



Rise of the Ogre King

(Part 2 of Agents of the Cloaks)

You have been hired by the Brotherhood of the Cloaks to journey into the heart of desolate Thar. Once there you are to negotiate with the oni lord of Fangjaws Hold for the rights to excavate an ancient minotaur lord's tomb within his territory.

A 4-Hour Adventure for 5th-10th Level Characters



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Introduction

Welcome to *Rise of the Ogre King*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Agents of the Cloaks*™ storyline.

This adventure starts off in Mulmaster but then takes the characters to the great gray land of Thar.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Background

The Thayans have heard of a tomb in Thar that may be from the ancient minotaur kingdom of Grong-Haap. The Thayans want to excavate the tomb for a magical artifact that they believe exists within it, so they have asked the Cloaks to send an envoy to Thar to negotiate a treaty with the ruler of Fangjaws Hold. This treaty is necessary because the tomb is dangerously close to that stronghold.

The Rashemi are working to stop the Thayans from acquiring whatever artifact that might exist within the tomb.

Nelvon DeJuan is the representative of the Cloaks managing this mission. Like the rest of the Cloaks, he is not really happy with Thay's intrusion into Mulmaster; however, it is still a time for politics and not an outright mage battle.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Bladod. Bladod is a powerful oni who united the ogres, orcs and goblins of Fangjaws Hold. He wants Fangjaws Hold to become a town recognized by the civilized communities of the Moonsea.

Durthan. Rashemi witches that use the powers of the dark fey. They do not operate with the blessing of the Rashemen ruling council.

Fangjaws Hold. Fangjaws Hold is a stronghold in the hills of Thar ruled by an oni named Bladod. The inhabitants of Fangjaws hold are mainly ogres, orcs and goblinoids though a few other monstrous races may also be found living there.

Grong-Haap. An ancient kingdom of minotaurs which lasted from 981 to -350 DR (Dale Reckoning) and included Thar, the eastern Moonsea and the northern highlands of the Vast. Its last ruler was a huge minotaur named Haask.

Lady Vandree. A drow wizard of considerable power who is unofficially representing Rashemen in Mulmaster.

Nelvon DeJuan. Nelvon DeJuan is a high-ranking member of the Cloaks and a powerful wizard.

Rashemi. To the East of Damara boarding the vast steppes that separate Faerun from the lands of Koza Kur is a fey infused land of many rivers and lakes. This land is inhabited by powerful witches and fierce berserkers that have spent centuries fighting Thay and the barbarian hordes of Narfell. They call themselves the Rashemi.

Thay. Thay is a plateau to the east ruled by a cadre of wizards. The most powerful of the wizards is a powerful lich necromancer named Szass Tam.

Adventure Overview

The adventure is broken into five parts:

Part 1. In the first part of the adventure, the characters are hired by the cloaks to negotiate a treaty for excavation rights to the tomb of a minotaur lord from a long-ago kingdom in Thar. They must decide if they are going to do this on behalf of the Thayans or the Rashemi.

Part2. This is an optional encounter with a Burning Dagger kill squad ambush.

Part3. The characters arrive in Fangjaws Hold and are immediately escorted to stand before the Oni lord Bladod. They learn that another party has arrived and is competing with them for the excavation rights. Bladod pits the two groups against each other in a competition for his favor.

Part4. The characters are tasked with addressing one of two external problems facing Bladod. They must choose one problem to fix while the other party tackles the other. How well they resolve the problem will add to their bid for Bladod's favor.

Part5. The characters and the other party are put before Bladod to receive his ruling regarding the excavation rights. The party that wins is challenged by the party that didn't. Both parties fight to the death in a gladiatorial match. Winner take all.

Part6. The characters return to Mulmaster and collect their reward or not depending on how well they succeeded in their mission.

Adventure Hooks

The characters can be drawn into this adventure several ways.

Ally of Thay. You receive a personalized letter along with a bottle of your favorite drink from Dar'lon Ma requesting that you go to the Tower of Arcane Might to speak with Nelvon DeJuan. Thay is in need of your service once again.

Friend of Rashemen. You have received a note from Lady Vandree that says the following: "Thay is looking for another artifact and the Rashemi want to prevent them from getting it. Please go to Mulmaster and wait for word from me."

Member of the Cloaks. As part of your service to Mulmaster, you have been commanded to undertake a diplomatic mission on their behalf. You are ordered to report to Nelvon DeJuan in the Tower of Arcane Might.

Note: Characters who are members of the Brotherhood of the Cloaks do not have to pay the downtime day cost for playing this mod as this will count as their cloaks mission.

Order of the Gauntlet [Faction Assignment]. The order has received word that there are people

returning from Thar claiming to have been rescued from slavery by a great silver dragon.

Discover the truth of the dragon's existence.

Adventurers for Hire. Your deeds have become known in the area. You have received a request to work for the Cloaks of Mulmaster as envoys. The summons only states that the compensation will be considerable.

A Mulmaster Adventure

This a Mulmaster adventure. This means that characters that are members of the Cloaks can increase their ranks in that organization. They may also acquire any benefits that go with being part of that organization.

Part 1. Your Hired!

Estimated Duration: 20 minutes

The characters answer a summons from the cloaks to serve as envoys for an important diplomatic mission.

While traveling to the Tower of Arcane, the characters receive a message as per a special version of the **Message** spell. The spell targets all the characters in the party. Read the following boxed text.

You are traveling through the ruined city of Mulmaster on your way to the Tower of Arcane Might when everyone in your party receives a magical message via spell. The message says “Before you go to the Tower to accept a job on behalf of Thay, I have a counter offer for you. Turn right at the next corner if you are interested. Lady Vandree.”

If the characters decide to follow the instructions of the message spell, read the “A slight detour” section. Otherwise read the “Strait on through” section.

A slight detour

When the characters round the corner as instructed, read the following boxed text:

You turn the corner and you see a beautiful drow woman dressed in a dark blue gown turn and enter the building next to her.

If the characters enter the building, read the following boxed text.

When you enter that same building, you see dancing purple lights that lead up the stairs and into one of the rooms.

Lady Vandree has a passion for the dramatics. She also wanted to make sure the characters didn’t have any mischief in mind. Should the characters have plans to betray her, assume that she is aware of it and disappears.

When the characters enter the room, read the following boxed text:

You enter the room and the lights go on. Inside you see a tall thin man dressed in the blue robes of a cloaks wizard. Next to him is the beautiful drow female you saw before. The man looks at you and says: “Hello adventurers. I’m glad you could come. My name is Nelvon DeJuan and allow me to introduce my friend here. This is Lady Vandree, she represents the interests of the nation of Rashemen, and we have an important task for you”.

Nelvon then steps back and Lady Vandree rises to speak. Her voice is musical, and her poise is one of someone who commands respect. She says: “The Thayans are searching the Moonsea for magical artifacts. They are then shipping them off to Thay to be used for some foul purpose. The people of Rashemen are mortal enemies of Thay, and wish to prevent Thay from getting any more artifacts.

Thay is currently mounting an expedition to Thar to search an ancient tomb that belonged to a long-ago minotaur lord. We want you to get their ahead of them and secure the right to excavate the tomb first. You’ll have to negotiate with the leader of a stronghold called Fangjaws Hold, for that stronghold is very close to the tomb. We will pay you 1000 GPs if you do this.” Right after Lady Vandree makes that statement a sprite appears on her shoulder, strikes a pretty pose and says “sorry friends, not each”. It then disappears and Lady Vandree continues her statement non-paused. “What say you?”

If the characters agree to help the Rashemi, then Nelvon will inform them there is no need to continue to the Tower of Arcane Might as no one will be there to receive them. If the characters don’t agree and wish to continue to the Tower of Arcane Might, then Nelvon will teleport to his office there and receive the characters as noted in the next section.

If the characters have questions, what Nelvon knows is listed at the end of this chapter.

Strait on through

If the characters decide to ignore the summons, read the following boxed text.

When you reach the Tower of Arcane Might and tell the apprentice at the front desk who you are, you are escorted up a couple of flights of stairs to a non-descript room that has nothing but a pitcher of water and plate of cheese in it.

After about an hour of waiting, your host arrives. A tall well-built man wearing a blue wizard’s robe enters and starts to pour himself a glass of water. He then looks to you and says: “Greetings adventurers. Thank you for answering my call. My name is Nelvon DeJuan, and I represent the cloaks of Mulmaster. The Thayans are interested in an artifact that is in a tomb in Thar. Thar as you know is a land filled with savage humanoids and monsters. This tomb happens be in the territory of a stronghold called Fangjaws Hold. This stronghold is the territory of the Skullsmasher ogre tribe.

We need you to go to Fangjaws Hold and negotiate a treaty for the rights to excavate the tomb on behalf of Thay. We will pay you 1000 GPs if you do this." Right after Nelvon makes that statement an owl swoops in from a window, screeches loudly and flashes a sign that says "not each". It then flees back out the window before you have a chance to react. Nelvon continues his statement non-paused "What say you?"

If the characters visit Lady Vandree but reject her offer, read the following boxed text.

When you reach the Tower of Arcane Might and tell the apprentice at the front desk who you are, you are escorted up a couple of flights of stairs to a non-descript room that has nothing but a pitcher of water and plate of cheese in it.

After about an hour of waiting, Nelvon walks into the room. The fact that Nelvon had to travel from the other location to here might explain why you had to wait an hour; of course, he is a powerful mage who probably could have just teleported here saving time. He then says: "Greetings adventurers. Since you weren't interested in assisting the Rashemi, I'm assuming representing the Thayans is more to your liking.

The story is the same only you'll be representing the Thayan's in your negotiations with the leader of Fangjaws Hold. We will pay you the same 1000 GPs if you do this "What say you?"

The characters may still accept Lady Vandree's offer if they want to.

Questions

Regardless of who the characters decide to work for, they will most likely have questions. Here is what Nelvon knows.

- Nelvon can provide a map to Fangjaws Hold for the characters.
- He doesn't know what kind of artifact is in the tomb.
- The only thing he knows about the leader of Fangjaws Hold is that he is an ogre.
- What can we offer in exchange for the excavation rites? See **Trade Negotiations** below

Trade Negotiations

Mulmaster will offer trade with Fangjaws Hold in exchange for the excavation rights. They offer to have a trade caravan visit the hold every other tenday. The offer is good for one year. It's up to

Fangjaws Hold to make continuing trade with them desirable.

Role-Playing Nelvon DeJuan and Lady Vandree

Nelvon DeJuan: Nelvon is a quiet and reserved person. He will keep the conversation to the business at hand.

Lady Vandree: Lady Vandree grew up in the politically dangerous city of Menzoberranzan. She has spent her whole life hiding her emotions and her true intentions. While she is a care free individual and rarely seen without a smile, the characters will not learn anything from her that she doesn't want them to know. She will not discuss the depth of her relationship with the Rashemi. She will keep the conversation to the mission at hand and the threat Thay would pose if they were to get the artifacts.

The Journey

It is a 140-mile straight shot from Mulmaster to Fangjaws Hold. The first half of the journey will be by boat crossing the Moonsea to Hulburg. From there it will be an overland journey to the range of hills in central Thar where Fangjaws Hold resides.

The characters will be given riding horses and ship's passage will be paid by the Cloaks. The journey to Fangjaws Hold should be uneventful.

Part 2. The Dangers of Thar (Optional)

Estimated Duration: 30 minutes

DM Note: This is an optional encounter. Some players need a combat encounter early in the game to keep their interest, and this adventure is heavy on role play. You decide if you want to add this encounter. If this adventure is being played at a convention, I only recommend running this encounter if you prep your maps and monster stats ahead of time and are an experienced DM.

Read the following boxed text if you are going to run this adventure.

It's been a long journey so far, and you can see the range of hills that marks your destination up ahead. Thar is a dangerous land, and anything might come out of the sky, burrow up from the ground or be hiding in the bushes between here and there.

The Burning Daggers have kill squads roaming the country side. Their main function is to attack all patrols and visitors approaching the stronghold. When the characters get close to Fangjaws Hold, they are ambushed by one of these squads.

If one of the characters have a passive Wisdom (Perception) score above 14 or an item, feat or class feature that prevents surprise, read the following boxed text.

As you round a bend in the trail, you notice movement on the top of one of the two hills that flank the trail. You realize that orcs are hiding in the bracken, and that they were trying to set up an ambush.

If none of the characters have a Wisdom (Perception) that high, then read the following boxed text. Give the orcs surprise against the party.

As you round a bend in the trail, you hear a loud roar as numerous orcs are racing down the hill towards you. It's an ambush!

The orcs will come out of hiding and throw javelins if they are out of melee range, and attack with their greataxes if they aren't. **Dangers of Thar DM and Player's Map in the Appendix.**

General Features

This encounter takes place after a long rest in the town square.

Terrain. This battle takes place on the trail between two shallow hills. The ground is flat dirt.

Hills. The two hills are 15ft high. Climbing the hill is difficult terrain, but it is normal movement coming down.

Weather. Cloudy skies.

Light. Bright daylight

Smells and Sounds. Wilderness smells. Nothing out of the ordinary

Tactics

The eternal flame priest will bombard the party with fireballs. The orcs will just try to kill the characters, so they can have them for dinner.

The Kill Squad

The orcs that make up the kill squad are as follows: one **tanarukk**, one **orc eternal flame priest (give it orc features)** and seven **orcs**

Uber Strong – Uber strong is used for parties that are exceptionally well equipped and optimized.

Adjusting this Encounter

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

- **Very Weak:** Remove one **tanarukks**
- **Weak:** remove one **tanarukk**, add two **orogs**.
- **Strong:** Add one **orc blade of Ilneval**. Add one **orc**
- **Very Strong:** Add one **tanarukk** and three **orcs**.
- **Uber Strong:** add one **orc blade of Ilneval**, one **tanarukk**, one **eternal flame priests** and three orcs.

Treasure

The orcs don't have any treasure.

Development

Searching the orcs doesn't turn up any treasure, but the characters will notice that all the orcs have a burn scar of a dagger that goes from their forehead to their chin. This scar marks them as orcs of the Burning Dagger tribe. No check is needed to recognize the significance of the scar.

From this point Fangjaws Hold is still 1 day away.

Part 3. Fangjaws Hold

Estimated Duration: 40 minutes

The characters arrive at Fangjaws Hold after a lengthy journey across the sea, through desolate wasteland and over rugged hills.

Read the following boxed text:

The last half-mile of your journey is a gruesome trip. The road is steep and winding and lined on both sides with impaled orcs. All of the bodies have a burn scar of a dagger that goes from their forehead to their chin.

The great gate of the fort is flanked by two stone towers. The gate itself is lined with the gigantic teeth of some beast to make it look like the gaping maw that gives the fortress its name. There are also several cages hanging from the walls that seem to have orcs and goblins in them. Some are dead while others look like they soon will be. You can see several ogres in the two towers looking down on you. On the wall, next to the gate, you see a large sign. Its written in Dethek.

Dethek is giant script. Give the characters **Player's Handout#1**. If they speak giant, also give them **Player's Handout#2**.

The gate opens, and four large, armored and unusually intelligent looking ogres come out and take positions around your party. They indicate you are to follow them.

Entering the hold, it's clear that you are in a place populated by savage humanoids. The smell is offensive. You can see piles of garbage scattered about, and many of the buildings have displays of skulls and graffiti written in what appears to be dried blood

Immediately to your left is a neighborhood of rickety shacks stacked upon each other like building block toys, and swarming with goblins. To the right is a space you would identify as a wagon yard, only it doesn't have any wagons, just a large building that looks like a cross between a barn and a smithy.

As the ogres escort you further up the main thoroughfare, you notice houses on the left that are built like those in the Moonsea but painted with dark and morbid colors and decorated with skulls and thorns. A single building among them stands in sharp contrast, painted in warm greens and yellows and decorated with flowers and vines. It appears to be an inn. There is no movement among these buildings. To your right is a neighborhood of large round huts with scores of ogres moving among them.

Finally, your escort takes you through the central square which serves as both a market and a center for entertainment. Here you get a closer look at the residents. Ogres mingle with orcs and goblinoids, and many of them have a brand of sorts displayed on their upper arm that looks like an open maw, much like the main gate. You can also see pony sized wolves walking around. One of them even looks like its talking to an orc.

The central square is flanked by an enormous tavern on the left and market stalls on the right. There is also what looks like a slave auction block and a huge fighting pit. Directly in front of you is what can only be the great lodge of the Ogre King.

The characters are now at the home of the Ogre King, read the following boxed text:

The ogres march you up to the front doors of a great lodge. Standing in front of them are two hobgoblins that seem very much out of place here, for they are both clean and well disciplined.

The hobgoblins escort you into the main hall, and immediately the change in atmosphere becomes apparent. The smell of unwashed bodies and neglected sanitation is replaced with incense and vegetable soup!? The long walk to the throne is taken upon a lush red carpet, and on each side of the carpet standing at attention are well-armored and well-disciplined hobgoblins.

