated to standing. Determining who in the tavern are bandits is difficult, no visible weapons can be seen on any of them, and no one really stands out.

The area has the following features:

Tavern. The floor and walls are made of wood, and the roof is made of thatch. Due to the amount of chairs, tables, and people in the tavern, navigating through it is considered **difficult terrain**. The tavern is approximately 25 x 25 feet large. The ceilings are approximately 10 feet high.

A **DC 14 Passive Wisdom (Insight)** check reveals that there is some sort of tension within the room. Clearly, not everyone is enjoying their time here with the uninvited guests.

Weather. The air inside is stuffy due to the amount of people, in contrast to the fresh air of the fields outside. The weather is pleasant, but it is getting cold with a slight breeze in the air.

Light. There are oil lamps lit within the tavern, and the small windows let in a bit of light. A small fireplace with food cooking on it is lit within the back.

Smell and Sounds. The smell of people, alcohol, and food fills the air. The sounds of people talking and the clanking of mugs can be heard from the outside.

Creatures/NPCs

These NPCs are here and involved in combat:

Sergeant Markus Krieger. The sergeant is quite familiar with the hamlets around the area. But once the characters are ready to enter the tavern, he will advise that it may be better for him to stay out to cover their rear from any stray bandits..

Objectives/Goals. Sergeant Krieger wants to ensure the safety of innocence that is his first and primary goal.

What do They Know? Sergeant Krieger knows the bandits will likely harm take hostages if combat starts. The best option is to take out the captain and intimidate the rest to surrender. While the Lords' Alliance are famous in the region for their enforcement of the law, they are also known for following the judicial process. If the adventurers promise to take them alive in the name of the Alliance, the bandits will likely surrender if the captain is already defeated.

Civilians. The civilians lived in the hamlet and are not too comfortable with the bandit group here. They know the nature of these group, seeing the blood and cargo. However, unable to defend themselves, they are forced to entertain the bandits. The bartender is visibly anxious as the adventurers walked in. The civilians know the bandits are among them, but they do not dare to give away the bandits' presence out of fear.

Bandit Captain. The bandit captain is here enjoying a break for food and drinks before continuing on their journey. This hamlet is a favorite place for them to stop as the prices are low and there is a good supply for alcohol. He will attempt to blend in with the rest of the civilians. He has his swords hidden under the table and is almost indistinguishable from a commoner or a bandit.

Objectives/Goals. Rest up and move on. However, if threatened, the captain will take civilian hostages and will not hesitate to harm innocence.

What do They Know? The captain will immediately recognize Sergeant Krieger or the symbol of the Lords' Alliance and will immediately attack. However, this hamlet is a common stop for traveling adventurers and so he is less agitated by adventurers entering the tavern. The party can not gain surprise against the bandits.

Bandits. The bandits, like the captain are having a short rest before their journey further away from the city. They will attempt to blend in with the rest of the civilians. They have their swords hidden under the tables and are spread among the crowd to avoid detection.

Objectives/Goals. The bandits' main goal is to rest and move on. However, if attacked, they will fight back. The bandits are also likely to surrender if their boss is captured or there are too few of them left.

What do They Know? The bandits are less aware of the Lords' Alliance or law enforcements. However, Sergeant Krieger isn't exactly hard to

recognize. Not many can afford such equipment in the region.

Taking Hostages. When the bandits take a hostage, they gain half cover. This means they have +2 to their AC and advantage on Dexterity saving throws.

As a reaction when being hit by a melee attack, the bandit can shove the hostage towards the attacker. The bandit adds 2 to its AC against one melee attack that would hit it. To do so, the bandit must see the attacker and have a hostage. The character does not hit the hostage instead. It is assumed the characters will have to hold back and avoid the hostage, causing the character to miss the attack.

A bandit without a hostage can use an action to grab a hostage.

Designer's Note

This functions like the Parry ability from the Knight or Gladiator NPC stat blocks.

Combat Tactics

Adjusting the Encounter

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

Bandit Leader = 1 **Thug**

Bandits = # of players in the group

Commoners = # of players in the group + 1

- **Very Weak Party:** The **Thug** does not use multiattack
- **Strong:** Every **Bandit** takes a **Commoner** hostage
- **Very Strong Party:** Replace **Thug** with **Bandit Captain** and every **Bandit** takes a **Commoner** hostage.

If combat ensues, half of the **Bandits** (round down) will take a nearby commoner as hostage, using them as a human shield.

The bandit leader which is represented by the **Thug** or **Bandit Captain** will attempt to blend in with the rest of his gang, it is up to the players to determine which of the bandits is the real leader. Killing or capturing the leader may cause all the other bandits to either surrender or flee.

The remaining **Commoners** will attempt to flee from the tavern, however some may be unable to flee due to being stuck behind the fighting. Use commoners as moving obstacles that the player must avoid and rescue.

Markus Krieger, represented in this mission as a **Knight** will not risk civilian casualties and will begin to wrestle and punch his way through the bandits to save as many as he can if combat starts. Krieger will focus on the bandits that have taken the commoner's hostage, and will use his greatsword once all the commoners are safe.

Playing the Pillars

COMBAT

Weapons Drawn. If the party enters the tavern with their weapons drawn, the bandits will immediately draw their swords from under the table and attack.

EXPLORATION

Quick and Efficient.

Inquisitive players may choose to approach this in a way to reduce collateral damage. A player must make a **DC 20 Intelligence (Investigation)** or **Wisdom (Perception)** check to spot the bandit leader. The DC of the check is reduced by two for every correct detail that the player repeats back to you. These include the following.

- Human
- Male
- Black Hair
- Moustache
- Average Size

After making the check, the players will determine that two people in the tavern match the description of the bandit leader. However, there doesn't seem to be a way to determine who is left handed.

If the players decide to wait a bit, have them make a **DC 13 Wisdom (Perception)** check to spot that one on the left is using his left hand to drink. While the one on the right is using his right hand to drink.

SOCIAL

Intimidate the Bandits. After the bandit captain is killed or arrested. A **DC 13 Charisma (Intimidation)** or **Strength (Intimidation)** check can be made to pacify the remaining bandits to surrender or flee.

Wrap-Up: Concluding the Adventure

If the party manages to rescue all of the villagers, and deal with the bandits, the villagers thank them with baskets of vegetables and bottles of alcohol. As the villagers invite the characters to a celebration, Markus Krieger nods a mark of approval towards the new heroes and hands each one a Lord's Alliance token and encourages those who align with the goals of the Alliance to join the faction.

The next morning Markus Krieger will be waiting for them along with the cargo of supplies. The characters will have to ride back to Hillsfar to return their horses. They may then continue adventuring or return to the workshop.

Between Adventures

If the characters have not completed all five Missions of the adventure and wish to continue, Bert offers them free lodging at the Hydra's Den.

The characters are encouraged to return to the city of Hillsfar and complete a long rest at the Hydra's Den before returning to the ledger office to start their next *Missions*.

Designer's Note

Information on taking a *Long Rest* can be found in the PHB on pg. 186

Beyond 1st Level

Part of the introduction to adventuring is the process of leveling up! This 5-part module is designed to ensure that players experience leveling up from level 1 to level 2. Details for leveling can be found in the *Player's Handbook* on page 15 and in the sections pertaining to each respective class.

