



ADVENTURERS LEAGUE

THE HUNT FOR CUTTER JACK



A 2-hour Border Kingdoms adventure
for characters of 1st - 4th level



THE HUNT FOR CUTTER JACK

Rumor has it the brigand Cutter Jack is holed up with his latest score in one of the haunted keeps outside Arnglar. There's a tidy bounty on Cutter Jack's head too, so it might be worth checking out.

A Two-Hour Adventure for Tier 1 Characters



BILL BENHAM
Adventure Designer

Adventure Code: CCC-GHC-BK1-08
Optimized For: APL 3

Border Kingdoms Lore: Ed Greenwood

Editing: "Zombie" Joe Alfano

D&D Adventurers League Guildmaster: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Alan Patrick, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Lysa Chen

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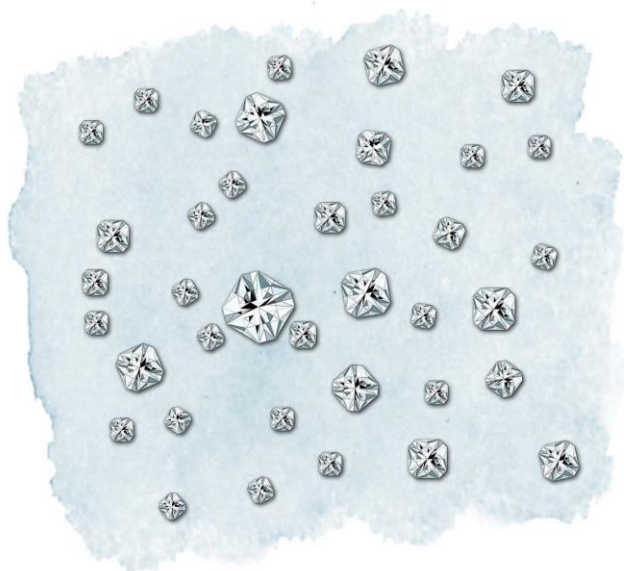
ADVENTURE PRIMER

BACKGROUND

Three days ago, a caravan bearing a shipment of uncut diamonds was stolen outside the village of **IRL** (EE-rill) otherwise known as “The Jewelers’ Paradise” by a gang of highwaymen led by the bandit, **CUTTER JACK**. The stolen stones were destined for the steady hands of the **FENDOUN** (fen-DOON) clan, rock gnome owners of the Handful of Diamonds jewelry emporium in Irl.

The clan lost a fortune in uncut diamonds, enough to threaten the solvency of the business. Thus, the clan committed their resources to recover the stolen diamonds. **BRINI FENDOUN** (BREE-nee FEN-doon), a gem broker with many contacts in the region, was chosen to recover the diamonds.

CUTTER JACK, so known because he’s fond of carving patterns on the faces of uncooperative victims, is holed up with a few members of his crew in a ruined keep outside **ARNGLAR**, a windswept village home to naught more than shepherds. Jack is sitting on a fortune in uncut diamonds waiting for his fence to arrive. Brini, good as his word, tracked down several bandits of Jack’s at a roadside tavern south of Irl. Our heroes enter as accusations are thrown alongside a fist or two.



EPISODES

The adventure is spread over three episodes that take approximately two hours to play. These episodes are initially introduced by a Call to Action Episode.

- **Episode 1: Chaos in a Small Town.** Brini Fendoun and his sellsword found four hired thugs employed by Cutter Jack at a roadside tavern south of Irl. A fight breaks out that Brini is clearly unprepared for and the party learns of the stolen diamonds. This is the **Call to Action**.
- **Episode 2: The Brawl.** A barroom brawl erupts in earnest, the party learns more about Cutter Jack and his possible whereabouts.
- **Episode 3: Subterranean Blues.** If Episode 2 is successful, the party finds the ruined keep where Cutter Jack is holding the diamonds. They can now attempt a recovery operation. This is the **Main Objective**.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure will take approximately two hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours.

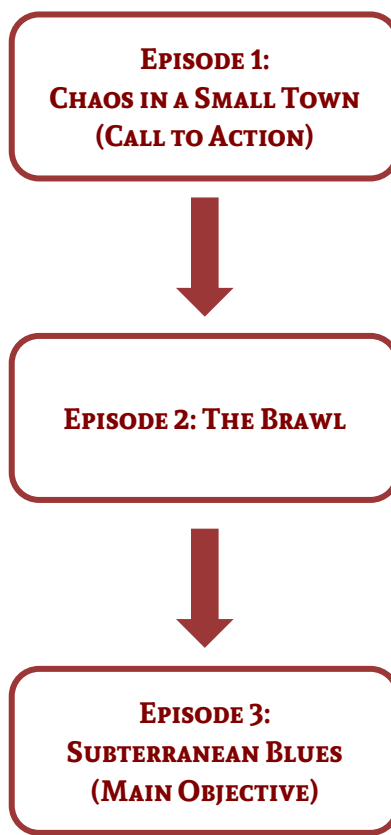
Main Objective Only. To complete the adventure’s main objective, the characters participate in Episodes 1 through 3.