Finally, you have reached your destination and are standing before the Ogre King. The Ogre King is easily 10 feet tall, and his skin is blue. Two tusks protrude from his lower jaw and two horns rise about a foot from his forehead. Yes, the Ogre King is an Oni, and he is wearing a robe of pure silk that would make any of the Zors of Mulmaster envious. He also has a large bowl of what appears to be vegetable soup on the table before him.

Standing next to the throne on the king's left is a hobgoblin wearing a kitchen apron and chef's hat, and standing on the right is a female oni wearing a set of exotic looking armor and carrying great spiked club.

The Ogre King looks up and says: "Greetings small folk, my name is Bladod". He then gestures to his right and says: "This is my military commander and favorite chef General Subotai". Gesturing to the left he says: "This is my favorite wife Seng Krigga. You stand before the tharkul of Thar. Why have you come?". He then leans back and patiently awaits your answer.

If the characters ask to excavate the tomb but do not mention the trade offer, Bladod laughs and asks them why he should allow them to take from his lands without any compensation for him.

Bladod gestures to his guards who open a set of side doors to admit another group of humans.

If the characters are working on behalf of the Rashemi, then the humans are Thayans. Read the following boxed text.

Entering from a side room, is a bald middle-aged man. He wears the robes of the Red Wizards but lacks the tattoos. He is accompanied by a woman with the look of a martial artist, a knight wearing the colors of Thay and a squad of soldiers.

Bladod stands and introduces the group. “Meet Azak Throm and his entourage. He is also here to petition for the rights to excavate the tomb.”

Azak turns a cold and deadly look in your direction. It’s clear to see that the Thayan is not happy about your choice to support the Rashemi.

The Thayans are led by Azak Throm. The characters may know him from **DDEX2-5 Flames of Kythorn** or **CCC-sfbay-02-01 Old Enemies Arise**.

Azak has a squad of soldiers with him. They will either be Thayan warriors or undead dread warriors depending on the party’s power level. He also has a monk and a Thayan knight with him.

If the characters are working for the Thayans, then the group that enters from the side door are Durthan. Read the following boxed text.

Entering from a side room, you see two women with wearing wooden masks. They are accompanied by barbaric looking warriors carrying greatweapons and wearing light armor. One of the women has a mask depicting a bird of prey and the other has a mask depicting a hag. They position themselves next to you in front of Bladod’s throne.

Bladod stands and introduces the group. “Meet Lasharra and Shevarra of the Rashemi people and their entourage. They are also here to petition for the rights to excavate the tomb.”

Both women turn a cold and deadly look in your direction. It’s clear to see that the Rashemi are not happy with your choice to support Thay.

Lasharra is a wizard, and Shevarra is a Warlock of the Archfey. If the characters encountered these two witches in **CCC-sfbay-02-01 Old Enemies Arise** and killed them, then assume they were resurrected. If they were killed in such a way that they cannot be returned from the dead, then use the names Katrina and Sofiya. Yuldra from the previous adventure does not join on this mission.

The two witches are accompanied by some berserker warriors and a werebeast or two.

Remember that if any of the characters have the story award **Cursed by the Durthan**, then Lasharra and Shevarra can scry on them as if they have familiar knowledge (they’ve been watching them) otherwise assume they have second-hand knowledge of them.

After the other party’s dramatic entrance, Bladod addresses both parties together. Read the following boxed text.

“For me to be able to ensure your safety while excavating the tomb, I will need to further solidify my position here as Tharkul. You will help me do this.

First, I will seek the opinion of my leaders on regarding which of you I should support; however, I will first give each party 24 hours to sway their vote before I do this. My leaders are General Subotai, Chief Groggar, and Torak Thunderstep.” Bladod then gets a thoughtful expression on his face and says, “Wait, there is one more.” That’s when Subotai speaks up to remind him by saying “The goblin my lord.” Bladod pounds his fist on to the throne and says, “That’s right, Slicer the goblin!” Tomorrow, I will summon you and discuss what else needs to be done before I make my decision.

In the meantime, you may stay at Aunt Peggy’s Bed and Board, on me, while you are here. Be sure to tour the town and get to know the locals. He he! Just don’t accept any dinner invitations. You may not appreciate the main course. BwaHahahahaha!”

With a final chuckle, Bladod leaves the throne room with his entourage. The characters will not get a chance to speak with General Subotai while he is there. Give the players the **Fangjaws Hold Map in the Appendix**

Tour the Town

Fang Jaws Hold is a collection of strongholds of monstrous humanoids on the verge of becoming a town. It has all the necessities one looks for in a town. It has entertainment, barracks, housing, a market and a lord’s manner. They just may be a little different than what the characters are used to.

The characters will need to ask around to learn where to find the three leaders. Almost everyone they meet will tell them that to meet Subotai, they need to first find Droop.

Wagon Yard

Immediately to the right as you enter the hold is a wagon yard. The large barn is completely dark inside, yet you see smoke coming from the chimney. There aren’t any wagons in the wagon yard now.

The wagon master is a surly grey dwarf named Kang. Kang keeps the interior of his barn dark and doesn’t like visitors when he is working. He also serves as the hold’s main blacksmith, but oddly he doesn’t make weapons or armor. It’s a sore subject with him, and he’s likely to get extremely angry at anyone who asks him about it.

Kang can make and repair anything listed in the Mounts and Vehicles section of the Player's Handbook at the normal prices with the following exceptions.

Mounts – The only mounts he can provide are those that can be bought from the local tribes. Only the following mounts are available.

Giant Boars – Treat as a donkey or mule

Rothe – Treat as a draft horse

Tack, Harness and Drawn Vehicles – He can make everything on this table except for the items listed below.

Carriage – He does not know how to make these.

Waterborne Vehicles – Kang does not know how to make anything on this list.

Goblin Shanty Town

Hugging the outer wall of the hold, is a mass of small shacks that look like they were stacked upon each other by a gigantic youngster. There are goblins scurrying all over. Some are sliding across zip lines, others are running along wooden plank bridges and others are passed out on benches with empty clay bottles next to them.

You think that navigating those warrens would be next to impossible as the pathways are often vertical as well as horizontal. In front of the shanty town and on the left side of the main thoroughfare is a fenced in compound filled with wolves. Judging by the number of goblins tending to them, you think that might be where they cage their mounts.

Medium sized characters will find it hard to navigate the alleys and walkways of this neighborhood. There is only one notable establishment that they might visit.

Beafee's Tall Folk Café – Beafee is a smart goblin woman who uses her establishment to cater to the orcs and ogres of the hold. She sells meat and ale she buys from the ogres and Barda and Lida. She even has some vegetables she buys from the hobgoblins. She sells the same wares that are sold throughout the hold and at the same prices.

According to the numbers, she shouldn't make any profits; however, she seems to always stay open and never runs out of food. Someone is obviously assisting with the finances. Curiously, Droop is a regular customer.

The Orc Caves

To the left of the entrance and past the goblin shanty, you see a wood palisade in the shape of a half-moon hugging the cliff side. The gate into this walled off section is guarded by two very large orcs wearing plate armor.

Despite the added security, you see traffic passing through the gate, but all of those entering and exiting are either orcs or worgs.

The orcs live in a cave complex that is dug into the hold's western mountainside. Their cave entrance is walled off by a wooden palisade. The worgs that the orcs ride are housed in a smaller palisade that branches off from their main one.

The characters are not welcome inside the palisade. This is true for orc and half-orc characters as well as they are not of this tribe.

The Hobgoblin Barracks

Passing the wooden palisade of the orcs, you come across another walled off area of the hold; however, this compound gives the impression that those that built it are much more disciplined. There are armored guards watching the gate and patrolling the battlements

As with the orcs, the gate is open and there are goblins and hobgoblins walking in and out of the compound.

The hobgoblins here are more civilized than most. The compound is off limits the characters. This is true for goblinoid characters as well.

The Central Square

Directly in front of Bladod's lodge is a vast open area of packed dirt. You can see wood stalls scattered across it in a monstrous parody of a city market. It appears that each of the four tribes have one or more stalls active in the market. At one side of the market area is a platform that has the look of a slave auction block. Next to the market area is a huge pit that is so big giants can do battle in it with ranged weapons

This vast open space is where life happens at Fangjaws hold. The following are the points of interest here.

Markets – All four tribes have stalls in the market area. Unless otherwise stated, only items from the Player's Handbook Adventuring Gear section are available at the stalls.

Goblins – Most of the goblin stalls have stuff scavenged from battles and stolen from the other tribes (although they keep the stolen items hidden most of the time). You can find any item that is 1 GP or less with the following alterations:

Poison, basic (vial) - Cost 120 GP and requires a DC 10 nature check, or you get sold a vial of colored water. If the character makes the check, the goblin laughs it off and give them the real thing.

Grappling hook - 2 GP

Meat, chunk (rat or wolf) - 1 SP

Hobgoblins – The hobgoblins are very self-sufficient, and have several talented artisans within their compound. Anything 50 GP and below can be found for sale in these stalls. This includes weapons and armor with the following alterations.

Splint mail (hobgoblin styled) - 220 GP

Silver a weapon (takes a day) - 120 GP

Vegetables (mostly roots, cabbages, and some berries) - 5 CP per 1lb.

Loaf of Bread - 5 CP

hunk of cheese - 5 SP

Wine, hobgoblin special (pitcher) - 5 SP

Goat Milk (pitcher) - 2 SP

Meat, chunk (goat) - 3 SP

Orcs – The orcs cater to the tribe's more monstrous appetites. They sell anything that costs 5 GP or less with the following alterations.

All weapons = Normal price

Light and medium armor = All items 50 GP or less

Meat, chunk (human, dwarf, halfling) - 1 GP

Meat, chunk (elf) - 5 GP

Ogres – The ogres only sell knick-knacks and hog meat. They sell all items 1 GP or less with the following alterations:

Meat, giant sized chunk (giant boar) - 5 SP

Meat, human sized chunk (giant boar) - 2 SP

Slave Auction Block – This huge platform looks like it's seen recent use. There are shackles attached to the blanks that are sized for large size and medium size creatures. You can see drops, puddles, and occasional sprays of dried blood about the structure as well.

Fighting Pit – This pit is enormous. Bladod tries to have weekly events where captured monsters fight each other or some of his warriors. He encourages prisoners who are sentenced to die to take the option of fighting in the pit; however, he usually makes sure they are over matched.

The pit's dimensions are 60 ft. by 40 ft., and it is 30 ft. deep. There are ladders sized for medium and small creatures fastened around the pit. They can be removed if needed.

Barda and Lida's Club

Flanking the vast market area, is a huge lodge. It's so big that it extends nearly the whole length of the market's west side. It appears to be a tavern of sorts judging by the orcs and ogres that are stumbling out of it drunk. Written in what appears to be dried blood on the side of the building is the tavern's name "Barda and Lida's Club".

This tavern is run by a female ettin who's two heads are named Barda and Lida. Barda is the cook and Lida is the brewer. Together they sell the following wares

Ale, mug – 6 CP

Ale, Gallon – 4 SP

Man-sized plate of meat (rothe or boar) and bread – 3 SP

Ogre-sized plate of meat (rothe or boar) and bread – 1 GP

Ogre Town

All along the east side of the hold is a neighborhood of dwellings made of logs and mortar. Garbage is everywhere and the whole area has an eye watering stench. Moving about the dwellings are male and female ogres going about their daily business. Here and There you spot a few minotaur among them. You also catch a glimpse of a large livestock pen behind the dwellings up against the outer wall.

Most of this neighborhood has little of interest to the characters. The ogres keep giant hogs and have a huge slaughter house where they process the meat for the rest of the hold. However, up against the rear wall is the ogre infantry headquarters where Torak lives and spends most of his time.

Little Moonsea

South of the central square is a neighborhood of dwellings sized for medium sized humanoids. Whoever built them apparently tried to make them appealing to the humans of the Moonsea, but they obviously had no idea what they were doing. Instead of flowers, thorn bushes were planted, and the houses are painted in dark and dreary colors. There are some skulls painted on some of the fences and windows.

All of these houses are currently vacant. Only citizens may rent them. They rent for 5 SP a day.

Aunt Peggy's Bed and Board

Aunt Peggy's Bed and Board is a two-story building situation between the Little Moonsea and the Central Square. Unlike the other buildings in this quarter, this place looks pleasant. There are flowers in the yard and the building is painted in warm greens and yellows. On a sign above the door is the name of the establishment.

Behind the building is stable, so you can stable your horses.

Aunt Peggy is an elderly half-orc female with a motherly disposition who treats everyone like they were her children.

The characters will be able to stay here free of charge for as long as they are here negotiating with Bladod. This is at Bladod's expense. Aunt Peggy will sell them the normal food and drink found in the Player's Handbook.

On normal days she sells all the wares listed in the Player's Handbook in the Food, Drink and Lodging section at normal prices.

Meet the Locals

The characters will need to ask around to find the four leaders. This is also a good opportunity for the characters to witness the atmosphere of Fangjaws Hold.

Feel free to use the following citizen encounters as you see fit to provide flavor and role play opportunities for the characters.

The Wandering Worg

The worgs of Fangjaws Hold are not beasts but citizens. They are free to come and go as they please. The characters encounter one on her way out to hunt. Read the following boxed text to the person walking in the rear of the group

You're walking along when you sense a presence behind you. You quickly turn around and see a pony sized black wolf sniffing your behind. Startled by your reaction, the wolf sits on its haunches, tilts its head to the side and says in perfect common "What, I'm just saying hello!" He then lowers his head and his eyes take on an evil gleam as he says "Hey, you want to go outside the hold and go hunting? I'll bet it would be a grand

There is no mistaking who the hunter will be and who will be the prey; however, the worg will not be offended if the characters refuse, and it is even willing to answer some questions.

The worg can tell the characters where to find Grognar or Droop.

Troubleshooting: There will undoubtedly be some characters that want to take the worg up on his offer. You play that how you want. If the whole party wants to go, the worg will retract his invitation stating they will "spoil the hunt".

The Intoxicated Ogre

You come across an ogre leaning up against the wall of a building. He appears to be relieving himself. You are about to pass him by when he turns around with a slight stumble and addresses you in broken common. "Huh? Who you? *Hic up!* Grooaaan! I no feel good." It's clear he is highly intoxicated.

Looking at the ogre, you can see that he didn't always manage to hit the side of the building, or perhaps it was just a lot of backsplash. You figure you have only a few seconds to get some information out of him before he passes out.

After the question is asked, the ogre loses consciousness and falls over onto the closest character. That character needs to make a dexterity saving throw at DC 10 or be crushed by the body of the 10-foot behemoth. The damage is minimal and doesn't need to be recorded, but the character is restrained and prone underneath the creature. The character can easily be extracted from this predicament, but now smells like soiled ogre. Fun times! The ogre does not wake up for several hours.

Passing Orcs

You see two orc warriors walking in your direction. and can hear them speaking in orc. One of them gestures in your direction but then he gets elbowed by his friend. After the reply they both start laughing.

If any of the characters speak orc, read the following boxed text.

The orc who gestured said to his friend "Hey look, it's those outsiders staying at the food court". The other orc then elbows him and says "Don't say that! Bladod wants us to call it Little Moonsea now. He actually wants them to live there!" bwahahahaha!

The orcs are not hostile. They think it's funny that their prey is being invited to stay in the hold. If any of the characters speak orc, they can tell them where to find Droop, Slicer or Grogmar. They don't speak common.

The Orc Barmaids

Two female orcs are walking towards you. They appear to be workers from Barda and Lida's Club. They give you curious looks. Are looks of interest, contempt or amusement?

The two orc females are on their way home from their shift at Barda and Lida's. They speak a halting common and know the location of Grogmar, Slicer, Droop and Torak.

The orcs will look favorably upon any half-orcs or characters with a strength of 15 or above. Use this information as you see fit to provide entertainment for the characters.

Off Duty Soldier

You see a hobgoblin leaning up against a building. He appears to be carving on a wooden stick. As you approach, he gives your party a glance and then returns to his carving oblivious to your presence.

The characters encounter a hobgoblin soldier off duty from Bladod's lodge. He speaks halting common and will treat the characters with indifference. He knows you must go through Droop to get an audience with Subotai, and he knows the location of Grogmar, Slicer and Torak.

Goblin Scam Artist

A goblin hails you from behind the corner of a building. In common he says "Psst! Hey tall folk, you need help with anything? I know everything there is to know here. For a price of course."

The goblin's name is Ergal, and he is a true rogue. He knows just about everything mentioned in this adventure; however, his information comes with a price, and he usually likes to give false information.

Each piece of information costs a gold piece. He knows the location of the four leaders, but he will add a little extra bit of misleading information when

he describes their whereabouts; for instance, for Grogmar, he will say "Grogmar respects someone who can beat him in the ring. Kick his butt, and you will have the best chance at winning his favor?"

Slicer is really good at telling fibs, so it takes a Wisdom (Insight) DC 15 to see through his lies.