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 for each **story** objective that they complete, as follows:

- **Mission Objective:** Capture or kill the bandits.

Player Rewards

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

Lords' Alliance Token: The token is only useful within the adventure. After collecting tokens from all five factions, the characters may exchange the wooden tokens for one *Potion of Healing* from Bert. It is a regular *Potion of Healing* except that it has Bert's logo on the bottle. This token can not be sold and has no other purpose.

Bookwyrms 2019: For Bookwyrms 2019, DMs please remember to give out the faction stickers to players to complete their card in extra for their potion.

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: MONSTER/NPC STATISTICS

BANDIT

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

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

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

BANDIT CAPTAIN

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its short sword and one with its dagger. Or the captain makes two ranged attacks with its dagger.

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

REACTIONS

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

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages 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.

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

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

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Markus Krieger (KNIGHT)

Medium humanoid (any race), any non-good

alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The knight makes two melee attacks.

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

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

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

REACTIONS

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

06-04: The Steward

They came out of the stone walls, murder our family, build temples from our children, and they want peace? I think not!

—Elder Treant to Emerald of Enclave member

Part 1: The Righteous Hand

In this **Mission** characters get to meet with some NPCs from the Emerald of Enclave. They will learn about the basic tenets of the Enclave and will then be sent on a simple mission. Spend about 10-15 minutes on this part.

Area Information: The Emerald of Enclave

The area has the following features:

Description of the Area. The Enclave has set up a larger long table at the front with multiple of their members here to entertain curious new adventurers. The members present are made up of druids, rangers, and barbarians. The area is likely the most decorated when compared to the rest of the factions. The Enclave has grown flowers and plants in the area, attracting some small beast and even pixies. The area is busy with many new adventurers eager to learn about the Enclave. While there is no banner hanging here, it isn't hard to identify the faction from the plant growth around it.

From a short observation, one can tell see current members explaining the basic tenets of the Emerald of Enclave to adventurers before leaving with the member. It seems almost as if the Enclave has no clear leadership and each member are acting on their own for a collective effort. After a short wait, a black panther approaches the group.

Creatures/NPCs

Characters have the opportunity to interact with the following NPCs:

Avelyn. Avelyn is a **Summerstrider** of the Emerald of Enclave (Rank 2). She is a *Druid*. As she transformed back to her elven form, she is a **Wood Elf** wearing an armor made from magical leaves. Avelyn is a successful but reserved member of the Enclave. She mainly operates around Hillsfar and has been a silent negotiator between the humanoids and the wild life in the area.

Objectives/Goals. Avelyn sees this workshop as an opportunity to educate new adventurers about the true purpose of the Enclave.

What do They Know? Avelyn will explain the purpose of the Enclave: to oppose threats to the natural world and helps others survive the many

perils of the wild. These three tenets are the core of the Enclave:

- The natural order must be respected and preserved.
- Forces that seek to upset the natural balance must be destroyed.
- The wilderness can be harsh. Not everyone can survive in it without assistance.

Additional Resources

You can read more about the Emerald Enclave on Wizard's website but these should be sufficient to give your players a basic idea of the faction.

<http://dnd.wizards.com/dungeons-and-dragons/story/faction/emeraldenclave>

Once the characters are done asking questions about the faction itself, Avelyn provides this additional information.

Rumors gathered that there was trouble at one of the lumber camps supplying Hillsfar with wood. The latest shipment had been delayed mysteriously and no word has been heard from the camp ever since. Wood is essential for the rebuilding of Hillsfar, the refugee camps, and fuel for the closing winter.

The lumber camp is situation at the edge of the Cormanthor Forest. Avelyn would like the characters to investigate while she tags along to guide their adventure. She will reward them with a token of the Enclave as the "potion master" has told her to do.

Part 2: The Lumber Camp

Characters ride to the Lumber Camp. As they approach the camp, shouts can be heard from it intermingled with the growl of some wild animals. In the distance, several bears chase after fleeing people, with some standing on a pile of logs, fruitlessly swinging axes at the bears keeping them at bay.

Prerequisites

Characters must have finished briefing with Avelyn

Area Information:

Dimensions & Terrain. As the characters approach the Lumber Camp the bears run across the shallow stream to engage the characters in combat. A **DC 12 Intelligent (Nature) check** suggest this is extremely uncommon. Wild bears do not coordinate and engage this well, it seems that someone or something is leading them to do so.

Consult **Appendix 3 and 4** so details on terrain.

Lighting & Weather. It is currently daytime and so the area is illuminated with bright light. The weather is cold and windy. Regular cold weather gear would suffice to deal with the weather, no special purchase is needed (it is around **10 – 15 °C or 50 – 60 °F** and windy).

Creatures/NPCs

These NPCs are here and involved in combat:

Avelyn. Avelyn is a **Summerstrider** of the Emerald of Enclave (Rank 2). She is a **Druid**. As she transformed back to her elven form, she is a **Wood Elf** wearing an armor made from magical leaves. Avelyn is a successful but reserved member of the Enclave. She mainly operates around Hillsfar and has been a silent negotiator between the humanoids and the wild life in the area.

Objectives/Goals. She is here to observe the characters. She will only step in to heal characters that are brought down by the bears but will avoid interfering too much. She heals characters from a distance using *Healing Word* (1d4 + 5).

What do They Know? If the characters are unaware, Avelyn will point out the unusual nature of the bears attack.

As a member of the Emerald of Enclave it would be important for them to investigate the source of this disturbance and decide the best course of action. While the characters are not yet members, she thinks it would be a beneficial experience for them to explore this.

Lumberjacks. There are around twelve lumberjacks in the area. Some are running for their lives, while others have climbed up onto a pile of logs to escape the bears.. Among the Lumberjacks are **Oleg** and **Irina**.

Oleg Baranov. Oleg is a **human Veteran**. Losing an eye during the war, Oleg has returned to his old occupation, now as the foreman of his very own lumber camp. Now, more than ever he is needed by the people of Hillsfar to help them rebuild and survive the winter. This muscular 54 year old man with black hair and dark brown eyes sports a well kept moustache. He is accompanied by his newly wed wife, Irina.

A **DC 12 Passive Wisdom (Insight)** check reveals that he is worried about Ilya, but at the same time is stressed about the delays of the lumber shipments to Hillsfar.

Objectives/Goals. Oleg wishes the characters would assist them by traveling deeper into the forest to investigate the source of the attacks.

What do They Know? About a week ago, strange things began happening around camp. At first it was just some tools that went missing, then workplace accidents in which some ropes became loose. Some lumberjack claim they saw pixies while others claim mice were chewing on the ropes. Both were found to be true. Over the last four days, the camp has been attacked by wasps, boars, wolves, and now bears. So far, no want has died but some of lumberjack have suffered some minor injuries. Due to the attack, the lumberjacks have been struggling to work. Oleg had considered abandoning the camp, but he knows the wood is very important for the rebuilding of Hillsfar and fuel for the approaching winter.

Irina Baranov. Irina is a **human Veteran** Equally strong and fearsome as her husband, Irina was a Sergeant serving in the war who saved Oleg's life during a battle. The two quickly fell in love and after the war got married. Wearing her brown hair in a neat bun, this 52 year old woman with dark brown eyes acts as her husband's right hand man in charge of keeping the camp running smoothly.

A **DC 12 Passive Wisdom (Insight)** check reveals that she is concerned about Ilya's disappearance, as well as her husband's stress. She also thinks that someone is controlling the beasts from the forest.

Objectives/Goals. Irina wishes the character to find a missing lumberjack, named Ilya.

What do They Know? Irina knows similar information as Oleg. In addition, she knows the Ilya has been missing missing for the last couple of days and was last seen heading into the forest. He is a young man with light brown hair and green eyes. He

is a hard worker, but mainly keeps to himself. It is rumoured that Ilya was raised by a group of druids in the wild when he was orphaned as young boy. Oleg believes that he ran away to look for a girl, but Irina believes that he may be in danger. His axe is missing, but the rest of his belongings are still at here at the bunkhouse.

Black Bears. Several bears are attacking the camp. They engage the characters the moment the characters arrive at the camp area.

Combat Tactics

Adjusting the Encounter

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

Black Bears = # of players in the group / 2 (round up)

- **Very Weak Party:** The **Black Bears** do not use multiattack
- **Strong or Very Strong Party:** Replace **Black Bears** with **Brown Bears**.

The party starts 40 feet away from the lumber camp.

Black Bears are attacking a group of **Commoners**. When the party approaches, some of the bears will turn their attention to the characters. The bears that are attacking the woodcutters are not included in this encounter, and will flee once the party has dealt with the initial encounter. For reference, there are about three bears attacking a dozen woodcutters in the background. If a player decides to attack one of the background bears, feel free to add them into the encounter.

A **DC 12 Passive Wisdom (Insight)** or **Passive Intelligence (Nature)** check indicates that bears do not normally attack humans like this especially in large numbers, they seem to attack in a defensive nature, and it seems that someone or something is leading them to do so.

The **Black Bears** are not intelligent enough to coordinate all their attacks on one character. Instead, they will often attack the character that is the smallest, or the character that dealt the most damage to them in defence. They will not fight until death unless cornered, and will run away when low on health (less than half HP).

Some of the **Commoners** wield axes, however they are not trained combatants, and will deal minimal damage to the bears. Most of them will attempt to flee, hide, or get to high places to escape the bears, except for Oleg and Irina who seems to be trying to fight them off alone. To add additional complications to the fight, you may add some injured woodcutters that are lying on the ground.

Part 3: The Exploration

Once the fight is done and the characters travel into the jungle and deal with an interesting dilemma.

Prerequisites

Characters must have dealt with the enraged bears at the lumber camp and obtain information from Oleg and Irina.

Area Information:

Dimensions & Terrain. Characters must travel through the forest before arriving at a small grove where they meet the **Dryad**. Different traps and complications are listed in the section below. The grove where the party meets the Dryad is covered in beautiful leaves and flowers but doesn't hinder movement. There is a small pond in the clearing.

Lighting & Weather. It is currently daytime but the forest blocks most of the sunlight. The area has dim light. The weather is cold but the trees blocks the wind. Regular cold weather gear would suffice to deal with the weather, no special purchase is needed (it is around **10 – 15 °C or 50 – 60 °F** and windy).

Traps and Complications

If the party decides to traverse through the forest to look for the missing woodcutter, they will encounter some obstacles on their trek through the forest of Cormanthor. A character must attempt a **DC 13 Wisdom (Survival)** check in order to look for his trail and go in the right direction. On a failure, run the following Hunter's Pit encounter.

Hunter's Pit. A simple 10 ft. deep pit trap is used to be covered by a large cloth. Characters with a **DC 13 Passive Wisdom (Perception)** check noticed the broken pit trap. Upon inspection, the characters find a wounded baby fox in the trap. Its back leg is pierced by the spikes in the pit. If the characters decide to climb down, they must make a **DC 15 Strength (Athletics)**, grant advantage if they use a rope. If the characters fail, they fall prone taking 3 (1d6) damage. Helping the baby fox out requires a **DC 10 Wisdom (Animal Handling)** check.

Cliff Side

A small cliff range lies in the middle of the forest. At the bottom of the 10 ft. high cliff lies a man dressed in common clothes with a sack beside him. The man carries nothing of worth on him, however, the sack contains a beautiful silver jug depicting trees and maidens around a fountain.

A **DC 10 Wisdom (Medicine)** check reveals that the man died of a broken neck. A **DC 15 Wisdom (Medicine)** check reveals that the man died about a four days ago.

A **DC 10 Intelligence (History)** check indicates that the jug is Elven in design.

The characters must make a **DC 13 Strength (Athletics)** check to climb up the ridge. On a failure, the characters fall, taking 3 (1d6) damage and falls prone. Going around would take too long for the characters.

After climbing or bypassing the cliff, a character must attempt a **DC 13 Wisdom (Survival)** check in order to continue on the trail and go in the right direction. On a failure, run the following quicksand encounter.

Quicksand. A quicksand pit covers the ground in roughly a 15 ft., square area and is 10 ft. deep. Characters with a **DC 13 Passive Wisdom (Perception)** check notices the quicksand and can make a **DC 10 Dexterity Saving Throw** to prevent themselves from falling in. All characters that trigger the hazard immediately sinks 2 (1d4) feet into the quicksand and becomes restrained. At the start of the character's turn, they will sink another 1 foot deeper. As long as the character isn't completely submerged in the quicksand, they can escape by using their action to make a **Strength (Athletics)** check. The DC is 10 plus the number of feet the character has sunk into the quicksand. On a failure, they will sink another 1 foot deeper. A creature that is completely submerged in quicksand can't breathe.

A character can pull another character within its reach out of the quicksand pit by using their action and succeeding on a **Strength (Athletics)** check. The DC is 8 plus the number of feet the target creature has sunk into the quicksand. On a check of 5 or lower, the pulling character will fall into the quicksand, triggering the hazard and both will sink 1 foot deeper.

Razorvine Chasm

A small 10-foot deep chasm with plants growing at the bottom lies in the middle of the party's path. Luckily, a fallen tree nearby can be used as a makeshift bridge. The characters must attempt a **DC 10 Dexterity (Athletics)** check to cross safely. On a failure, the character falls, taking 5 (1d10) slashing damage from the razorvine. A person that falls into chasm notices a woodcutter's axe among the vines. Climbing out of the chasm is relatively easy with help from the razorvine, however the character will take an additional 1 piercing damage for every 5 feet they climb using the vine.

Alternatively, the party may choose to go around

the chasm, this will take a couple of hours longer and will affect the final encounter.

A **DC 10 Intelligence (Nature)** check reveals that the plants are Razorvine which have bladelike thorns.

A **DC 10 Intelligence (Investigation)** check indicates that the woodcutter's axe matches the type used at the lumber camp.

After crossing or bypassing the chasm, a character must attempt a **DC 13 Wisdom (Survival)** check in order to continue on the trail and go in the right direction. On a failure, run the following giant spider web encounter.