Treaty Points

The characters will need to perform several tasks to gain Bladod's favor. Each task will bestow one or more treaty points. The party with the most treaty points at the end of part 4 will win the excavation rights and Bladod's favor.

Each encounter will also list how the other party fared and how many treaty points they earned.

Keep track of the number of treaty points the characters and the other party earned, but don't let the players know you are tracking this. Tally them up at the end.

At the end of the adventure, there will be an option to calculate experience for parts 3 & 4 using treaty points rather than experience for monsters defeated.

Chief Grognar

Grognar is the leader of the orc berserkers and goblin scouts, and he's a fierce berserker warrior himself. He is known amongst his warriors as the Elf Eater.

Grognar can be found most often drinking with his warriors in Barda and Lida's Club. If the characters ask any orc in the hold, that is where they will be directed to go.

When they enter the tavern, read the following boxed text:

As you push aside the cave bear hide acting as the door to the tavern, the noise of raucous laughter and the smell of mead overwhelms you. Long tables are set in rows all along the floor. Some are for large size creatures and others are for people more your size. The floor has sawdust covering it from corner to corner, and there are several skeletons of huge beasts on display all along the walls and floor of the hall. The place is filled with orcs and ogres deep in their cups.

In the center of the hall is a long cooking pit that currently has three roasts being turned on a spit by female orcs and ogres. You see a female ettin going from table to table carrying a tray with mugs of beer in one hand and a huge spiked club in the other. She serves both to a couple of patrons as you watch.

To the left of the entrance is a raised platform that looks like it can be used as a stage. Currently it is being used as a wrestling ring. There is an exceptionally large orc, who you think could only be Grognar, wrestling an ogre on top of it. The ogre looks like he's losing, and you can hear the orcs standing around it chant "elf eater, elf eater, elf eater!"

The orc is Chief Grognar, and he is an orog. When the characters approach the stage, read the following boxed text:

As you approach the stage, it becomes apparent that not only is Grognar winning but he is just playing with the ogre. He sees you watching and cracks a gruesome smile. He then fires a punch to the gut and an uppercut to the chin that launches the ogre off the stage, and lays him out cold at your feet.

Grognar then walks up to the edge of the stage and looks down upon you and says: "So, the civilized folk have come to grovel at my feet and beg for my favor."

Grognar hates humans, elves, halflings, dwarves and all other "civilized" races. He wants nothing more than to slaughter and eat his way across the Moonsea.

Orc society is based on strength, so Grognar must show his power every now and then to keep his orcs in line. Besting a visiting adventurer is an opportunity he can't pass up.

Grognar will challenge the biggest character to a wrestling match. He will tell them that if they win, he will give them his favor; however, this is not true. Grognar is vengeful and his ego is greater than the Galena Mountains. If the character wins, Grognar will hold a fierce hatred for that person, and then he will not give his vote in favor of the characters.

If a smart thinking character lets the orc win, they may have a chance to win his favor. It will not be easy though. Not only do they have to lose, but they must feed his ego. To get Grognar's favor, the characters must succeed on a DC15 Charisma (Persuasion) check at disadvantage due to his hatred of the "civilized" races.

Before the match begins, the characters may make a DC15 insight check to realize that losing is the best play. Characters who have knowledge of orcs can make this check at a DC 10. Knowledge of orcs can be anything the DM feels is relevant. Some examples are, they speak orc, have the favored enemy (orc) feature, or are half-orcs.

DM Note: Gaining Grognar's favor is meant to be hard to do. Most parties will probably not be able to get this favor.

The Match

Winning Grognar's Favor

Goal – Increase your chances of gaining Grognar's favor by making him look good in front of his warriors.

The Match

Size up your opponent – characters may make a DC15 Wisdom (insight) check to realize that losing will be better than winning. If the character has orc blood or speaks orc, then the check is a DC 10

Best out of three - The two opponents will fight three matches.

Aide Another and Guidance (Optional) – Interference from the rest of the party in the match is looked on as cheating. Have the character attempting to aid make a DC 10 skill check of a skill you deem appropriate. Skills such as stealth, sleight of hand or performance are commonly used. Failure means he was discovered trying to provide illegal aid. If a character is caught doing this, then the character wrestling loses the match but Grognar gets angry and the Charisma (Persuasion) check is raised by 3 rather than reduced.

Try to win – To win the match, the character must make a Strength (Athletics) check of DC 18.

Success – The persuasion DC to earn Grogmar's favor is increased by 3. Grogmar gets visibly angry, and the other orcs start to visibly doubt his prowess. You can tell he is losing face. Maybe winning isn't such a good idea.

Failure – Grogmar gets cocky and plays to the crowd. The other orcs cheer him on and chant "Elf Eater" repeatedly. The Persuasion DC is reduced by 3.

Throw the fight – The characters can throw the fight, but it must be done without the orcs knowing they threw the fight. This requires a Charisma (Performance or Deception) check of DC 15. This check must be done by the character chosen by Grogmar to wrestle him. He won't wrestle the Halfling bard when there is a Goliath barbarian present.

Success - Grogmar gets cocky and plays to the crowd. The other orcs cheer him on and chant "Elf Eater" repeatedly. The Persuasion DC is reduced by 3.

Failure – You've been caught cheating. The Persuasion check is raised by 3.

Convincing Grogmar

Persuasion Check – The initial check is a Charisma (Persuasion) check that can be made by any member of the party. The base check is a DC 15 at disadvantage; however, this check is modified by the results of each match.

Remove Disadvantage – The only way disadvantage can be removed for this check is for the characters to fight all three matches with Grogmar and lose at least 2 out of the three without other members of the party having been caught actively aiding in the match.

Success – Grogmar is placated by his troops appraisal, and grants the characters his favor.

Failure – Grogmar sneers at the characters and it is obvious he holds a great hatred for them. He will not grant his favor.

Party Assist - The party may assist in the following ways.

Aid Another – This is not allowed for this check because it totally undermines the whole reason for the contest. Just consider Grogmar to be not amused with anything the other character has to say.

The Other Party

If the characters fail to get Grogmar's favor, then the other party will gain it by nurturing his opposition of a civilized Fangjaws Hold. They promise to help him overthrow Bladod and support him as the new Tharkul. Both the Thayans and the Durthans will use this tactic.

Reward

Winning this favor earns the character one treaty point.

Torak Thunderstep

Torak is a minotaur of enormous size. He's in charge of the ogre artillery and the ogre heavy infantry. Like Grogmar, he is opposed to a civilized Fangjaws Hold; however, he is not as fanatic about it as Grogmar is.

Torak was once the first mate under Captain Walharrow; however, he tried to overthrow him and take his ship. He failed, and Walharrow banished him from the Moonsea. He would have killed him, but Walharrow's daughter intervened and asked his life to be spared. The characters who make a DC15 history check may have heard this information.

Torak is not only large for a minotaur, he is also a lot smarter than the average minotaur. This is a source of frustration for him. He is unhappy because he has no one to interact with that is on the same intellectual level as him. Ogres are stupid, and he is surrounded all day by them.

When the characters ask around for the location of Torak, they learn that he is usually in his billet located in Ogre Town. When the characters approach his dwelling, read the following boxed text:

The walk-through ogre town will most likely be a hard memory to forget. It makes the Zhent Getto look like wealthiest neighborhood of Mulmaster before the fall. These ogres are more advanced than most, but they are still ogres. Just when you think your stomach can't handle any more of the stench, the air thins, and you come up to a lodge that is larger than the rest. Hanging from the front is a sign with "Headquarters" painted on it in giant.

When you go up to knock, the door opens, and an immense minotaur stands in the doorway. Chewing on a piece of wheat, he looks down on you and says: "Hello small folk, I've been expecting you. Come in, I have the chess board set up."

Torak has had the dragon chess board set up for a month now. He keeps trying to get Subotai to play a game with him, but Subotai doesn't care much for Torak and always has a reason why he can't play. When Torak sees the characters, he sees an opportunity for intellectual combat.

One of the characters will be asked to participate in a game of dragon chess against Torak. During the match, Torak will engage in small talk. This makes him feel like an intellectual. He will ask questions about the Moonsea and the cities that reside on its shores. He will ask if Walharrow is still pirating in the sea. If the characters mentioned they killed him, he will brighten up and look favorably upon them;

however, if they mention they killed his daughter as well, then he will be visibly upset and angry with the characters.

To win Torak's favor they must make a successful persuasion check. The persuasion check can be modified by give him a challenging game of dragon chess. The persuasion check is a DC15. If the characters let Torak know they killed Walharrow, then it is a DC10. If they mention killing Walharrow's daughter, then the check is DC20. If they say they killed both, then the check is still DC20.

Meet the Wallharrow

Captain Walharrow: Captain Wallharrow was a minotaur pirate operating in the Moonsea. Characters that played **DDEX01-09 Outlaws of the Iron Route** may have encountered him. He also appeared in **DDEP07-01 Peril at the Port**.

Captain Walharrow II: Captain Wallharrow II is the daughter of the first one. Characters who played in **CCC-YLRA01-03 Bound by duty** may have encountered her.

Winning Torak's Favor

Goal – To give Torak a challenging game of dragonchess to influence the Persuasion check needed to gain his favor.

The Game

One game, three checks – The game of dragonchess is a long game of each opponent sizing each other up and trying to out maneuver the other.

One Player – Only one character can participate in the game, and casting spells or other characters giving him advice might be considered cheating.

Aide Another and Guidance (Optional) – Interference from the rest of the party during the game is looked on as cheating. Have the character attempting DC 10 skill check of a skill you deem appropriate. Skills such as stealth, sleight of hand or performance are commonly used. Failure means he was discovered trying to provide illegal aid. If a character is caught doing this, then the DC to persuade Torak is increased by 3.

Torak sizes you up – As you make your moves throughout the game, Torak is sizing you up and trying to see through your deceptions and tactics. You can counter this with a Charisma (Deception) check at DC 15.

Success – Torak did not see through your tactics and could not guess your moves. The Intelligence (Gaming) check is reduced by 3.

Failure – Torak read your body language and knows your tactics. The Intelligence (Gaming) check is increased by 3.

You size Torak up – As Torak makes his moves, you have to see through his deceptions and tactics. You can counter this with a Wisdom (Insight) check at DC 15.

Success – You saw through Torak’s deceptive maneuvers and understood his tactics. The Intelligence (Gaming) check is reduced by 3.

Failure – You had a hard time reading the minotaur’s facial expressions and his tactics were too well played for you to get ahead of. The Intelligence (Gaming) check is increased by 3.

Win the game – You make an Intelligence (Gaming) check at DC 15. This check is modified by the two previous checks.

Success – You’ve won the game, and Torak is greatly pleased with the challenge you provided. The Charisma (Persuasion) is made with advantage.

Failure – You’ve lost the game. If you failed the check by more than 5, then you did not provide enough of a challenge to impress Torak. The Charisma (Persuasion) check is made with disadvantage. If you failed the check by less than 5, then the Charisma (Persuasion) check is unmodified by this roll.

Persuading Torak

Persuasion check – To convince Torak to grant you his favor is a Charisma (Persuasion) check at DC 15. This check can be made by any member of the party and is modified by the game of dragonchess.

Success – You talked a good game, and he rewards you with his favor.

Failure – You failed to win Torak’s favor. He gave it to the other party.

Party Assist – The party may assist the character making the roll in the following ways.

Aid Another – Not allowed. Advantage or disadvantage is determined by the results of the dragonchess game.

The Other Party

If the characters fail to get Torak’s favor, then the other party will gain it by just barely losing.

Reward

Winning this favor earns the character one treaty point.

Slicer

Slicer is the goblin in charge of the scouts. He's exceptionally intelligent and very cruel. Both those traits have kept him alive and in a leadership position in an environment where goblins are next to slaves.

Slicer keeps to the Goblin Shanty Town most of the time. He can usually be found in Beafee's Tall Folk Café. When the characters enter the establishment, read the following boxed text.

When you enter Beafee's, you can tell that the place is made up of a bunch of small shacks put together with the walls knocked out to form a place big enough to cater to people over 5 ft. tall.

There are several orcs sitting at tables with fearful expressions on their faces. One orc is standing up against the wall. He is shaking with fear. Sitting across the room from him leaning back on a chair is a blindfolded goblin. It looks like the goblins is getting ready to throw knives at the orc standing up against the wall. All eyes are on the goblin, and the atmosphere is that of quiet anticipation.

You look to the left of the entrance, and you see a goblin female consoling a very frightened goblin child. Rather than fear, the goblin female throws looks of heated anger and resentment at the orc up against the wall. It's obvious the orc is being punished for picking on the goblin child.

The goblin, who can only be Slicer, on the chair raises his hand to throw the dagger when he cocks his head as if listening to your entrance and then takes off his blindfold to address you. He says. "Aaahhh, it's the outsiders! Perfect! You can help me dispense justice to this orc. He figured because he is bigger, he can abuse us goblins at his whim. I'm teaching him the error in that way of thinking."

While Slicer is talking to you, the orc tries to sneak out the back entrance; however, before he can get two steps, Slicer throws a dagger behind him without even looking and it thuds into the wall a mere couple of inches from the orcs face. Defeated, the orc slinks back to his position against the wall and awaits his fate. Slicer then says. "The other humans were here earlier, their martial artist was a very good knife thrower, but we didn't have the excitement of a live target when they were here. Perhaps you'll leave a better impression."

Slicer will ask the characters to participate in a game of knife throwing with him. The objective is to get as close to the orc as you can without imbedding the dagger in his flesh.

Goal – The goal is to win Slicer's favor by winning the knife throwing competition against him. The characters don't need to make a persuasion check to win Slicer's favor. Whether or not they get the favor is determined by winning or losing the knife throwing competition.

The Game – Best out of three throws

Aide Another and Guidance (Optional) – Interference from the rest of the party during the game is looked on as cheating. Have the character attempting DC 10 skill check of a skill you deem appropriate. Skills such as stealth, sleight of hand or performance are commonly used. Failure means he was discovered trying to provide illegal aid. If a character is caught doing this, then Slicer will declare that throw won by him.

1st Throw – Slicer throws his knife and it thunks into the wall right next to the orc's eye. The orc puts out a squeal of fright. The character's need to hit an AC of 18 to beat his throw.

Success – The dagger lands in the wall close to the orc. There is a trickle of blood running down the orc's cheek. The orc is now visibly terrified.

Failure – The characters missed the mark. If the roll was below a 10, the it struck the orc. If the roll was a natural 1, then the orc was killed. When this happens, Slicer laughs at the character's clumsiness and commands one of the other orcs in the room to take its place.

2nd Throw – Slicer throws his knife and it imbeds up to the hilt into the orc's leg. The orc screams in pain, but it is too afraid to move. Slicer just shrugs, looks at you and says, "Your throw". The character needs to hit an AC 10 to beat his throw.

Success – Have the character describe where he/she hit with the dagger. If the score was above an 18, blood was drawn.

Failure – The dagger landed somewhere in the orc's flesh. If the roll was a natural 1, then the orc was killed. When this happens, Slicer laughs at the character's clumsiness and commands one of the other rocs in the room to take the dead orc's place.

3rd Throw – Slicer puts his blind fold back on and throws his knife at the orc. It lands in the wall right between the orc's legs. The orc is now sweating so visibly that it pools at its feet. Slicer then hands the blindfold to the character and says, "Good luck." The character needs to hit an AC 13 to beat his throw. The character suffers from the blinded condition unless he/she has something allows him/her to see while blindfolded.

Success – Have the character describe where he/she hit with the dagger. If the score was above an 18, blood was drawn.

Failure – The characters missed the mark. If the roll was below a 10, the it struck the orc. If the roll was a natural 1, then the orc was killed. When this happens, Slicer laughs at

the character's clumsiness and commands one of the other orcs in the room to take its place.

The Other Party

If the characters fail to win the contest, then slicer will give his favor to the other party.

Rewards

Winning this competition earns the characters one treaty point.

General Subotai

General Subotai is the commander of Bladod's forces. He is also here on behalf of the Lord's Alliance. Getting an audience with him is not so easy. Asking around the characters will learn that to get an audience with General Subotai, they must go through his goblin aid named Droop.

Finding Droop is easy as he is always running errands for Subotai either gathering ingredients for his cooking or passing military messages. He can be found in the Central Square, near the Hobgoblin Compound or near the Goblin Shanty Town.

When the characters encounter Droop, read the following boxed text:

You see a wiry goblin walking quickly through the crowds. He is carrying a satchel filled with papers over his right shoulder and basket filled with vegetables in his left hand.

Some of the papers in his satchel are for the characters, so once he sees them he immediately approaches them.

General Subotai has arranged for a cooking competition between both parties to compete for his favor. Droop is carrying the invitations.

The instructions on the invitation are for the characters to arrive at Bladod's Lodge 2 hours before dinner time which is sunset. They are told that the dish they are cooking will be a soup made with vegetables and a mystery meat which they will be given right before the competition begins.