Giant Spider Web. Several large spider webs hang between the trees. Luckily, the Giant Spiders are not here right now. Characters with a **DC 13 Wisdom (Perception)** check noticed the spider webs and can make a **DC 10 Dexterity Saving Throw** to avoid running into the webs.

All characters that trigger the hazard immediately gets tangled in the spider webs and becomes restrained. At the start the character's turn, a swarm of tiny spiders crawl on the characters and bites them for 1 piercing damage, the character must make a **DC 13 Constitution Saving Throw** or be poisoned for 1 hour. A **DC 13 Strength (Athletic)** check is required to wiggle out of the web. Any fire or slashing weapons on the web will release the characters with no checks required.

After a half-hour trek from the last encounter in the woods, the party will finally reach their destination.

If you prefer a box text, read or paraphrase: out the area.

As you enter a clearing, you spot a brown haired man tied to a tree with vines on the other side. Taking another step forward, the trees around begin to sway like if there was wind blowing them around, yet the air is still. A green-skinned woman wearing nothing but leaves steps out of a tree, her smile turns to a frown as she exclaims to you with anger in her voice, "interlopers and murderers! You dare trespass on these lands? Explain yourself or face the wrath of the Green!" As she stares angrily at the party, a large, grey wolf steps out of the shadows of the tree behind her, it gives a low snarl at your direction, waiting for you to move.

Allow the players to give a brief response then proceed to the following box text. If the players attack, proceed to the combat encounter.

"Silence! I've heard enough." She points her finger at you. "I know of your kind, you come here with your honeyed words, but all of you bring nothing but grief and destruction. You were lost and hungry, I fed you and helped you find your way back home, and in return you stole what was precious from me. I can no longer stand by and do nothing! First the Orcs came, bringing destruction in their path, then the fallen ones surfaced who showed no respect to the Green unlike their woodland kin, now even more invaders from the human camp to see my end. Enough is enough!" As her fury gathers, she lifts both of her hands towards you, the trees around begin to rustle and move towards you.

"Nuala, wait!" cries the man, now awake. "These people mean you no harm, we can work things out like I promised."

Creatures/NPCs

These NPCs are here:

Nuala. Nuala is a **Dryad** of the Cormanthor forest. She has watched over this area for many seasons. She use to live her sisters, but they have either wandered off, or have faded from existence. She has green skin, and her hair resembles leaves. She cares for all living things, but the past transgressions of humanoid creatures has made her bitter and distrustful. Over the last couple of days, she has gotten to know Ilya and has developed feelings for him.

A **DC 13 Passive Wisdom (Insight)** check reveals that she is lonely and afraid.

Objectives/Goals. Nuala wants the lumberjacks to be driven off from her land. She is also secretly lonely and looking for a companion that appreciates nature.

What do They Know? The lumberjacks have been deforesting the area without consideration of the wildlife. Many creatures have to escape deeper into the forest and some have been injured. The humanoids have also been setting up traps and hunting animals. They bring nothing but grief and destruction. Yet, her kind heart could not bare to see a lost man suffer and die in the jungle. She took him in and fed him. However, she has sensed the party's approach to her grove, and have tied Ilya up in response.

Ilya. Ilya is a human **Commoner**. He has light brown hair and green eyes. He is 24 years old and has worked in all sorts of jobs trying to make ends meet. He was found as a orphan by a druid and was raised in the wilds. When the druid died, Ilya left the forest to return to his people. He never grew welcomed in the "civilized" life, but after spending a few days with Nuala, he has developed feelings for her.

A **DC 13 Passive Wisdom (Insight)** check reveals that he is in love.

Objectives/Goals. Ilya wishes that there could be some sort of compromise between civilization and nature.

What do They Know? Ilya knows that many people in Hillsfar will die if they don't get the wood for fuel and shelter in the winter, yet he also knows that the creatures in the woods need the forest to survive as well.

An Inconvenient Truce

Characters must negotiate with Nuala. Hillsfar needs the wood but the animals also need their shelter. Characters must present a suitable deal and make a **DC 15 Charisma (Persuasion) check** with the following modifiers:

- +1 to the DC for every bear that was killed at the lumber camp.
- +1 to the DC for going around the cliff and taking too much time.
- +1 to the DC for going around the chasm and taking too much time.
- +1 to the DC for having a character that is an Orc or a Half-Orc in the party.
- +1 to the DC for having a character that is a Drow.
- -1 to the DC for having a character that has fey ancestry except for Drow such as elves and gnomes.
- -1 to the DC for having a character that is a druid, ranger, or a character that worships nature.
- -1 to the DC if the baby fox was rescued.
- -2 to the DC for returning the silver jug to Nuala.
- -3 to the DC for a good compromise via roleplay.

Help from Ilya and Avelyn

If the players are stuck, Ilya and Avelyn can offer some of their thoughts. Perhaps a compromise can be made where the lumberjacks regrow the trees that they cut down. They can also promise not to hunt anymore animals in the forest. Nuala can also supply the lumberjacks some tasty fruits from the forest. We might need an ambassador between the two parties to make sure the bargain is upheld.

Combat Tactics

If the party decides to attack, roll initiative as usual. Nuala, the **Dryad** and the **Dire Wolf's** held action will go off as combat begins. The Dire Wolf will take the Dodge action, while Nuala uses *tree stride* to hide.

Adjusting the Encounter

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

- **Very Weak Party:** The **Dryad** does not use *fey charm*
- **Strong Party:** Add **Swarm of Wasps** = # of players in the group / 2 (Round Down)
- **Very Strong Party:** Add **Swarm of Wasps** = # of players in the group.

The **Dryad** will attempt to use her *fey charm* on the most susceptible person in the group and ask them to help defend her. She will then *tree stride* away. She will continue to stay hidden, until the party kills the wolf. If forced to fight, she utilizes a hit and run tactic with *tree stride* to attack her foes. Nuala has *barkskin* precast on herself before the fight began.

The **Dire Wolf** will target the easiest and biggest threat to defend the dryad. The wolf will attempt to attack a target and use any available allies for *pack tactics* until they are unconscious. The wolf can not be charmed.

Each **Swarm of Wasps** will attack a single character not currently under the dryad's *fey charm*.

All creatures will fight to their death to defend their home.

Ilya, **Commoner** will break out of the vines and attack the players in rage.

Playing the Pillars

COMBAT

Aggressive Negotiations. The party may choose to outright attack Nuala, run the combat as usual using the combat tactics as a guide.

EXPLORATION

Eye for Detail. A character with a DC 15 Passive Wisdom (Perception) check will notice that the pictures in the silver jug looks similar to the Dryads grove.

Alternatively, any character that investigated the jug will automatically notice the similarities when they reach the grove.

SOCIAL

Peaceful Negotiations. The party may choose to negotiate with Nuala, let the players use their creativity to argue their case. Players can side with Nuala, the Humans, or both.

Wrap-Up: Concluding the Adventure

If the party successfully convinces Nuala to work with the humans, she will agree to the terms if it is reasonable or suggest her own in which the humans can stay, only if they promise to plant new trees in the area and help them grow. She also wants to take Neil as a husband, in which Neil will happily agree.

Nuala will gift each player a waterskin of pure water from her pond, which will help make plants grow faster.