The Monster Chef

When the characters arrive at the lodge, they see that they were not the only ones who received the invitation. Read the following boxed text:

You arrive at the front doors to the hall only to see the other party standing there as well. Apparently, the invitation wasn't for you alone.

The front doors open and standing in the doorway is a well poised hobgoblin wearing an apron and a chef's hat. He says to the both of you "greetings adventurers, my name is General Subotai. I have been asked by Lord Bladod to assess your worth in my eyes. Well, to me only people that can cook are worthy. Come with me, we have a cooking competition to partake in. This is an important competition, for the winner's meal will be served to Bladod for his dinner. If it's good enough, he may bestow additional favor upon you."

Winning Subotai's Favor

Goal – To influence Subotai's favor by winning the cooking competition.

Monster Chef

Phases – This contest is divided up into three phases. Each phase's success or failure affects the next phase.

Team Effort - While most checks must be done by one person, there are a variety of checks that span several different skills. Subotai considers this competition to be a group effort.

Mystery Meat – The meat given for this contest is from a rare subterranean lizard that has a sour taste to it. The sour flavor must be countered with other ingredients.

Aide Another and Guidance – The cooking competition is a team effort. Aide another and guidance are allowed unless otherwise noted.

Prep Phase – One character in the party must make an Intelligence (Nature or Cooking) check at DC 15 in order to counter the sour taste of the subterranean lizard meat. characters with a familiarity with the Underdark lifestyles, such as speaking undercommon know a little about this and reduce the DC for the Prep Phase check to DC 10.

Success – Success removes the disadvantage on the check for the cooking phase.

Failure – You have disadvantage on the check for the cooking phase.

Cooking Phase = During this phase the party cooks the meat. One character in the party must make a Intelligence (cooking) check at DC 15 with disadvantage. If they succeeded in the Prep Phase, then there is no disadvantage.

Success – Gives advantage on the Presentation Phase. This represents the party's meal being made superior to the other party

Failure – Imposes Disadvantage on the Presentation Phase. This represents the party's meal being made inferior to the other party

Presentation Phase – The party must make present their dish to Subotai. One character in the party must make a Charisma (Performance or Persuasion) check DC 15. Success on the Cooking Phase grants advantage on this check. Failure imposes disadvantage.

Success – The characters win the contest and their food will be served to Bladod. If the character scores above a 20 on this check, then Bladod liked the meal so much he grants them a treaty point. Success also gives the characters advantage on the persuasion check to win Subotai's favor.

Failure – The characters lose the contest and have disadvantage on the Charisma (Persuasion) check to win Subotai's favor.

Party Assist – The party may assist in the following ways.

Aid Another – Not allowed for this check.

Advantage or disadvantage is determined by the prep and cooking phase.

Convincing Subotai

Persuasion check – The characters must make a Charisma (Persuasion) check at DC 15. The check is modified by the results of the presentation phase of the cooking competition.

Success – You impressed Subotai with your cooking skills. You have earned his favor.

Failure – You failed to win Subotai's favor. He gave it to the other party.

Party Assist – The party may assist the character making the roll in the following ways.

Aid Another – Not allowed. Advantage or disadvantage is determined by the results of the cooking competition

The Other Party

If the characters fail to get Subotai's favor, then assume that the other party got it through some negotiation you are unaware of. Backroom deals.

Rewards

Winning this competition earns the characters one treaty point. If the characters also got a score of 20 or higher on the third phase of the contest, they earn an extra treaty from Bladod who is extremely pleased with the meal.

Next Mission

One the second day after their arrival, it is assumed that they have had a chance to petition for favor from all the leaders. The characters have now received a summons from Bladod to meet with him in his great hall. The other party is not there.

Choose your mission wisely

You should make sure to read both encounters thoroughly. One is heavy on role play for the right party, and the other is pure combat. If you have a party of evil characters or combat driven neutrals, they will have a hard time negotiating with the silver dragon, and he is a powerful foe. Feel free to have the other party get first choice and assign the orc encounter to the player's characters.

In the end, you are free to make modifications or adjustments to the encounters as you see fit to ensure your players have a good time.

DM note: If you want to choose the encounter for the characters, then don't read the following boxed text. Just read the boxed text for the encounter you wish to send them to.

When the characters get to Bladod's hall, they are brought before the Ogre King. His wife and military commander are also there. Read the following boxed text.

Bladod looks down at the characters from his throne and says "I have spoken with my leaders. I have their recommendations; however, I still have need of you. I have two threats to my sovereignty currently in place. I need them taken care of. If it is done by outsiders, it may help my people look more favorably upon you which helps me. One threat is an outpost of Burning Dagger orcs and the other one is a beast that is eating my livestock and killing my warriors. Which of these two will you take care of?"

The characters get to choose which mission to take on, and then the other party will do the other one.

If they choose the beast, then read the following boxed text.

Bladod rubs his chin while considering the characters. He then stands up and begins to pace in front of this throne saying: "To the West of here there is a spike of earth that juts up into the sky. At the top of that lone crag is a cloud that never dissipates. I believe that cloud to be the lair of a beast that is killing my patrols in that area and raiding my ranches for food. I need that beast either chased away or destroyed."

Bladod knows the following about the creature.

- The creature can fly
- The creature has an area burst cold attack
- He doesn't know if the creature is intelligence. There has been no communication initiated, and none of his warriors that have seen it stayed alive.

When the characters are ready, go to encounter **3A – Beast Hunt**.

If the characters choose the orcs, read the following boxed text.

Bladod leans forward on his throne and scowls as he says: "The Burning Dagger orcs are a boil on my behind. They are the only tribe large enough to challenge me, and challenging me they are. My scouts have discovered a cave where some of the burning daggers are camping. It's too close to my lands for my liking, and I believe it to be a forward base used to set the stage for an invasion. I want all the orcs killed and their chief brought before me, so I can interrogate him. Do this and I will look favorably on your request for the treaty."

Bladod knows the following about the orcs.

- The orcs worship the fire god Kossuth
- They like to use orcs with demon blood in their patrols
- They are very crafty and have probably fortified their position.

When the characters are ready, go to encounter **3B – The Burning Daggers**.

Part 4A. Beast Hunt

Estimated Duration: 60 minutes

The beast that Bladod was speaking about is an adult silver dragon that has made a nest at the top of the mentioned crag. Her name is Kastrandrethilian or Kastra as she likes to be called, and in her youth, she was a crusader for justice and belonged to the draconic order known as the **Talon's of Justice**. She solidified a cloud around the peak and turned her lair into a temple. She plans on using her lair as a beacon for good aligned knights and priests. She plans on re-establishing the **Order of the Silver Dragon**.

Her plans to be the source of a holy pilgrimage are for the future however. Her immediate concerns are the care of her three eggs. This makes her very paranoid about receiving new guests.

She has been attacking the patrols in this area to free the slaves the orcs and ogres had captured, and she has been raiding Bladod's farms for food.

When the characters are a half a mile from their destination, they will see the crag. Read the following boxed text.

Off in the distance you can see your destination. It's obvious that this is the place as there is a spike of earth that erupts from the wasteland around it. The top of the crag is shrouded in a cloud that doesn't move. You can also see what looks like a narrow path that snakes up the side of it.

The Fortune Teller

Kastra will know once the characters come within a half of a mile of her home. She will try and assess their intentions before they start the climb to her lair. To do this, she will pose as an old orc shaman who will read the characters fortune by "throwing the bones". She chooses the form of an orc because this is orc country, and she's trying to throw off suspicion.

The characters will encounter Kastra at the base of the crag. She will claim to be a servant to the beast who lives in the clouds, and she will offer to answer three questions for the characters.

The fortune telling is a ruse. Kastra already cast commune for herself before the characters get to her to ascertain if they are a threat. She asked the following yes or no questions.

- Does the party share her morals and ideals – This is a yes if more than half the characters are of good alignment, and none of them are evil.

- Are the party members greedy and selfish – This is a yes if more than half the characters are of a non-good alignment.
- Do the characters know about her eggs. – This should be a no unless there are extenuating circumstances.

If Kastra thinks the characters are a threat or she is unsure about them, she will use her fake reading of the bones to warn them off. Use your imagination. Any other questions the characters ask her will be answered with the goal to get the characters to leave. If the characters go up anyway, she will not stop them.

If Kastra thinks that the characters are good people and have morals and ideals that align with hers, then she will tell them "the oracle awaits your arrival. Please, make the climb".

If for whatever reason combat ensues here, then go to **Aggressive Negotiations**. Consider this area to be an extension of her lair.

Opening Negotiations

When the character starts their climb up the steps, Kastra will make one more attempt at communication with the characters.

If the characters gave a negative impression to Kastra or did not register as people that share her morals and ideals, read the following boxed text.

As you start your climb up the trail, you hear a loud booming voice speak to you in draconic from the top of the crag. It says: "Stop intruders, you come to my home un-invited. I am not receiving guests currently. Turn around and leave."

If the characters gave a good impression and was invited to visit the temple, then read the following boxed text.

As you start your climb up the trail, you hear a loud booming voice speak to you in draconic from the top of the crag. It says: "Hello noble heroes. You are welcome. I invite you to finish the climb and explain to me why you are here on behalf of a monster like Bladod."

Regardless of the reception they get from the dragon, she will take no action against them if they decide to continue the climb.

Kastra is an enemy of Fangjaws Hold. She knows the treatment slaves get within those walls; consequently, once she learns that the characters are there on Bladod's behalf, they will have to convince

her to enter negotiations with them. She will start by questioning their reasons for taking the job. Their answer will determine whether she will enter negotiations with them. This is done by having the characters make a Charisma (persuasion or deception) check of DC15. The check is modified as follows.

- The results of the commune spell question regarding the characters sharing Kastras's morals and ideals was positive - The check is made with advantage.
- The results of the commune spell question regarding the characters being selfish and greedy was positive - The check is made with advantage.
- There is a follower of an evil god within the party, or one of the characters comes across as evil – The check is made at DC 20.
- There is a paladin or a priest of a LG god and no evil characters or followers of evil gods within the party. – The check is made at DC10.

If the negotiation attempt fails, then Kastras will demand that the characters leave her home. If they don't comply, she will attack them. Go to **Aggressive Negotiations**.

If she agrees to negotiate, then go to **Let's Make a Deal**.

General Features

This is the general features of the area around the crag.

Cliff Face: The cliff face is a hard climb. It is 1000ft. to the top of the crag. Each round the character would have to make a DC15 climb check unless they have a climb speed.

Weather. Overcast and cold. This is a constant affect created by Kastras.

Light: Depending on the time of day the characters choose to approach, it should be bright light unless they approach at night. At night, it will be full dark because of the over cast casting my Kastras's magic.

Trail: The trail zigzags up the crag and is only 5ft. wide. Every 20 ft. the trail takes a turn. The last 20 ft. before the top is strait.

Smells and Sounds. There are no animal noises here. The dragon has either killed or scared off all the local wild life.

Top of the Crag. The top of the crag is Kastras's Lair. It is a 40ft. by 80 ft platform made up of solidified cloud. There is a cave that goes into the rock in which Kastras keeps her eggs and treasure. It is concealed by a permanent illusion.

Who is Kastrandrethilian

Kastrandrethilian (Kastras) is a female silver dragon who belongs to an order of dragon paladins known as the **Talons**

of Justice. She was a young dragon during the last **Rage of Dragons**, and assisted on the attack that ended Dragon Rages once and for all.

She is now an adult and has just laid her first clutch of eggs. She hopes that her offspring will be her first subjects in the newly formed Talons of Justice. She plans on using her lair as a focal point for pilgrimages of paladins and priests of good alignment within the Moonsea.

Kastras is an **adult silver dragon** with the ability to cast spells. She also has paladin levels. She has all the abilities of an adult silver dragon with lair actions plus the following:

- Divine Smite - She can expend one of her unused spells to smite as a paladin. The level of the smite is equal to the level of the spell spent. She gets the extra 1d8 radiant for attacks against fiends and undead as well.
- She can Lay on Hands as a 2nd level paladin.
- She can cast the following spells 1/day (*Raise Dead, Clairvoyance, Dimension Door, Greater Restoration, Commune*)

Forgotten Realms Lore

Here is a brief description of the Forgotten Realms lore content mentioned.

Talons of Justice: This was a knightly order of dragon and half-dragons of lawful good alignment who opposed the Talons of Tiamat and the Cult of the Dragon. One of their edicts was the protection of the "lesser races".

Rage of Dragons: This was a realms-wide event that occurred when many dragons went on a collective, senseless rampage, destroying everything in their path. This periodic madness seemed to be tied to the appearance of the King-Killer Star and lasted for a tenday. These rages start around -25,000 DR, and they ended with the last one occurring on 1373 DR.

Order of the Silver Dragon: A knightly order that was founded in Barovia by the silver dragon Argynvost. Kastras learned of his legend from a passing adventure who had been there. She was so moved by the story, she decided to resurrect the order.

Let's Make a Deal

Kastras is only willing to negotiate with Bladod for the sake of her eggs. As far as she is concerned, Fangjaws Hold is a place of evil. The characters need to convince her Bladod's intentions of becoming civilized are sincere. She will make the following agreements.

- Stop raiding the farms – She will only agree to this if she is paid a tithe of cows. The payment will be the equivalent to three cows every tenday.
- Stop attacking the patrols – She will only agree to stop attacking patrols if they are

kept out of her region. That is 20 miles in any direction from her lair. Any patrols that enter this area are open game and all slaves will be freed.

- Alliance – The idea of forming an alliance with Fangjaws Hold is abhorrent to her; however, for the sake of her eggs, she will consider it. For her to agree to this, she will require that Bladod abolish slavery and pay her a tithe of 3 cows every tenday. If he agrees to this, she will guard his western approach from evil armies and stop her hostilities. She will not fight for him though, and the first time he takes hostile action against the civilized lands of the Moonsea the alliance is terminated.

If the characters fail to come to an agreement with the dragon, then treat the encounter the same as if the negotiations never began. She will demand that the characters leave, or she will attack.

The Order of the Silver Dragon

If the characters successfully negotiate with Kastra, she will be impressed with their ability to come to a peaceful solution; consequently, any character of good alignment will be offered the opportunity to join the resurrected order of knights. To become a Silver Dragon knight, the character must swear to the following oath:

- To protect those that can't protect themselves
- To oppose evil wherever you find it
- To seek a peaceful solution to all conflicts if possible.

If the characters agree to swear to the oath, read the following boxed text.

The mighty dragon transforms into a stately human woman in silver robes. She then smiles warmly at you as she lifts her hands to part the clouds and allow the sun's rays to shine down upon you bathing you in a golden halo. She then guides you through the oath that will bind you to the tenants of the Knights of the Silver Dragon order.

Once you have sworn the oath, she walks up to you and presents you with an amulet that has the symbol of the order upon it. She then says "wear this proudly, you have sworn to become a beacon of hope and justice within a world that is largely filled with hopelessness and cruelty. Know that the Talons of Justice are your allies and friends."

The character has earned the story award **Knight of the Silver Dragon**

Seal the Deal

The characters still need to return to Fangjaws Hold and get Bladod's approval.

Bladod isn't going to be very happy about having a silver dragon close to his lands. He especially won't be happy about paying a tithe of cows. The characters will have to persuade him to accept Kastra's terms. How well the characters negotiate will determine how far he is willing to go.

Have one of the characters make a Charisma (Persuasion) check. The result determines what Bladod agrees to.

- Stop raiding the farms – DC 10
- Stop attacking the patrols – DC 15
- Alliance – DC 20

Aggressive Negotiations

There is a good chance that this encounter will end in combat. That's ok. In this scenario, the dragon will use her lair to her advantage. This encounter includes **1 adult silver dragon** with modifications. See the **Who is Kastrandrethilian** side bar.

This encounter uses the **Map-Kastra's Lair** found in the appendix.

Uber Strong – Uber strong is used for parties that are exceptionally well equipped and optimized.

Adjusting this Encounter

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

- **Very Weak:** Decrease her hit points by 50, her attacks and AC by 2 and her frightened presence and breath weapon save DC by 2. Remove lair actions
- **Weak:** Decrease her hit points by 24, her attacks and AC by 1 and her frightened presence and breath weapon save DC by 1.
- **Strong:** Increase the dragon's hit points by 54
- **Very Strong:** Increase the dragon's hit points by 54. Her attacks and AC by 1.
- **Uber Strong:** Increase the dragon's hit points by 108. Her attacks by 3, and her AC by 2

Tactics

On initiative 20 Kastra will use her lair action to envelope the area in a fog cloud relying on her blind sight to see.

Kastra is not interested in killing the party. She will only use her cold breath if she is in mortal danger. If she is reduced to less than half of her hit points, she will believe that to be the case; however, when that happens, she will try to grab her eggs and fly away. Her preferred way to do this is to

Dimension Door out of view of the characters and then fly away.

If she enters melee with the characters, she will not kill unless she feels the character is a follower of an evil god. Most of the time when she delivers the final blow, she will choose to subdue.

An adult silver dragon can be a formidable foe for an ill prepared party. If the party is getting clobbered, feel free to have Kastras offer mercy. She can even re-open negotiations if you like.