Avelyn is impressed with the characters' success. She praised them and state the characters will be "great stewards of the land!" She presents each of them with a wooden token of the Emerald of Enclave. Avelyn reminds them once they have collected all five, they may exchange the tokens for a *Potion of Healing*. Avelyn bids them farewell and good luck to a life of adventuring!

If a compromise can't be made, Avelyn will lament that thousands of creatures either humanoids or animals will be homeless and cold during the coming winter. Perhaps there could have been another way. She does not give them the wooden token of the Emerald Enclave.

Between Adventures

If the characters have not completed all five Missions of the adventure and wish to continue, Bert offers them free lodging at the Hydra's Den.

The characters are encouraged to return to the city of Hillsfar and complete a long rest at the Hydra's Den before returning to the ledger office to start their next **Missions**.

Designer's Note

Information on taking a *Long Rest* can be found in the PHB on pg. 186

Beyond 1st Level

Part of the introduction to adventuring is the process of leveling up! This 5-part module is designed to ensure that players experience leveling up from level 1 to level 2. Details for leveling can be found in the *Player's Handbook* on page 15 and in the sections pertaining to each respective class.

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 for each **story** objective that they complete, as follows:

Mission Objective: Negotiate truce between those who work in the lumber camp and those who live in the forest

Notes: This introductory module does not award Treasure Checkpoints (TCP), although renown and downtime days are awarded as per usual given the number of advancement checkpoints received.

Player Rewards

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

Emerald of Enclave Token: The token is only useful within the adventure. After collecting tokens from all five factions, the characters may exchange the wooden tokens for one *Potion of Healing* from Bert. It is a regular *Potion of Healing* except that it has Bert's logo on the bottle. This token can not be sold and has no other purpose.

Bookwyrms 2019: For Bookwyrms 2019, DMs please remember to give out the faction stickers to players to complete their card in extra for their potion.

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: MONSTER/NPC STATISTICS

BLACK BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

BROWN BEAR

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 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:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DRYAD

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect last 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours. The dryad can have no more than one humanoid and up to three beasts charmed at a time.

SWARM OF WASPS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8 + 10)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned.

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

AVELYN (DRUID)

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *healing word*, *longstrider*, *speak with animals*, *thunderwave*.

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with shillelagh or if wielded with two hands.

LUMBERJACK (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

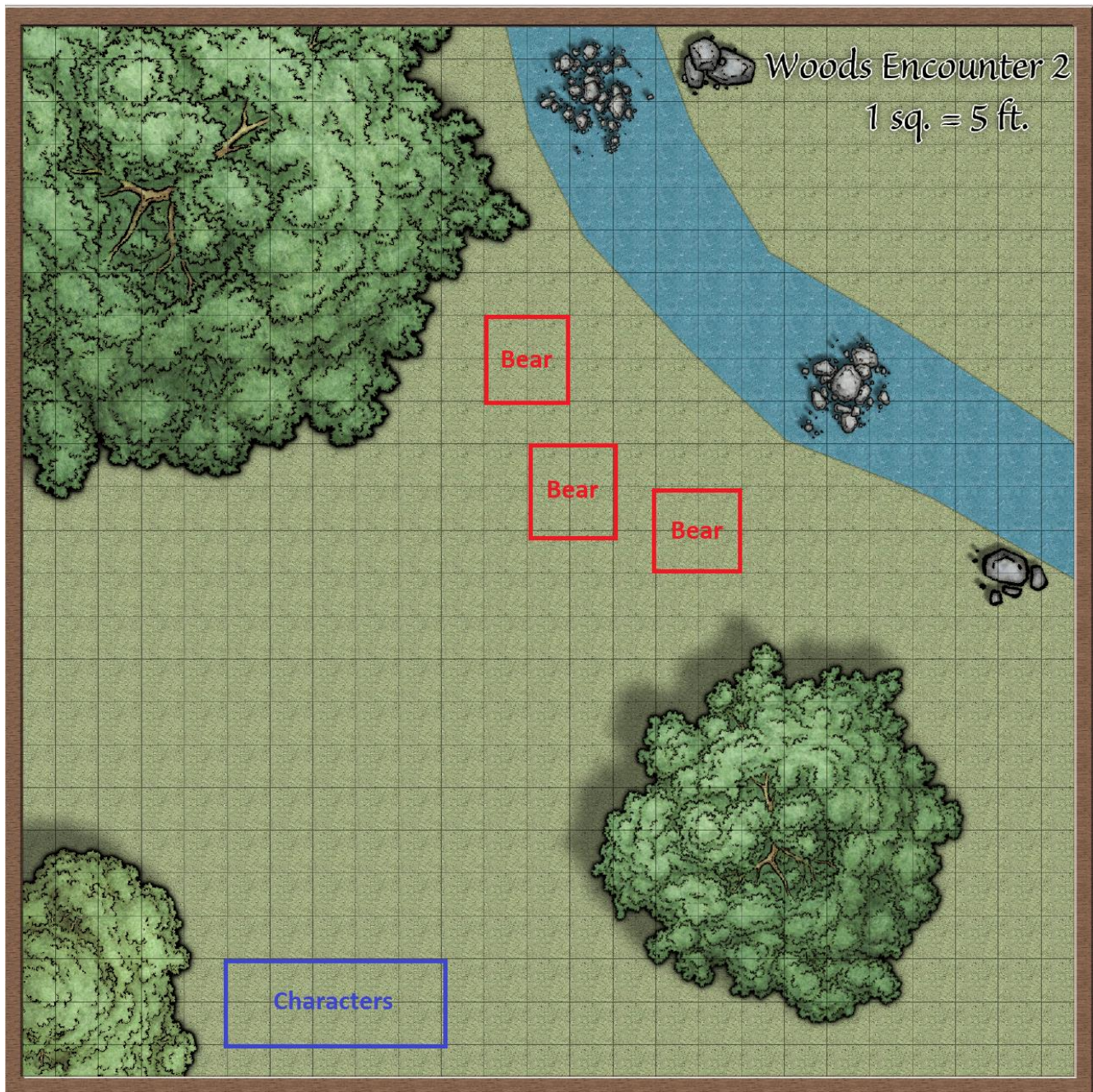
Languages Common

Challenge 0 (10 XP)