Total Party Kill

If Kastras defeats the party, she won't kill them. If she can, she will carry them out of her territory and deposit them with a message written in the sand to not return. If that isn't possible, she will just wait for them to wake up and demand that they leave. If they don't comply, then she will use lethal force the second time around.

Development

The Other Party

If the other party does this encounter, assume they chased the dragon off, but she took her eggs with her. They earned 2 treaty points.

Enemies of Justice

If the characters killed Kastras and took her eggs, then their exploits will become known throughout the land. This will draw the attention of the other members of the **Talons of Justice**. The characters will earn the story award **Enemies of Justice**.

Rewards

Treaty Points

The characters will have done one of three things. They will have either killed or driven off the dragon, convinced her to form an alliance, or convinced her to stop raiding his cattle and farms.

The characters will earn treaty points based on the following table

Action	Treaty Points
Killed the dragon	3 points
The dragon was chased off but not killed	2 point
The dragon formed an alliance with Bladod	3 points

Negotiated with the dragon to get her to stop raiding the farms and attacking the patrols	2 points
Negotiated with the dragon to get her to stop the raiding the farms only	1 point
Gave Bladod one of her eggs (The dragon must be dead for this to happen)	1 point per egg

Treasure

Kastras's main hoard is not here. This is not her main lair; however, she has acquired some treasure from her raids against the neighboring tribes of humanoid. Kastras's treasure is located behind a wall of solidified fog along with her eggs. The treasure consists of the following.

- 3000 copper pieces (30 gp)
- 200 silver pieces (20 gp)
- 75 gold pieces (75 gp)
- 20 platinum pieces (200 gp)
- Silver plate and silverware set in a redwood box (25 gp), gold framed mirror (30 gp), silver dragon chess set (20 gp) (total = 75 gp)
- 3 Silver dragon eggs (200 gp each)

Renown

Order of the Gauntlet characters that discover Kastras is a silver dragon and don't attack her, earn an extra renown within their order.

Part 4B. Burning Daggers

Estimated Duration: 60 minutes

The orc tribe known as the Burning Daggers is Bladod's biggest rival for control of this region of Thar. The Burning Dagger orcs worship Kossuth rather than the normal orc deities, and they show their devotion by heating up their blades and then burning their face with them.

These orcs are indeed here to scout and build the foundation for an invasion; consequently, these are not run of the mill orcs. They are the elite.

The lair of the Burning Dagger orcs is a cave at the northern base of the hill range that Fangjaws Hold resides in. Its approximately 15 miles away, but traveling there is through rugged hill country. It will take about 1 day to get there.

The entrance to the cave is a gauntlet. It is a dome with two fortified bunkers manned by orcs that sit 15 ft. above the ground on a ledge. When the characters are approaching the mouth of the dome, read the following boxed text.

You have been following a winding ravine for about half a mile when the path seems to take a sharp left into a large cave opening.

At this point the characters can try and stealth up to the cave mouth; however, they have disadvantage because the orcs are constantly watching the cave mouth. Once the characters are within the cave, stealth is not possible unless they are invisible. When the characters are at the cave mouth, read the following boxed text.

The large opening is the entrance to an enormous cave. At the back of the cave is another smaller cave entrance that looks like it leads into cavern system. There are two ledges that run the length of the domed cave about 15 feet up from the cave floor. About 60 feet in on both ledges is a bunker made of logs with an opening on the front and side facing the cave floor. You can see a large crossbow like device inside it manned by orcs.

General Features of Domed Cave

This general feature of the cavern complex that the burning daggers occupy is as follows.

Ravine Floor: The ravine floor is compact dirt and is normal terrain.

Domed Ceiling: The Ceiling of the outer cave is 40 high.

Cliffside: The cliff from the ground to the first ledge is between 15 ft. high. It requires a DC15 climb check to scale.

Light: The domed ceiling and the cliffs blocking the entrance to the cave mouth block most of the sunlight. If the characters attack during the day, the dome is dim light. If they attack at night, the area under the dome is dark.

The Ledge: the ledge is 10 feet wide and has a ramp at the end by the cave wall that leads down to the bottom of the ravine.

The Burning Dagger Orcs

The orcs that occupy the cave and the gauntlet are as follows: 3 **tanarukks**, 1 **orc blade of Ilneval**, 1 **eternal flame priest (give orc traits rather than human traits)**, and 10 **orcs**.

The maps for this encounter are in the appendix, they are: **DM's Handout Orc Cave**, **Player's Handout Orc Cave** and **Player's Handout The Gauntlet**.

Uber Strong – Uber strong is used for parties that are exceptionally well equipped and optimized.

Adjusting this Encounter

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

- **Very Weak:** Remove two **tanarukks**, and only have one bunker be manned. Have the orcs be resting in the cave with the rest.
- **Weak:** remove one **tanarukk**, and only have one bunker be manned. Have the orcs be resting in the cave with the rest.
- **Strong:** add one **eternal flame priest**
- **Very Strong:** add one **tanarukk**
- **Uber Strong:** Replace the **orcs** with **orogs**. Add one **tanarukk**.

The Gauntlet

The cave sits at the end of a winding ravine. The approach to the cave is protected by a large cliff face, so the characters will not have site of the cave until they right at the entrance. The walls of the domed cave are a steep slope; however, 15 ft. up each side is a 10-foot-wide path that runs the length of it. On each path is a bunker. Climbing the slope requires a DC15 Athletics (Climb) check.

Bunkers

These bunkers are manned by orcs. Their job is to harry the enemy's approach and blow the horn to warn those in the cave. The bunker provides protection on all sides but the two openings. It provides superior cover and resistance to all area-based energy attacks through those openings. All other sides provide full cover.

Each bunker also has a ram's horn in it that is used to warn the orcs in the cave when they are attacked.

Each bunker is manned by 3 **orcs** who work the ballista. They are positioned at 60 ft. into the draw. There are three teams that rotate in shifts. One team will be in the cave resting.

Ballista

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit* 16 (3d10) piercing damage.

Bunker

Huge Object

Armor Class: 15

Hit Points: 100

Damage Immunities: Poison, Psychic

The bunker provides total cover on all sides but the two open sides that the ballista fire out of. Area effect spells can only reach the person inside if they have access through those two openings, even then the person inside has resistance vs such spells.

Inner Cave Entrance

The cave entrance at the back of the domed cave is guarded by one **orc** whose job it is to warn those in the cave when the horn is blown; however, the orcs in the cave will still hear the horn even if this orc is killed before he can warn them.

Tactics

The gauntlet is 90 ft. from the mouth of the ravine to the cave entrance. The bunkers are positioned at 60 ft. The orcs will target lightly armored casters first, or anyone they deem easy to hit. They will continue to shoot the ballista as long as they can.

The orcs and tanarukks from the cave will charge out one round after the horn is sounded with the tanarukks leading the way. The orc blade of Ilneval and eternal flame priest will arrive one round later. The orc blade of Ilneval will give his heaviest hitters extra attacks as often as he can, and the eternal flame priest will cast blur before leaving the cave. Assume mage armor is already cast. The priest's

main focus is to get as many fireballs off as he can. He will be wary of counterspell.

Treasure

Once the orcs are defeated, the characters are free to loot their lair. The orcs have kept themselves busy by raiding some of Bladod's patrols who in turn made raids on other communities. They keep their treasure in a small side cave the juts out from the main chamber. It consists of the following items:

- A bag of 150 gp, 400 sp, 100 cp and 10 pp. (total = 300 gp)
- A golden statue of Tyr's balancing scales (200 gp)
- A greatsword scabbard with gold and various gems inlaid in it (125 gp)
- A suit of half-plate decorated with symbols of the faithful of Tyr (375 gp)

Development

The characters will earn treaty points based on the following table

Action	Treaty Points
Killed every orc in the cave	2 points
One or more orcs escaped	1 point
Captured the Orc War Chief and brought him back to the Ogre King and killed the rest of the orcs	3 points
Captured the Orc War chief but some of the other orcs escaped.	2 points

The Other Party

If the other party does this encounter, assume they killed all of the orcs including the chief. They earned 2 treaty point.

Part 5. The Challenge

Estimated Duration: 60 minutes

This encounter takes place after Bladod has chosen which party will get the excavation rights. If he chooses the characters, then the other party, be it the Thayans or the Rashemi, will challenge the characters to a battle in the arena pit.

Should the characters lose the competition for the treaty, then the characters will be contacted by Subotai with instructions on how to challenge the other party.

Who won Bladod's favor?

Add up all the treaty points won by the characters. Also add up the treaty points the other party received. If the characters have the same amount or more treaty points than the other party, then they won Bladod's favor.

General Features

This encounter takes place after a long rest in the town square.

Terrain. This battle takes place in a huge dug out pit used for gladiatorial combat events.

Weather. Cloudy skies.

Light. Bright daylight

Smells and Sounds. Town stench caused by unwashed bodies and poor sanitation.

The Announcement

The characters and the other party are brought before Bladod to receive his ruling on who gets the excavation rights. Read the following boxed text.

You received your summons to stand before Bladod and receive his ruling. You were escorted to the throne room by a well-disciplined hobgoblin soldier. Upon arrival, you see Bladod, Seng Krigga and Subotai looking down on you from the throne platform. His sub-chiefs and other members of Fangjaws Hold are in attendance as well. The whole affair has the appearance of being a barbaric mockery of a gathering of nobles. Already standing before them are the members of the other party. Like you, they anxiously await Bladod's announcement.

Having patiently waited for everyone's arrival, Bladod stands up and makes his announcement. He says "You both have done well. You have secured my border and one of you have management to earn the approval of my community leaders. My position as Tharkul is stronger than ever, and now it is time to choose who will receive the rights to excavate the minotaur lord's tomb."

Scenario A. The characters on Bladod's favor

Once the characters are chosen by Bladod, the other party immediately accuses them of cheating. The fact that it would be nearly impossible to cheat is irrelevant. They have been instructed by Groggar that the accusation is all that is needed by law to initiate a challenge. The challenge is resolved through combat, and the location of the fight will be the battle pit in the square.

Bladod has just announced that your sponsor will receive the excavation rights. That's when the leader of the other party speaks out. That person stands up and yells "These people cheated to win your favor. I say they used magic to coerce your leaders into choosing them over us. We challenge them to a fight if they say it's not true!"

Bladod then turns to you and says "is this true? Did you use magic in your negotiations with my leaders? If this is true, then I will give them your excavation rights and impale you on stakes for your duplicity. If this is not true, then you must answer the challenge. What is your answer".

Unless the characters want to fight their way out of Fangjaws Hold, they will have to accept the challenge.

Scenario B. The characters did not win Bladod's favor

While Bladod is announcing that the other party won the rights to excavate the tomb, the goblin Droop hands the party a note that suggests they accuse the other party of cheating.

Bladod has just announced that the other party's sponsor will receive the excavation rights. It was during this announcement that you were handed a note from Subotai's aid Droop who was passing out drinks at the time. The note reads: "You must accuse the other party of using magic to coerce the leaders into choosing them. It is the only way to still win."

If the characters do not make the accusation, then they will be asked to leave Fangjaws Hold and the adventure is over.

If they do make the accusation, then read the following boxed text for Bladod's response.

You have just made your challenge, and Bladod has cracked a half smile knowing what comes next. He then turns to the other party and says "is this true? Did you use magic in your negotiations with my leaders? If this is true, then I will give them your excavation rights and impale you on stakes for your duplicity. If this is not true, then you must answer the challenge. What is your answer?"

The other party, of course, will have no choice but to accept the challenge.

Trial by combat

Once the challenge has been accepted, the two parties are escorted to the Battle Pit. A call then goes out throughout Fangjaws Hold for all to come watch the spectacle. Read the following boxed text.

You stand on the edge of a huge earthen pit. It is at least 30 feet deep, and big enough for giants to do battle. The other party is facing you from across the pit. Bladod then gives the command for both parties to enter the pit. You see several ladders that will allow you to do so.

Once in the bottom of the pit, Bladod says loudly for all to hear "A challenge has been made and accepted. Our law states that victory will dictate who is right and who is wrong, and it is by my will and strength that the law is enforced. Let the combat begin!"

Each party will be given 1 minute to cast spells to summon creatures or add additional protections to themselves.

The Thayans

The Thayan party consist of an **enchanter (Azak Throm)** a **Captain Othelstan (Thayan Knight)**, a

hellenrae (Thayan Monk), two **priests**, four **thayan warriors**,

Uber Strong – Uber strong is used for parties that are exceptionally well equipped and optimized.

Adjusting this Encounter

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

- **Very Weak:** Remove 4th and 5th level spells from the **enchanter's** spell list. Replace the **hellenrae** with the **martial arts adept**. Remove one **priest** and 3 **thayan warriors**. Add 5 **dread warriors**.
- **Weak:** Replace the **captain othelstan** with a **knight** and the **hellenrae** with a **martial arts adept**. Remove one **priest**
- **Strong:** Give the **enchanter** **conjure elementals** with an **elemental already summoned**. Remove one **priest**, one **thayan warrior** and the **captain othelstan**, Add one **blackguard**.
- **Very Strong:** Give the **enchanter** one 6th level spell slot and add **chain lightning** and **globe of invulnerability** to its spell list, Remove one **priest**, one **thayan warrior** and the **captain othelstan**. Add one **blackguard**.
- **Uber Strong:** Replace the **enchanter** with an **archmage**, remove one **priests** and the **captain othelstan** and add one **blackguard**.

The Rashemi

The Rashemi party consist of an **enchanter (Lasharra)**, a **werebear**, a **warlock of the archfey (w/Annis Hag already summoned)** (Shevarra), and six **berserkers**.

Special Conditions: If any of the characters have the **Durthan's Curse** story award from CCC-SFBAY-02-01 and Lasharra or Shevarra are among Rashemi contingent, then the Rashemi have been scrying them and are familiar with their combat tactics. Grant every creature in the Rashemi contingent advantage on initiative.

Uber Strong – Uber strong is used for parties that are exceptionally well equipped and optimized.

Adjusting this Encounter

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

- **Very Weak:** Remove 4th and 5th level spells from the **enchanter's** spell list. Remove 4 **berserkers** and replace the **werebear** with a **weretiger**.
- **Weak:** Replace the **werebear** with a **weretiger** and remove 3 **berserkers**.
- **Strong:** Add 2 **berserkers**, Give the **enchanter** **conjure elementals** with an **elemental already summoned**. Add one **weretiger**

- **Very Strong:** Give the **enchanter** one 6th level spell slot and add **chain lightning** and **globe of invulnerability** to its spell list, Add 2 **berserkers** and one **weretiger**
- **Uber Strong:** Replace the **enchanter** with an **archmage**. Remove 1 **berserkers**. Add 1 **werebear**.

Development

Choose the scene that best fits the character's situation. That will determine which treasure they get as well.

The characters won Bladod's favor and the combat

When the characters vanquish their opponents, Bladod gives them time to heal their wounds and refresh themselves. He then calls them to stand before his throne. Read the following boxed text.

The party of savage nobles continues as you enter the hall; however, once your approach is noticed, they all begin to quiet down. By the time, you reach the throne to address Bladod, the room is quiet.

Bladod stands up and address the whole room in a loud booming voice. He says "Let all in this place know that these outsiders served Fangjaws Hold. They are proof that the civilized folk of the Moonsea can be counted on, and that they are more than just a source of food and plunder. For this service, I give them this magical amulet as a gift for their service." Zubotai then comes and hands the characters the **Amulet of Health**. Zubotai winks at the characters as he hands it to them saying "we don't know what it does anyway."

Bladod then looks down to you and says "You have done me a great service, and I hope that your people will look on this day as the beginning of a new relationship between Fangjaws Hold and the cities of the Moonsea. I hereby bestow upon you the option to become citizens of Fangjaws Hold. If you accept this brand, you and all you travel with will be allowed to enter this city and this region without fear of violence. Should this trust be broken, I will personally rip out the innards of the offender and impale his body upon one of the spikes that line the front gate's approach."

Bladod then gestures over to his left where you can see a hobgoblin holding a hot iron branding pole next to a huge brazier of hot coals. Bladod then says "If you accept my generous offer, go and tell my servant where on your body you wish for him to place the brand"

If the characters accept the offer of citizenship, then they will be branded with the symbol of Fangjaws Hold which is a circle of teeth forming an open maw. Give the characters the **Fangjaws Citizen** story award.

Treasure

For the services, they did on behalf of Bladod, the characters are awarded an **Amulet of Health**. This amulet is made up of a bloodstone flanked by troll fangs. The cord that holds it is made of troll hide.

Characters who wear this amulet tend to feel invincible when entering melee combat, but they have an aversion to fire. It's almost as if they think they are vulnerable to fire.

Magic Item: Amulet of Health

The characters are also given the traveling spellbook that belonged to the wizard of the other party.