ACTIONS

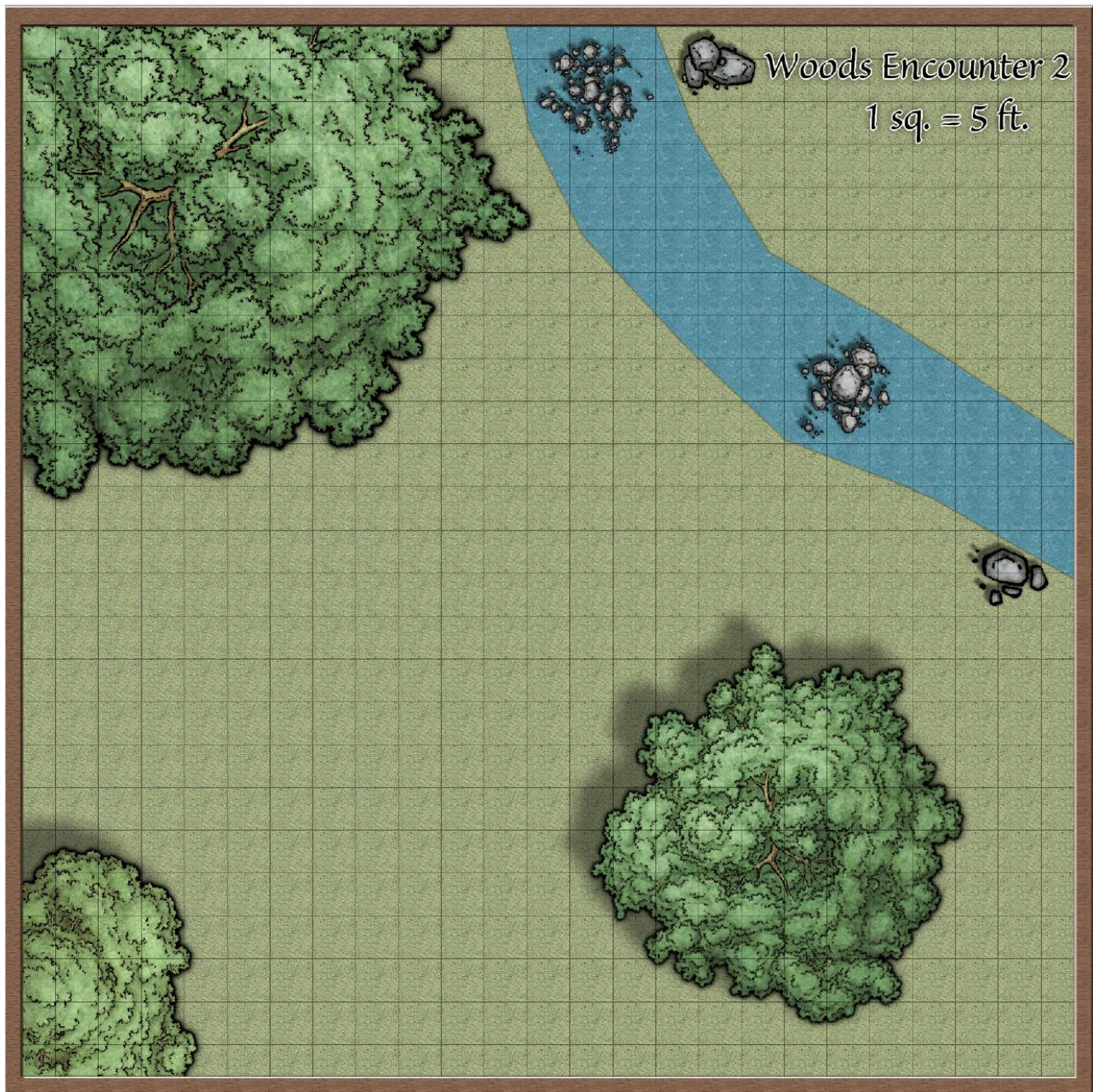
Axe. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Appendix 2: Lumber Camp Assault (DM Version)



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Appendix 3: Lumber Camp Assault (Player Version)



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06-05: The Helper

"No one is useless in this world who lightens the burdens of another."

—Charles Dickens

Part 1: The Harpshadow

In this **Mission** characters get to meet with some NPCs from the Harpers. They will learn about the basic tenets of the Harpers and will then be sent on a simple mission. Spend about 5-10 minutes on this part.

Area Information: The Harpers

The area has the following features:

Description of the Area. The Harpers are a relatively secret organization, preferring to remain hidden in plain sight to gather accurate intelligence. In Geary the Legerman's office, tucked in the corner sits a modest table, and behind it stands the Harper's Banner, a blue field with a crescent containing a harp. At times, many people gather around the table, but eventually there is a lull, revealing that only one person is seated at the table, Ajahad (see below). He doesn't look too thrilled to be there, as most Harpers prefer to keep their affiliation a secret to better gather intelligence in the field. Speaking to him is a Goblin dressed in Halfling clothing and decorated with various religious iconography. The Goblin leans on a quarterstaff, and before long the two let out a big laugh and the Goblin leaves the office. When the Goblin leaves, Ajahad motions for the characters to come over, inviting them to sit down in the available chairs, and introduces them to the Harpers and their tenets.

Creatures/NPCs

Characters have the opportunity to interact with the following NPCs:

Ajahad. Ajahad is a **Harpshadow** of the Harpers (Rank 2). He is a **Wood Elf Assassin** with access to level 1 and 2 spell slots via his abilities as an Arcane Trickster. He wears dark clothing and is quite talkative with those he meets. He is confident in his ability to talk himself out of hostile situations and is equal parts mischievous and fun.

Objectives/Goals. He will introduce new adventurers to the Harper faction and their tenets before sending them on their way to investigate strange goings on at the orphanage. Unknown to the

characters, there is currently a Harper undercover working at the orphanage. But the Harpers just want the party to speak with the owner and operator, Madame Guinevere, who is currently the victim of relentless pranking, and help her out.

What do They Know? Ajahad will explain the purpose of the Harpers: to gather information from all over Faerûn in order to understand the various political climates in each region, and by doing so be better equipped to promote fairness and equality throughout the lands. All of this is done predominantly covertly, of course. The Harpers are a secret agency after all, often only exposing their hand when necessary. They hold the following three tenets dear:

- One can never have too much information.
- Too much power leads to corruption.
- No one should be powerless.



You can read more about the Harpers on Wizards of the Coast's website, but this information should be enough to give your players a basic idea of the faction, and what they are all about.

<http://dnd.wizards.com/dungeons-and-dragons/story/faction/harpers>

Assignment: Trouble in the Orphanage

Description of the Mission. The group is tasked with going to the local orphanage to investigate a small bit of trouble occurring at the place. The operator of the orphanage, Madame Guinevere, has been the victim of several pranks in the last few weeks, and has reached out to the local factions to look into who is the guilty party. She has questioned the children, but to no avail. Should the adventurers be in need or be in danger, help won't be far, but for now they just need to go help Madame Guinevere and catch the prankster.

Part 2: The Orphanage: Daytime

Area Information:

The Building. The orphanage is a large, stately building. Perhaps when it was first built it was beautiful, but time has worn it into disrepair as its deed has changed hands again and again.

The front garden's gate is broken, screeching loudly whenever opened. The floorboards creak, the walls shift slightly in high winds, and when it rains the roof leaks, as evidenced by stains on the upstairs ceiling.

The downstairs holds Madame Guinevere's office, and its intimidating centerpiece, a large desk of dark polished wood. On this floor are also her main sleeping quarters. There is also a dining room, a closet, and a kitchen as well.

The upstairs level contains three main rooms, each with creaking floors and squeaking doors. First is the girls' sleeping quarters. Inside there are several beds, uncomfortable as they may be, and the chimney stack that comes up from the first floor and offers some extra heat during the colder months. Then there is the boys' quarters and the nursery for the two infants currently residing at the orphanage.

Lighting & Weather. It is currently daytime. Sunlight shines through the downstairs windows, but the windows upstairs are shuttered to keep out the chill in the air.

Points of Interest: Investigation. The fireplace appears to have a strange sort of oil in spots along the chimney. A DC 13 Intelligence (Nature) check tells characters that it seems magical. The closet under the stairs has two clay flasks filled with oil hidden among the rubbish which characters may take and utilize. Instructions for utilizing oil can be found on page 152 of the Player's Handbook.

Creatures/NPCs

These NPCs reside in the Orphanage:

Madame Guinevere. Madame Guinevere is a Human **Priest**, and a severe woman, wearing dark clothing, with collars and sleeves that completely cover her neck and arms. She wears her hair in a tight bun, with no hair out of place. She has many rules in place for the children and her staff to follow.

Objectives/Goals. She is underfunded and understaffed, and just trying to hold it all together long enough to get the children into good homes. She will try to encourage the adventurers to adopt the older children, stating that they are only weeks away from being proper squires. In fact, she had

been so focus on attending local event in an attempt to raise funds to promote the children that she has neglected caring and playing with the children.

What do They Know? Currently, all Guinevere knows is that she can't go a night without waking up to some new prank in the morning. She has had her clothes bleached and dyed bright pink, she's had her shoes glued to the ceiling, and strange markings painted around the orphanage.

If the characters do decide to adopt a child, it cost 15 gold pieces and about 2 hours of paperwork.

Orphans. There are seventeen orphans of varying races and ages currently living at the orphanage. The children range from infants to fourteen years old.

Objectives/Goals. The children are not responsible for the pranks. The older children will try to convince the adventurers about their skills and suitability for adoption. One younger child will try to convince the adventurers there are "monsters under my bed."

What do They Know? At night there have been strange sounds coming from the bed rooms and around the orphanages. The old children are more reluctant to discuss the strange creatures that appear but the younger children will talk about "friends" coming out to play with them.

Tiny Animals. Characters who have the ability to speak with animals will likely want to ask rats around here some questions. They can easily find rats with the use of food.

Objectives/Goals. The rats have been starving because the orphanage has been out of food for three days now. The rats will do anything to get some food.

What do They Know? The rats have observed strange oily children running about at night. They try to avoid the strange children and notice they can climb about the area. The more laughter from the humanoid children the more tired the strange oily children gets.

A Puzzle from Pranksters:

Depending on your players, you can choose to run this part of the adventure with two different options to figure out who the pranksters are.

Option 1 (Speaking with the Children):

Upon spending some time with the children, they will tell a tale about small creatures that come from under their bed. They come here when a child gets too lonely. They come and play pranks on others to

entertain the child. If the child looks at them directly then they will prank the child too!

Designer's Note

You may opt to roleplay individual interviews with the children and have them discuss their loneliness here in the orphanage. The only person who comes to spend time with them is Lady Eckmann.

Option 2 (Boggle Puzzle):

The Puzzle. The puzzle itself is roughly based off the boardgame "Boggle", and it should give the party insight into those responsible for the pranks plaguing Madame Guinevere. Have the characters find the puzzle handout somewhere around the house. What languages the characters know can determine which handout you give them. Depending on the group, it may be easier to not give them the one that is in *Common* as is the puzzle has an abstract answer. Once the handout is given, there is no need for further instruction from Dungeon Masters. While there are no wrong answers to this puzzle, the players might find the words "Fire" or "Dine." Whatever they find, it should lead them to investigate around the orphanage.

Designer's Note

The writer's intention was for the characters to connect the boardgame "Boggle" with the creatures playing the prank, the boggle. However, knowledge of both the boardgame and possibly the creature are highly meta knowledge (i.e., knowledge their characters do not actually have but the players may have). Because of the nature of the puzzle, it is recommended to avoid this option if immersion is essential for your players. It may be better to use **Option 1** if that is the case.

If the characters are struggling to figure out who the pranksters are, a **DC 11 Intelligencet(History) check** will remind a character of the boggle.

Designer's Note

The *Boggle* can be found in *Volo's Guide to Monsters* on page 128.

"Boggles are the little bogeys of fairy tales. They lurk in the fringes of the Feywild and are also found on the Material Plane, where they hide under beds and in closets, waiting to frighten and bedevil folk with their mischief.

A boggle is born out of feelings of loneliness, materializing in a place where the Feywild touches the world in proximity to an intelligent being that feels isolated or abandoned. For example, a forsaken child might unintentionally conjure a boggle and see it as a sort of imaginary friend. A boggle might also appear in the attic of a lonely widower's house or in the caves of a hermit."

Playing the Pillars

COMBAT

There are no combat encounters in this part.

EXPLORATION

A DC 11 Wisdom (Perception) check allows characters to spot the clay flasks in the closet under the stairs.

A DC 13 Intelligence (Nature) check allows characters to realize the oil in the fireplace isn't natural.

SOCIAL

Interacting with the children can lead to a story, or it can be the bedtime story that night.

Part 3: A Night at the Orphanage

After a quiet dinner, night falls on the orphanage. Madame Guinevere wishes the adventurers a goodnight, and thanks them for their help, hoping they will find out who the culprit is if they stay to observe overnight. She also hopes they can reason with whichever child is doing this, so that she doesn't have to get them into too much trouble.

Prerequisites

Characters must have thoroughly investigated the orphanage and engaged with the NPCs.

Area Information:

Atmosphere. At night the orphanage is much more frightening. The shadows on the walls look like macabre ghosts out of the corner of the eye. There is a draft from the doors and windows, causing a chilly breeze to roll throughout the place. The children are quickly all quiet in their beds.

Atmosphere. Combat starts in the girl's dormitory, after adventurers notice strange sounds coming from the room.

Creatures/NPCs

The following NPCs are available in the section:

Madame Guinevere. For this section, she remains in her room with the door locked. She is exhausted and goes straight to sleep. Unless an action is taken to wake her, she will remain asleep until morning. She does not aid in combat. She has the stat block of a **Priest**.

Orphans. For this section, the orphans are in their beds, either asleep or pretending to be. If the fight takes place near them, they will sit up and watch the

action, curling up in their blankets as the fight continues. If it starts to get dangerous, they will run downstairs to the dining room. They have the stat blocks of **Commoners**.

Boggles. There are a number of boggles equal to the number of characters in the party crawl out from the *Feywild*. There is a small portal to the *Feywild*.

Objectives/Goals. The boggles are primarily at the orphanage to play pranks on children to entertain other children. They are born from the loneliness and hopelessness of the children living there. Their energy level is connected the child that created them. The happier and less lonely the child feels the more tired the boggle get.

Tactics. They utilize their oil puddles first, and attack anyone who attacks them. However, their main goal is to survive and cause mischief. They might even use their actions to prank or inconvenience the characters by tying shoes together, putting gum in hair, or any number of childish pranks and silliness. When this happens, if there are children nearby the children will giggle.

If the boggles drop to under half their hit points, then they will flee, first going downstairs, then running out of the building if they are pursued.

Designer's Note

Characters have come up with many ways to solve this problem. Allow your players to be creative. Character could play along with the pranks and entertain the children. Characters that speak *Sylvan* or have knowledge of the Boggles and their nature could use that to their advantage as well. If all else fails, direct combat is possible.

Playing the Pillars

COMBAT

Combat is a viable option here but the boggles will likely just run away back into the *Feywild*.