Consumable: Traveling Spellbook

The characters lost Bladod's favor but won the combat

When the characters vanquish their opponents, Bladod gives them time to heal their wounds and refresh themselves. He then calls them to stand before his throne. Read the following boxed text.

The party of savage nobles continues as you enter the hall; however, once your approach is noticed, they all begin to quiet down. By the time, you reach the throne to address Bladod, the room is quiet.

Bladod stands up and addresses the who room in a loud booming voice. He says "Let all in this place know that these outsiders may not have been the favored of our leaders, but they obeyed our laws and won the rights to excavate the tomb through trial by combat.

Because they showed respect in adhering to our laws, I hereby bestow upon them the option to become citizens of Fangjaws Hold. If they accept this brand, they and all they travel with will be allowed to enter this city and this region without fear of violence. Should this trust be broken, I will personally rip out the innards of the offender and impale his body upon one of the spikes that line the front gate's approach."

Bladod then gestures over to his left where you can see a hobgoblin holding a hot iron branding pole next to a huge brazier of hot coals. Looking down on you, Bladod says, "If you accept my generous offer, go and tell my servant where on your body you wish for him to place the brand"

If the characters accept the offer of citizenship, then they will be branded with the symbol of Fangjaws Hold which is a circle of teeth forming an open maw. Give the characters the **Fangjaws Citizen** story award.

Treasure

The characters are given the traveling spellbook that belonged to the wizard of the other party.

Consumable: Traveling Spellbook

The characters lose

If the party surrenders or otherwise loses the combat without dying, they are unceremoniously cast out of Fangjaws Hold. On Bladod's orders, the orcs, ogres and goblinoids of Fangjaws Hold won't harass them while they are in their territory. They will be allowed to return to Mulmaster.

If they all died, then their remains are returned to Mulmaster on Bladod's orders. Grognar wanted them added to the feast.

Part 5. Epilogue

Estimated Duration: 20 minutes

When the characters return to Mulmaster, they will need to meet with Nelvon DeJuan and report. As always, Nelvon was monitoring their progress and knows when they start their journey back. Once they do, he will send them a message via **sending** and let them know where to meet him when they return.

The Characters Were Successful

The characters successfully negotiated a treaty with the leader of Fangjaws Hold. Read one of the two following story endings that fits best.

Success for Thay

If the characters were working for Thay, then Nelvon receives them in the Tower of Arcane Might. When they arrive, they are escorted to that same remote room they where they received their briefing. True to form, they wait about an hour before someone arrives. Read the following boxed text.

You have been waiting a long time.... again. Your about to throw your cup up against the wall when the door opens. Nelvon DeJuan enters the room carrying a bag of coins. He says to you "Good job adventurers. Thay is sending their excavation team as we speak. You have made an ally of Dar'Ion Ma and Thay for good or ill. Here is your payment. I will call on you again should Thay request your services."

Award the characters the **Pawn of Thay** story award.

Success for Rashemen

If the characters were working for Rashemen, Nelvon receives them in the same hid away building where they received their mission. Nelvon and Lady Vandree are waiting for them when they arrive. Read the following boxed text.

Upon entering the same small room where you were given your mission, you see Nelvon and Lady Vandree waiting for you. They greet you warmly and then Nelvon says "greeting adventurers, I'm glad you made it back ok. You did a good job securing those excavation rights. As we speak, a delegation from Rashemen is on its way to dig up the tome." Once he's done, Lady Vandree steps forward and says "You've made a powerful enemy when you openly opposed Thay. Watch your back; however, you have secured your friendship with the Rasheme people, and they are always looking for a chance to thwart Thay's plans. "

Nelvon takes over again and hands the characters a bag of gold. He says "Here is your payment. We will call upon you again soon I'm sure. Be well."

Award the characters the **Rashemi Regard** story award.

Treasure

The characters are paid the owed amount for a job well done.

Mission Payment: 1000 GP

The Characters Were Not Successful

If the characters were unsuccessful and still managed to return to Mulmaster, they will receive a **sending** from Nelvon explaining that a meet is not necessary. He thanks them for their service and tells them to be on their way. They receive no payment.

Rewards

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

Experience

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

Combat Awards

Name of foe	XP Per foe
Adult Silver Dragon	15,000
Adult Silver Dragon (Weak)	10,000
Adult Silver Dragon (Very Weak)	5,000
Archmage	8,400
Berserker	450
Blackguard	3,900
Captain Othelstan	1,800
Dread Warrior	200
Enchanter	1,800
Enchanter w/elemental	2,300
Enchanter w/6 th level spells	3,900
Eternal Flame Priest	700
Hellenrae	1,800
Knight	700
Martial Arts Adept	700
Orc	100
Orc Blade of Ilneval	1,100
Orog	450
Priest	450
Tanarukk	1,800
Thayan Warrior	450
Warlock of the Archfey	1,100
Werebear	1,800
Weretiger	1,100

Non-Combat Awards

Task or Accomplishment	XP Per Character
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Experience based on treaty points earned (Optional)

Rather than awarding experience for the monsters defeated, you can award experience based on the number of treaty points earned. This represents the character's ability to accomplish the tasks they set out to do

This option is available only for parts 3 & 4. If you use this, do not award the normal experience for those encounters.

If you use this option, award 700 experience points to each character per treaty point earned.

The **minimum** total award for each character participating in this adventure is 3000 **experience points**.

The **maximum** total award for each character participating in this adventure is 9000 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Mission Payment	1000
Dragon Hoard	400
Silver Dragon Egg	200 each
Orc lair hoard	1000

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Amulet of Health

Wondrous Item, rare

This amulet made up of a bloodstone flanked by troll fangs. The cord that holds it is made of troll hide.

Characters who wear this amulet tend to feel invincible when entering melee combat, but they have an aversion to fire. It's almost as if they think they are vulnerable to fire.

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher without it.

Player Handout 04.

Traveling Spellbook

This is a typical traveling spellbook as described in the Player's Handbook.

Player Handout 04.

1st level: absorb elements, mage armor, magic missile, shield, charm person*

2nd level: shadow blade, Mind Spike, hold person*, suggestion*

3rd level: counterspell, fireball, lightning bolt, haste

4th level: polymorph, greater invisibility

5th level: telekinesis, synaptic static, hold monster*, scrying

6th level: chain lightning

Story Awards

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

Enemies of Justice

You have offended the Talons of Justice and good dragons across the lands. This may affect how good dragons treat you in the future.

Player Handout 03

Fangjaws Citizen

You have been branded a citizen of Fangjaws Hold. While you have no featly to this monster town, you wear its brand; consequently, any enemy of Fangjaws that sees the brand, such as the Burning Dagger orcs, will start with a hostile attitude towards you.

On the good side, all orcs, goblinoids and ogres that are under Fangjaw's protection will give you and your traveling companions safe passage.

Player Handout 03

Knight of the Silver Dragon

You have been anointed as a Knight of the Order of the Silver Dragon. You have sworn to the following oath.

- To protect those that can't protect themselves
- To oppose evil wherever you find it
- To seek a peaceful solution to all conflicts if possible.

Good dragons across the lands that see your emblem will look favorably upon you

Player Handout 03

Rashemi Regard

You have done a great server for the Rashemi people. The people of Rashemen may look favorably upon you.

Player Handout 03

Pawn of Thay

You have shown that you are willing to work for Thay and help them achieve their goals. The people of the Thayan plateau may look upon you as a resource.

Player Handout 03

Renown

Each character receives **one renown** after this adventure.

Order of the Gauntlet. Characters that belong to the Order of the Gauntlet receive an **extra renown** if they discovered Kastras's identity without attacking her.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Featured NPCs

The following NPCs are featured prominently in this adventure:

Azak Throm. *Mulan Human, Male, Thayan Red Wizard*

Azak Throm was a Thayan spy before Dar'lon Ma arrived. He is a man with an immense ego tempered by incredible patience. His head is shaved, but he wears none of the tattoos commonly associated with red wizards.

Bladod. *Oni, Male, Tharkul of Fangjaws Hold*

Bladod's name means "Blue Death" in giant. He came to rule Fangjaws Hold when the previous ruler died. His history prior to that is unknown. He strives to make Fangjaws Hold recognized as a city by the other cities of the Moonsea.

Droop. *Goblin, Male, Aid De Camp to Subotai.*

Droop was a captive of bugbears far to the East. He was rescued by Subotai. Ever since, he has been his loyal servant; however, recently he was seduced by the Zhentarim to join their family. Ever since, he has been tipping them off to Bladod's and Subotai's dealings.

Groggar. *Orc, Male, Sub-Chief under Bladod.*

Groggar is a huge fierce orog standing almost 8 ft. tall. He hates everything "civilized" and is against a civilized Fangjaws Hold. He has been given the name Elf Eater by his followers because of his fetish for raw elf flesh.

Lady Vandree. *Menzoberranzan Drow, Female, Drow Wychlaran*

This beautiful drow female is also known as Liriel Baenre. She is the daughter of Gromph Baenre who was the archmage of Menzoberranzan before the events of Out of the Abyss. She is an accomplished wizard. Before the Spellplague, Liriel formed a relationship with a Rashemi berserker who named her his Wychlaran. Together they helped the Rashemi people, and she earned their respect and trust.

Lasharra. *Rashemi human, Female, Wychlaran wizard*

Lasharra is a stern woman in her middle years with piercing blue eyes. She has wild black hair that she keeps in check with a cloth bandana and is often seen smoking a pipe. Like all true Durthan she craves power, and she will sacrifice anything or

anyone to get it. She usually wears a mask of a bird of prey.

Shevarra. *Rashemi human, Female, Wychlaran Warlock of the Archfey*

Shevarra's age is hard to determine. She was found as a young girl on the edges of one of the sacred forests in Rashemen. She has strong ties with the fey, and it is believed that she serves a powerful hag from the Feywild. Her connection to the Feywild is obvious as her features have started to show an elvish appearance with pointed swept back ears, beautiful platinum hair and bright green eyes even though she is pure human. She wears a hideous mask that resembles a hag.

Subotai. *Hobgoblin, Male, General of Bladod's army.*

Subotai came east from the lands of the Sword Coast. He took the job working with Bladod on assignment from the Lord's Alliance. His job to keep tabs on Bladod and to help him try to become a town. The Lord's Alliance wants to open a trade route through his territory to Glister.

Torak Thunderstep. *Minotaur, Male, Sub-Chief under Bladod.*

Torak is an immense minotaur who once served under the infamous Captain Wallharrow. He considers himself to be an intellectual and is constantly looking for a challenging game of dragon chess to test his wits.

Nelvon DeJuan. *Damaran human, Male, Senior member of the brotherhood of the cloaks*

Nelvon DeJuan is a man who appears to be in his middle years. He is dark of hair and dark of eyes with a slight build. He is a powerful wizard, and he does not banter or mince words.

Slicer. *Goblin, Male, Sub-Chief under Bladod*

Slicer is a crafty and cruel goblin who leads the goblin scouts. He loves to intimidate and play cruel pranks on humanoids larger than him.

Appendix. Monster/NPC Statistics

Adult Silver Dragon

Huge Dragon, Lawful Good

Armor Class 19 (Natural Armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws DEX +5, CON +12, WIS +6, CHA +10

Skills Arcana +8, History +8, Perception +11, Stealth +5

Damage Immunities Cold

Senses Blindsight 60 ft., Darkvision 120ft., Passive Perception 21

Languages Draconic. Common

Challenge 16 (15,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on success. If a creature's saving throw is successful or the effect ends for it, the

creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon creates fog as if it had cast the fog cloud spell. The fog lasts until initiative count 20 on the next round.
- A blisteringly cold wind blows through the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

Annis Hag (Summoned creature and not included in the experience)

Large Fey, CE

Armor Class 17 (natural armor)

Hit Points 75 (10d10 +20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Senses darkvision 60 ft., passive perception 15

Saving Throws Con +5

Skills Deception +5, Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks.

Languages Common, Sylvan, Giant

Challenge 6 (2300 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

3/day each: disguise self (including the form of a Medium humanoid), fog cloud

Actions

Multiattack. The annis makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) slashing damage.

Crushing Hug. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6+5) bludgeoning damage,

and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6+5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way. If the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.

Archmage

Medium Humanoid, any

Armor Class 15 (natural armor plus *Mage Armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Senses passive Perception 12

Saving Throws Int +9, Wis +5

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing and slashing (from stonewood)

Languages – Common, Rashemi, Sylvan, Draconic, Mulan, plus 2 others

Challenge 12 (8400 XP)

Magic Resistance. The archmage has advantage on saves vs spells and other magical effects.

Spellcasting. The Rashemi Archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The Archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, shocking grasp, prestidigitation

1st level (4 slots): mage armor, magic missile, detect magic, shield

2nd level (3 slots): detect thoughts, misty step, mirror image

3rd level (3 slots): lightning bolt, fly, counterspell

4th level (3 slots): banishment, greater invisibility, fire shield

5th level (3 slots): synaptic static, scrying, telekinesis

6th level (1 slot): Guards and Wards

7th level (1 slot): teleport

8th level (1 slot): incendiary cloud

9th level (1 slot): wish

Actions

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

Blackguard

Medium humanoid, LE

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +5

Senses passive perception 12

Skills Athletics +7, Deception +5, Intimidation +5

Languages Common, Thayan

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared.

1st level (4 slots): command, protection from evil and good, thunderous smite

2nd level (3 slots): branding smite, find steed

3rd level (2 slots): blinding smite, dispel magic

Actions

Multiaattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Dreadful Aspect (Recharges after a short or long rest)

The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving, ending the effect on itself on a success.

Berserker

Medium humanoid (Rashemi Human), CN

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	10 (+0)	9 (-1)

Senses passive perception 10

Languages Common, Rashemi

Challenge 2 (450 XP)

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

Actions

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

Captain Othelstan

Medium humanoid, LE

Armor Class 19 (Splint, Shield)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Str +7, Con +6

Senses passive Perception 15

Skills Athletics +7, Perception +5, Intimidation +4, Religion +4

Languages Common, Damaran

Challenge 5 (1800 XP)

Action Surge (Recharges when Othelstan finishes a short or long rest). On his turn, Othelstan can take one additional action.

Tiamat's Blessing of Retribution (re-flavored as Torm's Blessing). When Othelstan takes damage that reduces him to 0 hit points, he immediately regains 20 hit points. If he has 20 hit points or fewer at the end of his next turn, he dies.

Actions

Multiattack. attacks twice with his longsword or spear, or makes two ranged attacks with his spears.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Dread Warrior

Medium undead, neutral evil

Armor Class 18 (Chain Mail, Shield)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

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

Saving Throws Wis +2

Skills Perception +3, Athletics +4

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages Common

Challenge 1 (200 XP)

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

Actions

Multiattack. The dread warrior makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 +2) slashing damage if used with two hands.

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

Enchanter

Medium Humanoid, any

Armor Class 12 (15 With Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Senses passive Perception 11

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Languages – Common, Thayan, Sylvan, Draconic, Rashemi

Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): acid splash, mage hand, poison spray, prestidigitation

1st level (4 slots): mage armor, magic missile, absorb elements, shield, charm person*

2nd level (3 slots): hold person*, suggestion*

3rd level (3 slots): fireball, counterspell, haste

4th level (3 slots): polymorph

5th level (2 slots): hold monster*, synaptic static

*Enchantment spell of 1st level or higher

Actions

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

Eternal Flame Priest

Medium humanoid, NE

Armor Class 12 (15 with Mage Armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Skills Intimidation +5, Religion +2, Deception +5

Damage Resistance Fire

Senses Passive Perception 10

Languages Common, Ignan

Challenge 3 (700 XP)

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to

hit with spell attacks). The priest has the following cleric spells prepared.

Cantrips (at-will): *control flame, create bonfire, firebolt, light, minor illusion*

1st level (4 slots): *burning hands, mage armor*

2nd level (3 slots): *blur, scorching ray*

3rd level (2 slots): *fireball, counterspell*

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Hellenrae

Medium humanoid, lawful evil

Armor Class 16

Hit Points 78 (12d8 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (=1)	18 (+4)	14 (+2)	10 (+0)	15 (+2)	13 (+1)

Skills Acrobatics +7, Athletics +4, Insight +5, Perception +5

Damage Immunities Poison

Condition Immunities Blinded, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 15

Languages Common, Terran

Challenge 5 (1,800 XP)

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

Stunning Strike (Recharge 5–6). When Hellenrae hits a target with a melee weapon attack, the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of Hellenrae's next turn.

Unarmored Defense. While Hellenrae is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Unarmored Movement. While Hellenrae is wearing no armor and wielding no shield, her speed increases by 20 feet (included in her speed).

Actions

Multiattack. Hellenrae makes three melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Reactions

Parry and Counter. Hellenrae adds 3 to her AC against one melee or ranged weapon attack that would hit her. To do so, she must be able to sense the attacker with her blindsight. If the attack misses, Hellenrae can make one melee attack against the attacker if it is within her reach.

Knight

Medium humanoid, any

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	15 (+2)

Saving Throws Wis +2, Con +4

Senses passive Perception 10

Languages Common, Thayan

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 5ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. 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.

Martial Arts Adept

Medium humanoid, any

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5 Stealth +4, Insight +5

Senses Passive Perception 13

Languages Common, Thayan

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit* 5 (1d4 +3) piercing damage.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

Orc

Medium humanoid, CE

Armor Class 13 (Hide)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Skills Intimidation +2

Senses Passive Perception 10, Darkvision 60 ft.

Languages Common, Orc

Challenge 1/2 (100 XP)

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

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 +3) piercing damage.

Orc Blade of Ilneval

Medium humanoid, CE

Armor Class 18 (Chain Mail, Shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws WIS +3

Skills Insight +3, Intimidation +4, Perception +3

Senses Passive Perception 13, Darkvision 60 ft.

Languages Common, Orc

Challenge 4 (1,100 XP)

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

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack)

Actions

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

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

Ilneval's Command (Rechar 4-6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

Orog

Medium humanoid, CE

Armor Class 18 (Plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

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

Senses Passive Perception 10, Darkvision 60 ft.

Languages Common, Orc

Challenge 2 (450 XP)

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

Actions

Multiattack. The orog makes two greataxe attacks.

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

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

Priest

Medium Humanoid, LN

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)

Senses passive Perception 13

Skills: Medicine +7, Religion +3 and Persuasion +3

Languages – Common, Damaran, Celestial and Chondathan

Challenge 2 (450 XP)

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

Cantrips (at will): light, sacred flame, spare the dying
1st level (4 slots): guiding bolt, healing word, cure wounds

2nd level (3 slots): zone of truth, spiritual weapon

3rd level (3 slots): dispel magic, spirit guardians

Actions

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

Tanarukk

Medium fiend, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances Fire, Poison

Senses Darkvision 60 ft., Passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Reactions

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

Thayan Warrior

Medium humanoid, any non-good alignment

Armor Class 16 (Chain Shirt, Shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Perception +2

Senses Passive Perception 12

Languages Common, Thayan

Challenge 2 (450 XP)

Doomvault Devotion. Within the Doomvault, the warrior has advantage on saving throws against being charmed or frightened.

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

Actions

Multiattack. The warrior makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Warlock of the Archfey

Medium Humanoid (Rashemi Human), NE

Armor Class 14 (natural armor plus *Mage Armor*)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Senses passive Perception 11

Saving Throws Wis +3, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities charmed

Languages – Common, Rashemi, Sylvan

Challenge 4 (1100 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: disguise self, mage armor (self only), silent image, speak with animals

1/day: conjure fey

Spellcasting. The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots

when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): dancing lights, eldritch blast, friends, mage hand, minor illusion, prestidigitation, vicious mockery

1st-5th level (3 5th-level slots): hex, charm person, dimension door, dominate beast, faerie fire, fear, hold monster, misty step, phantasmal force, seeming, sleep

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Werebear

Medium humanoid, neutral good

Armor Class 10 In Humanoid Form, 11 In Bear And Hybrid Form

Hit Points 135 (18d8 + 54)

Speed 30 ft., 40 ft., climb 30 ft. in bear or hybrid form

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Passive Perception 17

Languages Common (can't speak in bear form)

Challenge 5 (1,800 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Weretiger

Medium humanoid, neutral

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft., 40 ft., in tiger form

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Darkvision 60 ft., Passive Perception 17

Languages Common (can't speak in tiger form)

Challenge 4 (1,100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, 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 isn't transformed. It reverts to its true form if it dies.

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

Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw

or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

Actions

Multiattack. In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Young Silver Dragon

Large Dragon, Lawful Good

Armor Class 18 (Natural Armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws DEX +4, CON +9, WIS +4, CHA +8

Skills Arcana +6, History +6, Perception +8, Stealth +4

Damage Immunities Cold

Senses Blindsight 30 ft., Darkvision 120ft., Passive

Perception 18

Languages Draconic. Common

Challenge 9 (5,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

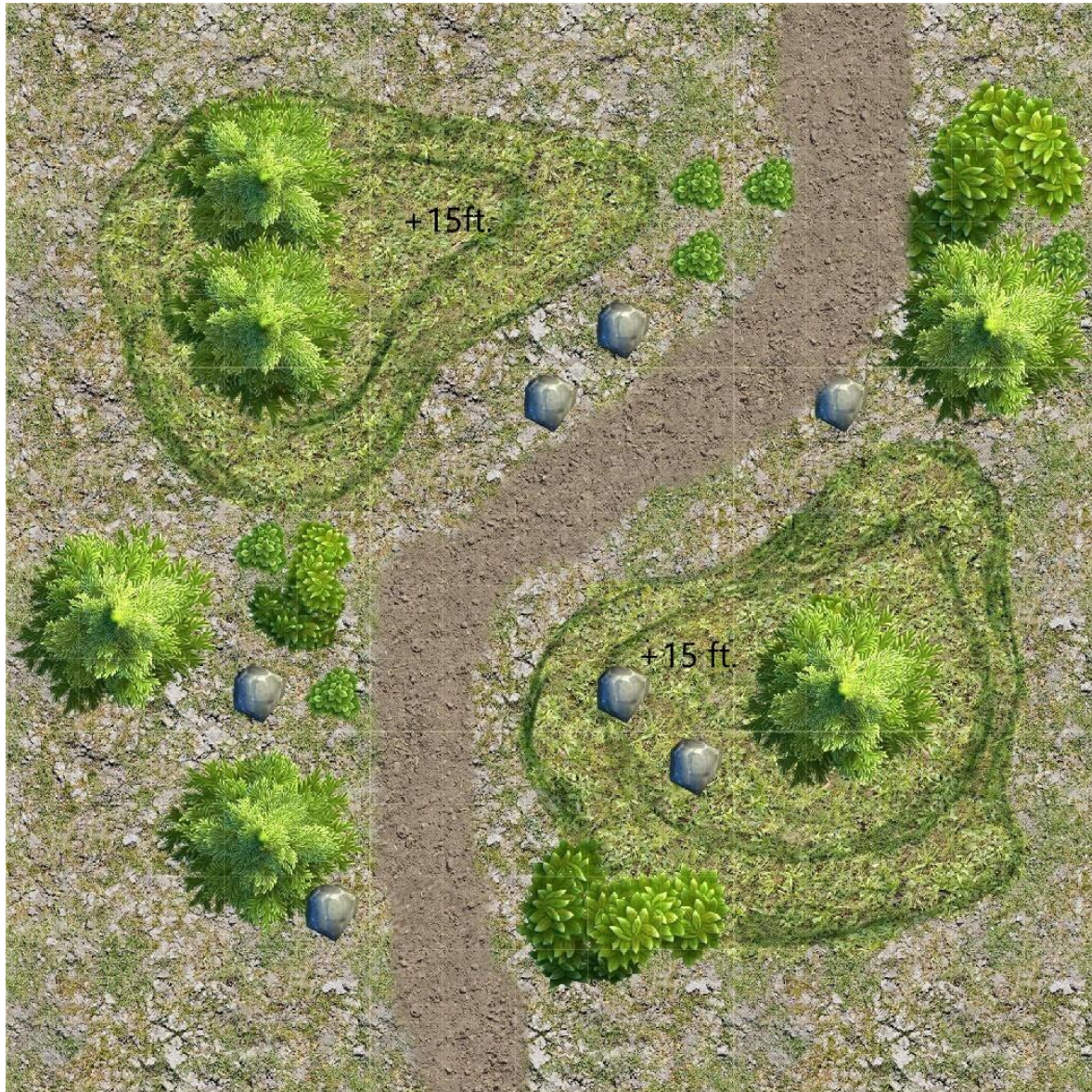
Paralyzing Breath. The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lair Actions

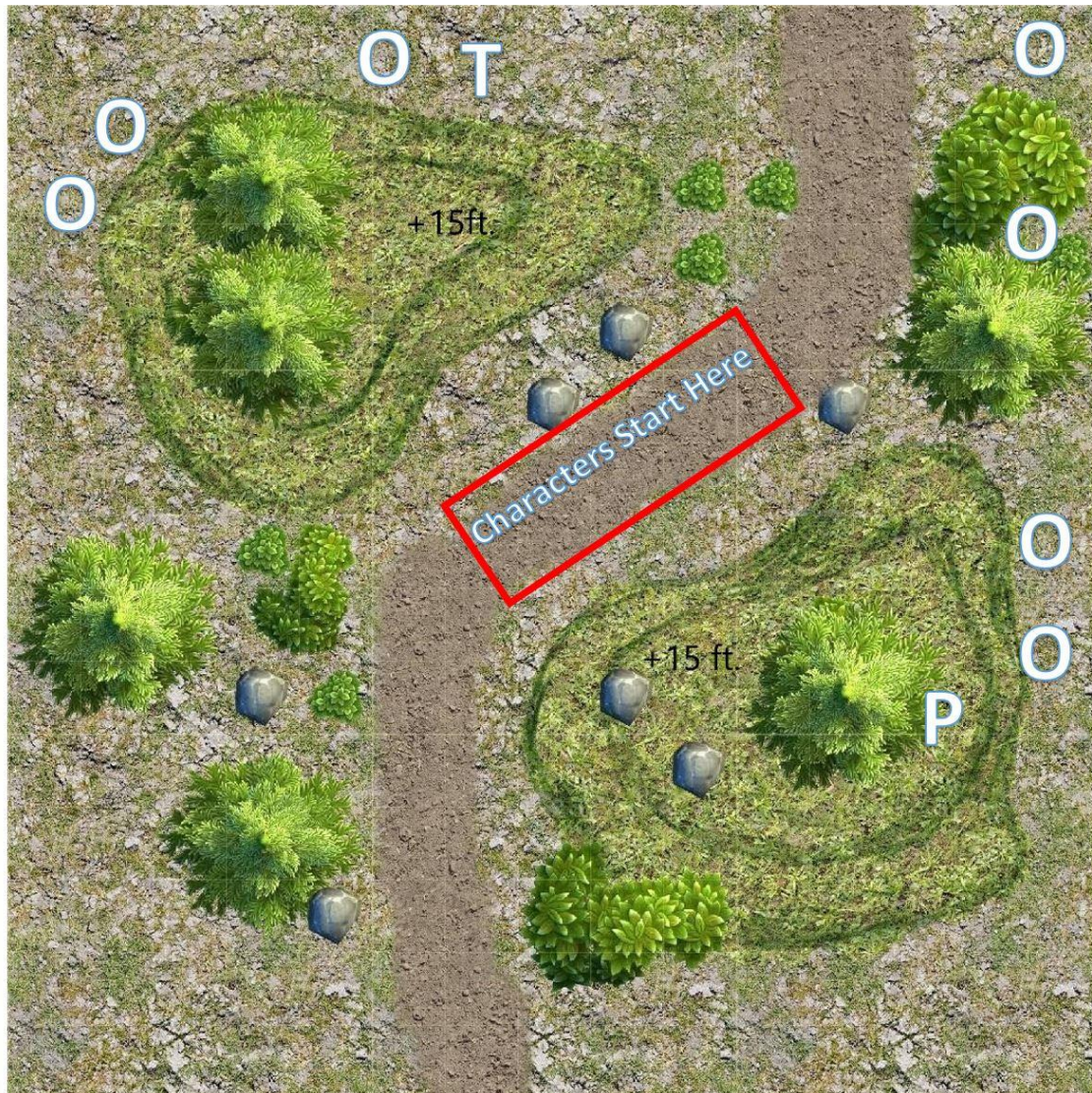
On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon creates fog as if it had cast the fog cloudspell. The fog lasts until initiative count 20 on the next round.
- A blisteringly cold wind blows through the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

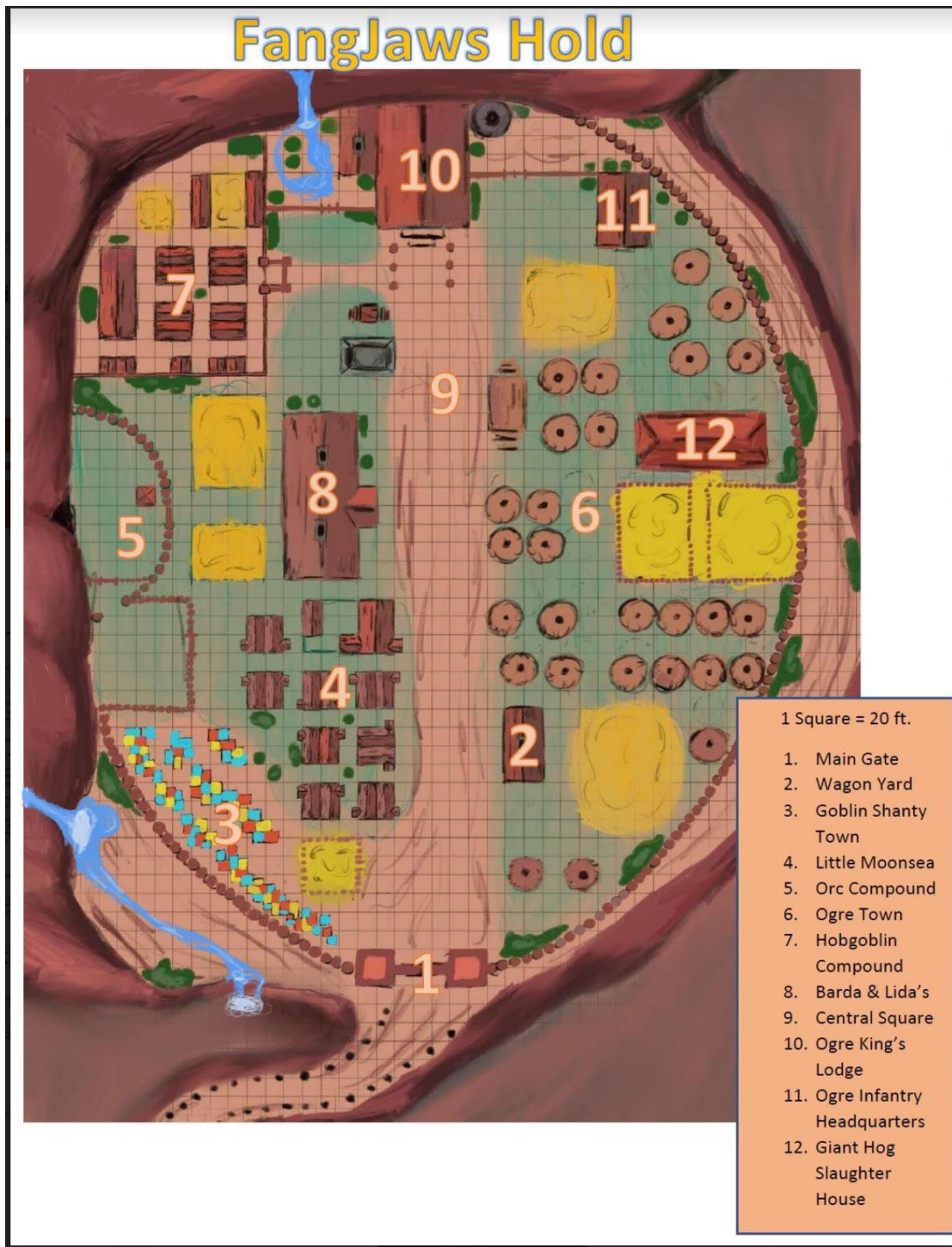
Appendix. Map – Dangers of Thar Player's Map