EXPLORATION

The strange noises in the children bedroom should be investigated to prompt the scene!

SOCIAL

Interacting with the boggles or joining in with the pranks by allowing themselves to be prank and exaggerating them would entertain the children.

Wrap-Up: Concluding the Adventure

Once the boggles are successfully ousted from the orphanage, Madame Guinevere will show up and allow them to explain the situation. She knows a bit about boggles and will vow to try harder to ensure that no child feels alone while in her care. She will thank the adventurers and wish them the best in their adventures to come. Characters can return to Ajahad and he will present each of the characters with a wooden Harper token, reminding them that Bert will gift them a *Potion of Healing* if they manage to collect a set of all five faction tokens.

Between Adventures

If the characters have not completed all five Missions of the adventure and wish to continue, Bert offers them free lodging at the Hydra's Den.

The characters are encouraged to return to the city of Hillsfar and complete a long rest at the Hydra's Den before returning to the ledger office to start their next *Missions*.

Designer's Note

Information on taking a *Long Rest* can be found in the PHB on pg. 186

Beyond 1st Level

Part of the introduction to adventuring process is the step of leveling up! This 5-part module is designed to ensure that players experience leveling up from level 1 to level 2. Details for leveling can be found in the *Player's Handbook* on page 15 and in the sections pertaining to each respective class.

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 for each **story** objective that they complete, as follows:

Mission Objective: Help Madame Guinevere understand what is happening in the orphanage.

Note: This introductory module does not award Treasure Checkpoints (TCP), although renown and downtime days are awarded as per usual given the number of advancement checkpoints received.

Player Rewards

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

Harper Token: The token is only useful within the adventure. After collecting tokens from all five factions, the characters may exchange the wooden tokens for one *Potion of Healing* from Bert. It is a regular *Potion of Healing* except that it has Bert's logo on the bottle. This token cannot be sold and has no other purpose.

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: Creature Statistics

This appendix details monsters that are encountered in this adventure

Priest (Madame Guinevere)

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Medicine. +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13 , +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): light, sacred flame , thaumaturgy
1st level (4 slots): cure wounds, guiding bolt, sanctuary
2nd level (3 slots): lesser restoration, spiritual weapon
3rd level (2 slots): dispel magic, spirit guardians

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Master Thief (Etheldretta)

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

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 (-1)	12 (+1)	7 (-2)

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

Damage Resistances fire

Senses 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.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

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.

Commoner (Children)

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)

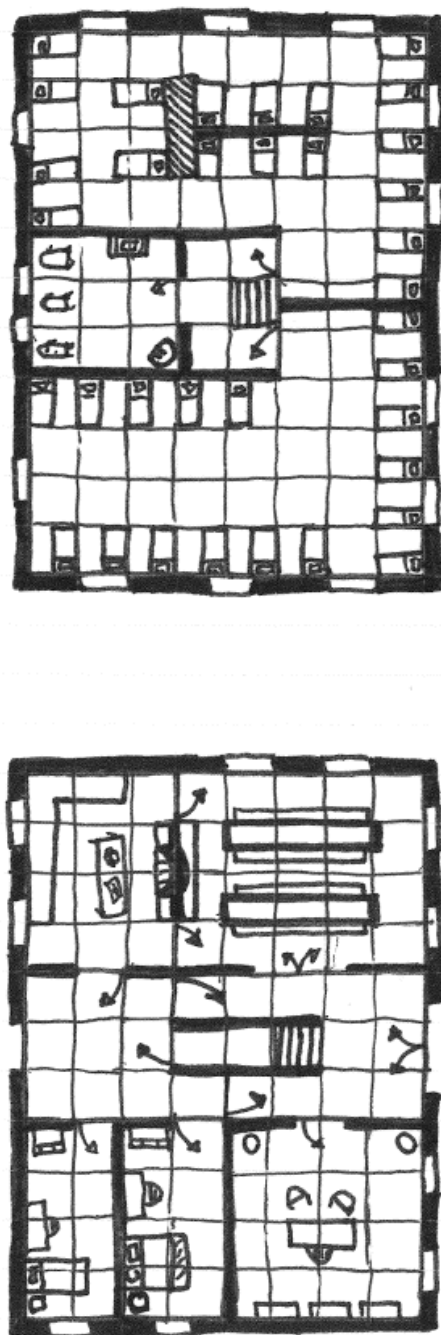
Challenge 0 (10 XP)

Actions

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

Appendix 2: The Orphanage

THE ORPHANAGE



□ = 5 FEET

ARROWS INDICATE DOOR PATHWAYS

Handout 1: Puzzle

When Characters Know
Neither
Elvish nor Sylvan

z	2	8	j
v	n	σ	γ
∅	j	v	∅
z	8	∅	g

When Characters Know
Elvish Only
And Not Sylvan

F	2	8	l
E	∅	σ	γ
∅	l	E	∅
F	R	∅	g

When Characters Know
Sylvan

F	T	D	I
E	O	N	H
L	I	E	B
F	R	L	Y

Conclusion

After the characters have completed all five missions, they return to the Ledger Office. Geary has been following their progress and will ask the characters to hold up the full sets of five tokens for the room to see. He warmly (and loudly) congratulates the adventuring party, and soon the room is filled by a rousing round of applause from all of the faction representatives.

Bert is also present. He will praise the adventurers for a job well done and predicts they have a great future ahead of them. He will also reward the each character with the *Potion of Healing* if they have completed all five missions. Beyond that, he also offers the adventurers a mundane cloak that has his potion shop's logo on it.

If you prefer box text, read or paraphrase the following:

As the characters return to the Ledgers Office, Geary confirms that the final mission is complete, and they are greeted with a rousing round of applause from all of the faction representatives. "Good job, young Adventurers!" Bert's voice calls out from the crowd. "You have shown that you are on your way to becoming the stuff of legends." Across the room, you see Bert the Goblin standing on a tall, haphazard stack books, surrounded by balloons. "Come on over here and collect your reward!"

As you get closer, you see him reach into a large bag that bears his logo. Prominent lettering states, "Bert's Potion Shop. We don't sell weapons!" He pulls out enough small potion bottles for each character to have one. He confirms for himself that each character did in fact complete all five missions, then hands each of them a potion. Once everyone has received their potions, he says, "Remember that you have them. These are especially useful when you are dying and there isn't a Cleric with you!"

As he continues to congratulate you on your success, he suddenly remembers that he has one more thing for the adventurers. "The weather can get awfully cold here in Hillsfar, so I have had these cold weather cloaks made for you." He hands each of you a cloak, and as you look closer at it you notice Bert's logo on the back. Bert wishes you well and waves goodbye. At the front of the room, you all notice as the door opens and a small group of slightly bemused-looking new adventurers come in looking for the Adventurers' Faire. As you pass through the now-open doorway to the bustling streets of Hillsfar beyond, you can hear Bert call out to you in parting.

"Come see me whenever you need any potions. Just remember – we don't sell weapons!"

Player Handout: Mission Card

Intro To Adventuring
Mission Card


Order of the Gauntlet


The Zhentarim


Lord's Alliance


Emerald Enclave


The Harpers


When all 5 missions are completed return this to Bert the Goblin to receive your prize.

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