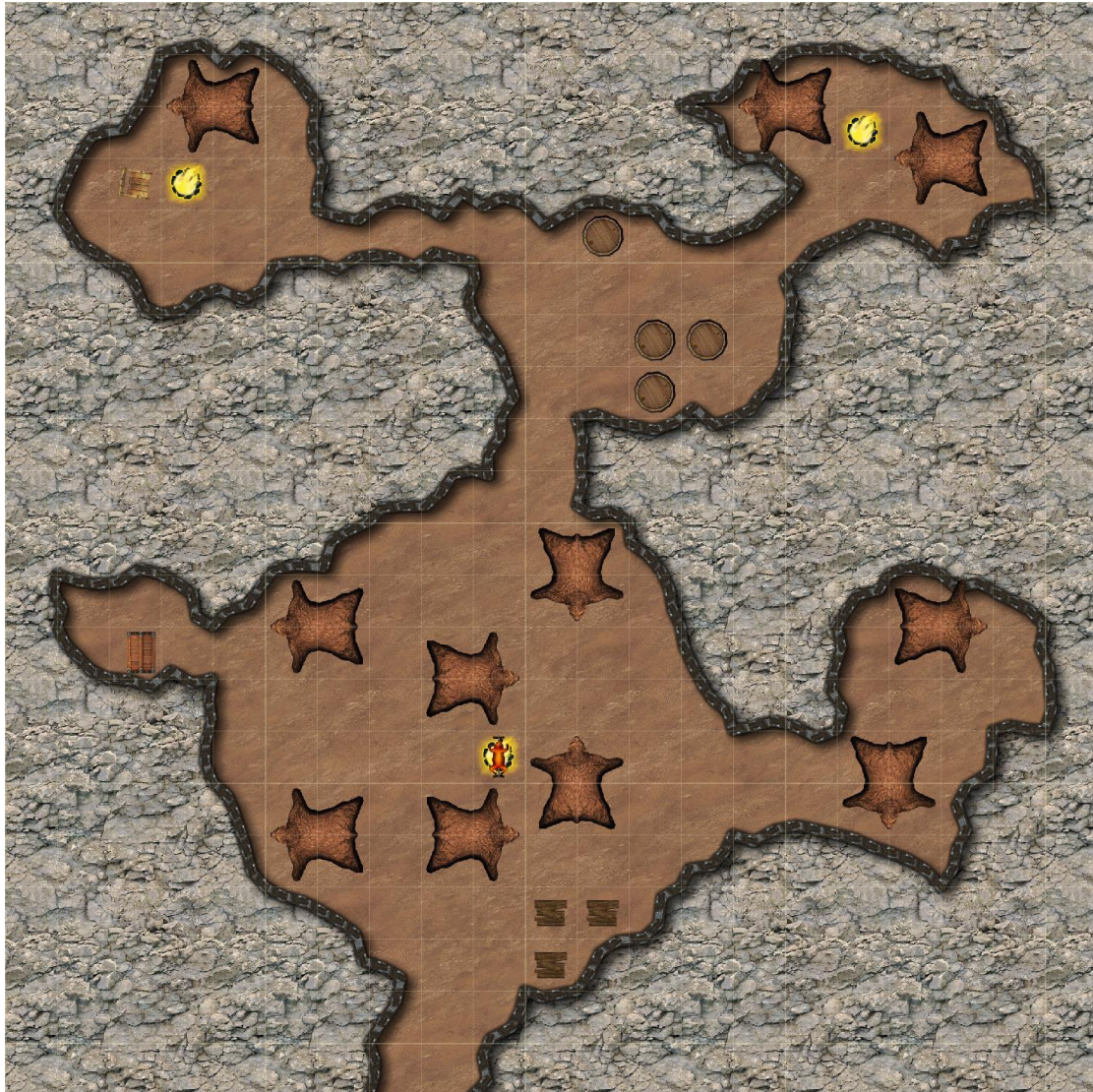
Appendix. Map – DM's map of Dangers of Thar



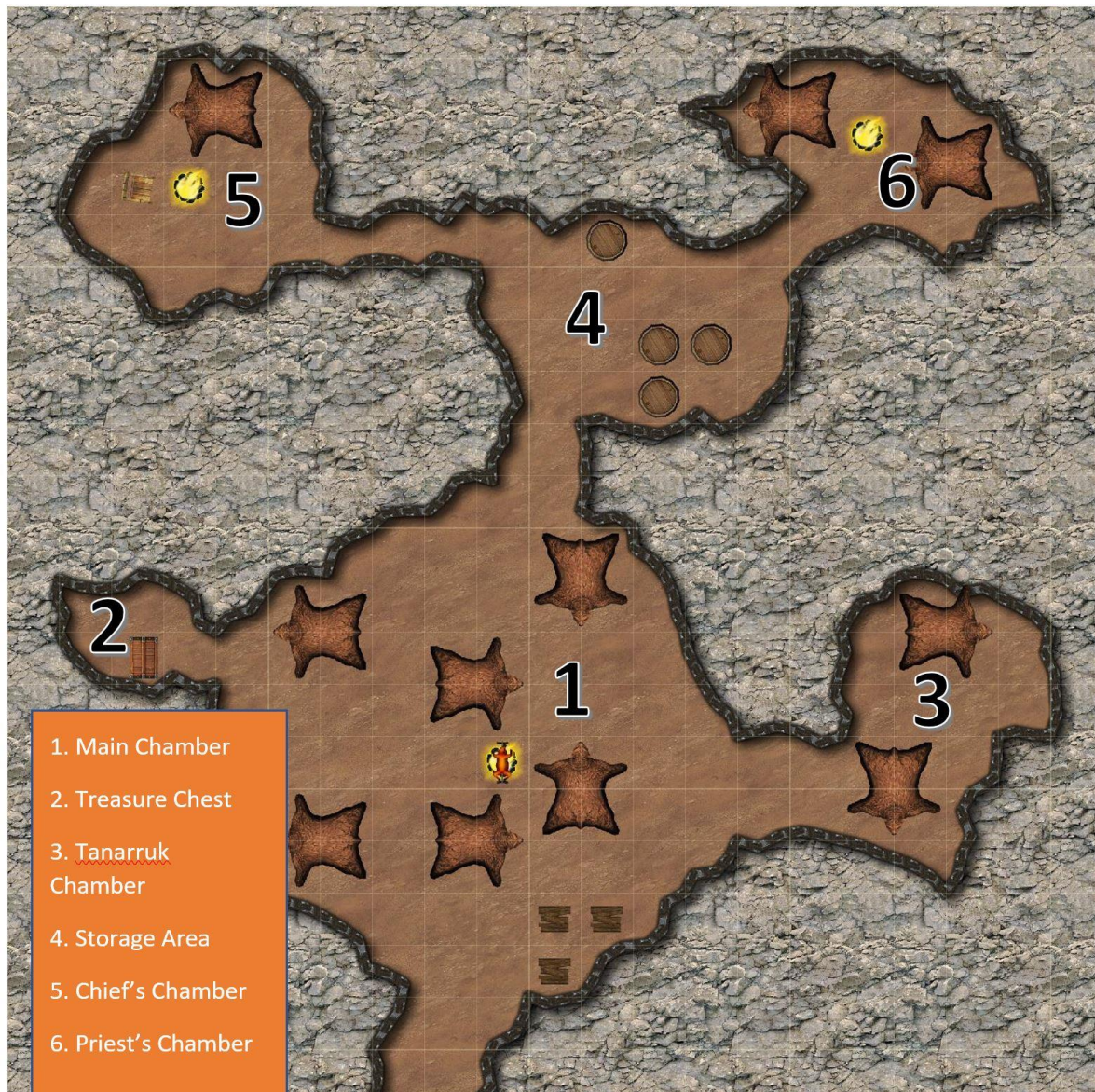
Appendix. Map – Player's map of Fangjaws Hold



Appendix. Player's Handout – Orc Cave



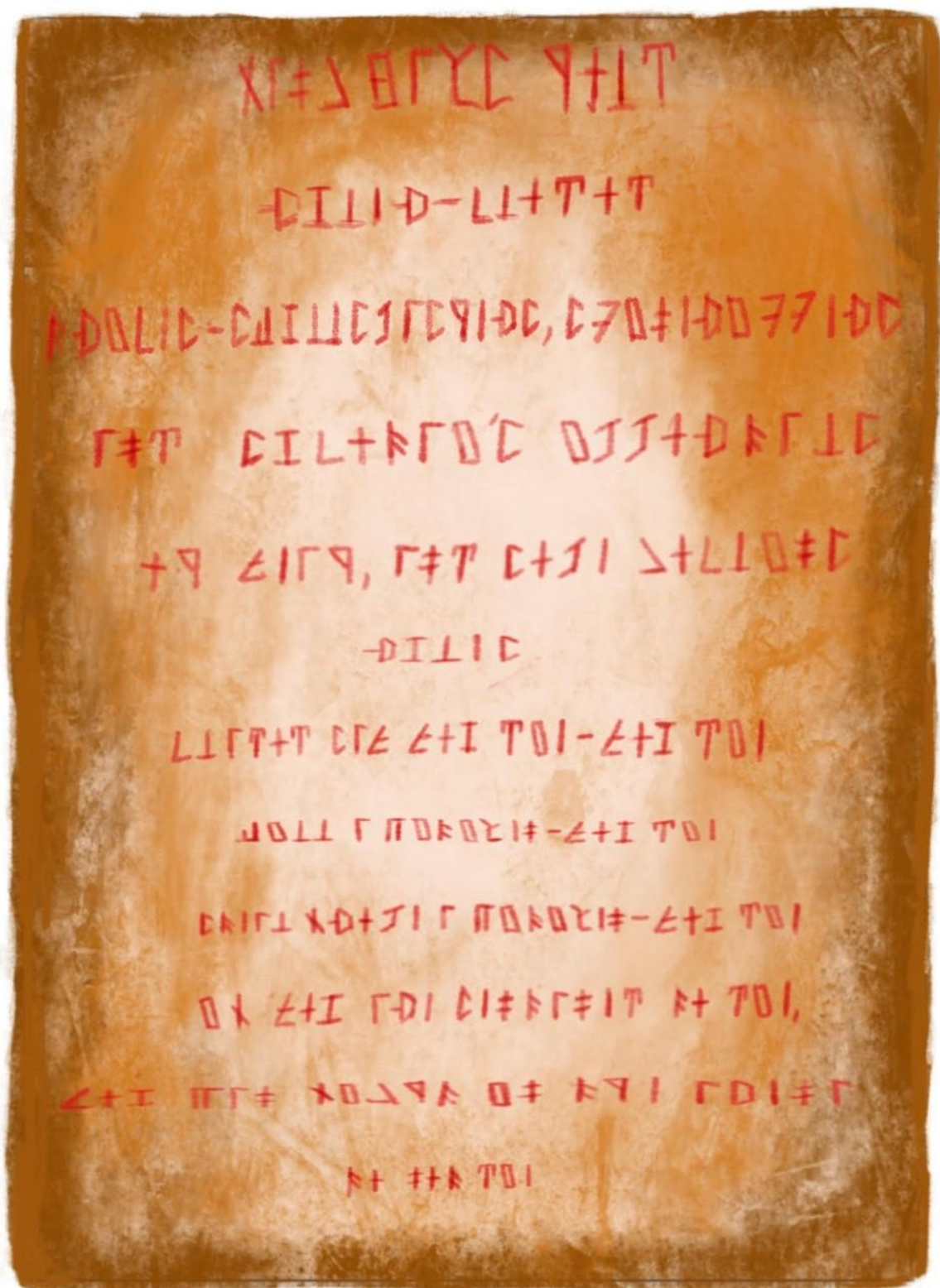
Appendix. DM's Handout – Orc Cave



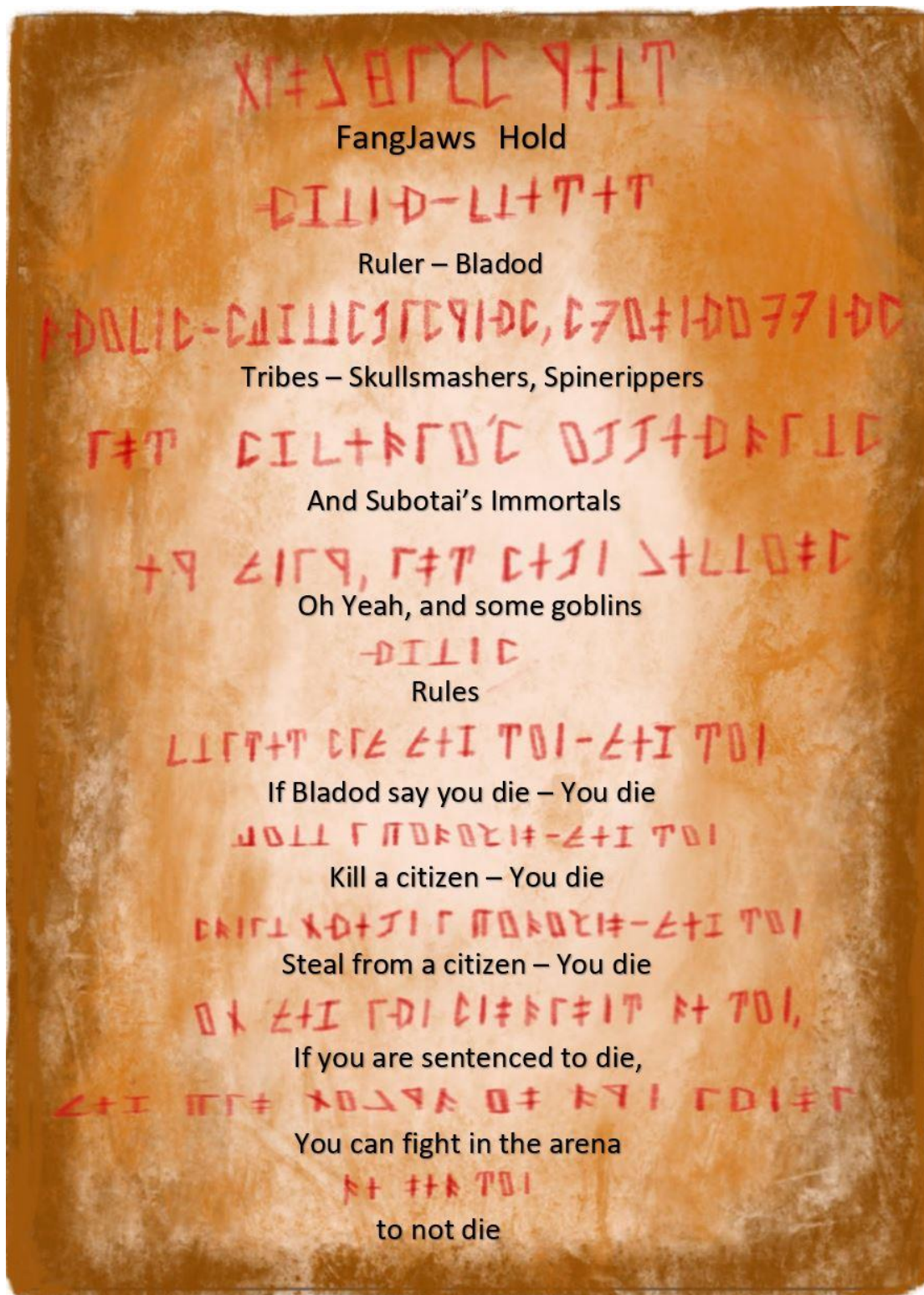
Appendix. DM's Handout – The Gauntlet



Player Handout 1. Gate Notice
in Dethek



Player Handout 2. Gate Notice
translated



Player Handout 3. Story Awards

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

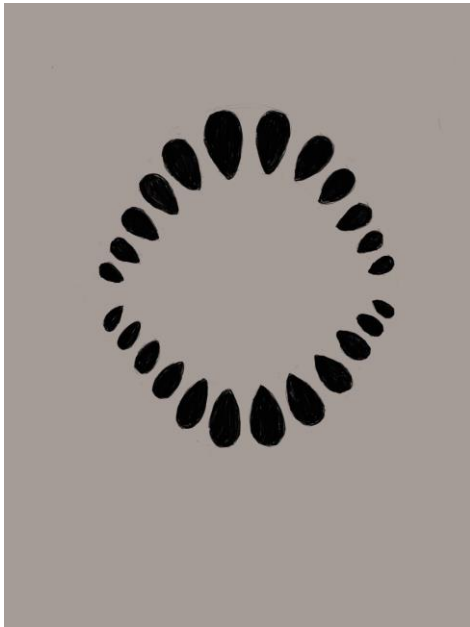
Enemy of Justice

You have offended the Talons of Justice and good dragons across the lands. This may affect how good dragons treat you in the future.

Fangjaws Citizen

You have been branded a citizen of Fangjaws Hold. While you have no featly to this monster town, you wear its brand; consequently, any enemy of Fangjaws that sees the brand, such as the Burning Dagger orcs, will start with a hostile attitude towards you.

On the good side, all orcs, goblinoids and ogres that are under Fangjaw's protection will give you and your traveling companions safe passage.



Knight of the Order of the Silver Dragon

You have been anointed as a Knight of the Order of the Silver Dragon. You have sworn to the following oath.

- To protect those that can't protect themselves
- To oppose evil wherever you find it
- To seek a peaceful solution to all conflicts if possible.

Good dragons across the lands that see your emblem will look favorably upon you

Rashemi Regard

You have done a great server for the Rashemi people. The people of Rashemen may look favorably upon you.

Pawn of Thay

You have shown that you are willing to work for Thay and help them achieve their goals. The people of the Thayan plateau may look upon you as a resource.

Player Handout 4. Magic Items

During the course of this adventure, the characters may find the following permanent magic item:

Amulet of Health

Wondrous Item, Rare

This amulet made up of a bloodstone flanked by troll fangs. The cord that holds it is made of troll hide.

Characters who wear this amulet tend to feel invincible when entering melee combat, but they have an aversion to fire. It's almost as if they think they are vulnerable to fire.

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher without it.



Traveling Spellbook

This is a typical traveling spellbook as described in the Player's Handbook.

1st level: absorb elements, mage armor, magic missile, shield, charm person*

2nd level: shadow blade, Mind Spike, hold person*, suggestion*

3rd level: counterspell, fireball, lightning bolt, haste

4th level: polymorph, greater invisibility

5th level: telekinesis, synaptic static, hold monster*, scrying

6th level: chain lightning