CUTTER JACK AND THE FENDOUN DIAMONDS

Jackrum Jakobs (JAK-rum Yak-obs), AKA Cutter Jack, is a male chondathan human of middle years with a penchant larceny. A former mercenary who fought Shaar raiders at the behest of the city of Emrys, Jack keeps a core group of five bandits on hand with additional muscle recruited as needed for jobs. Jack learned of the Fendoun diamonds from a customs agent he bribed in Emrys, thinking the diamonds to be cut and ready for immediate sale. Because the diamonds are uncut, he’s opted to hole up and wait for his fence at a ruined fort outside Arnglar he calls “Broke Pick” as he’s unable to move the stolen stones on his own.

EPISODE FLOWCHART

This adventure does not have side quests and thus proceeds in a linear fashion. Be aware, however, that there are many ways to get from Episode 2 to Episode 3. This will be covered in Episode 2.



EPISODE 1: CHAOS IN A SMALL TOWN (CALL TO ACTION)

Estimated Duration: 30 minutes

SCENE A. ALWAYS BE POLITE

Three days ago a courier in the employ of Clan Fendoun, a wealthy family of gnomish gem cutters and jewelers, lost a fortune in uncut diamonds when the caravan he was accompanying was robbed. The courier took a lively beating, several members of the caravan were killed, and the bandits managed to escape with an ample haul of gold, gems, and other goods. The Fendoun Clan dispatched one of their brokers with extensive local contacts, Brini Fendoun, to gather information about the attack and track down the diamonds. Brini succeeded in finding four of the suspected bandits at trading post, the Swollen Goat, a day's ride south of Irl carousing and making merry.

AREA INFORMATION

This area features:

Terrain & Setting. The Swollen Goat is an inn and trading post situated along the trade road south from Irl. It has an area for caravans to hawk wares, a blacksmith, tavern, small granary, community well, and paddocks for draft animals. The tavern is decent sized, relatively clean, and capable of holding about a hundred patrons. The crowd is mostly teamsters, merchants, and other workers. The party is just taking all this in when an altercation erupts. A male gnome in nice traveling clothes and two burly humans with banded clubs are arguing with a quartet of rough looking folk seated at a round-top table.

CREATURES/NPCs

Brini Fendoun, diamond broker and social gadfly, is flush with excitement over finding some of the bandits responsible for robbing his clan. As a precautionary measure, he has hired a local caravan guard to assist him in confronting the bandits he tracked to the Swollen Goat.

Objectives/Goals. Brini's goal is finding and returning his family's stolen diamonds. He is also keen to avoid injury and/or death.

What Does He Know? Brini readily shares the following information with the party:

- Three days ago, a merchant caravan headed to Irl was attacked by masked bandits. A fortune in

diamonds was stolen from their courier along with a goodly sum of gold belonging to other merchants and families. Rumor has it the robbery was orchestrated by a bandit named Cutter Jack.

- Brini is accompanied by two guards, local men named Boris Brokebrook and Liam Tallstag. Both men can swing a club and often work as caravan guards or laborers in the area.
- His contacts in Irl pointed him south, saying that a quartet of toughs were throwing money around and bragging about a job they just did with a fella named "Cutter Jack". A DC 12 Intelligence (History) check or having the criminal or bounty hunter backgrounds reveals that Cutter Jack is a violent criminal who preys upon merchants in the Border Kingdoms.
- He is prepared to offer a generous reward for the arrest/proof of demise of Cutter Jack, and the return of the stolen diamonds.

ROLEPLAYING BRINI

A sinewy, jovial rock gnome of just over 100 years, Brini possesses a curious, inventive, and calculating mind. He is eager to recover the diamonds as quickly and efficiently as possible.

- **Ideal:** Most people can be made to see reason, it's all a matter of finding the right emotional buttons to push.
- **Bond:** I must preserve what my family has built, it is my legacy.
- **Flaw:** I assume most people are as reasonable as I am deep down inside.

CALL TO ACTION

- The objective of this adventure is to recover the Fendoun diamonds. Bringing Cutter Jack and his crew to justice is optional but highly encouraged.
- Return to Irl with Brini and the diamonds for payment of services rendered.

GETTING STARTED!

The adventure begins with the party entering the Swollen Goat tavern after a day or so of travel. Have the players introduce their characters and read the following before proceeding to **Episode 2**:

The Swollen Goat tavern hums with lively conversation and the clatter of dinnerware. All seems pleasantly mundane aside from an unusual argument brewing at a table nearby. A well-dressed gnome standing atop a stool, flanked by two beefy young human men, is loudly declaiming a group of four hard-bitten looking Tethyrian humans as brigands. The gnome further demands, with vigorous hand gestures, that they accompany him forthwith to the nearest magistrate. The brigands mutter amongst themselves, spit at the gnome in unison, and place their hands on their weapons.

EPISODE 2: THE BRAWL

Estimated Duration: 30 minutes

A GNOME JUST PICKED A FIGHT

In this episode, the party has an opportunity to intervene in a tavern brawl. The scene begins as an earnest gnome just accused four alleged ne'er-dowells of theft and murder. The accused now rise, hurl invective at the gnomes, whoop with glee, and move to pummel their accuser.

AREA INFORMATION

This area features:

Terrain & Setting. The interior of the Swollen Goat tavern is lively and raucous, with 20 patrons and five staff working and taking their meals. None of the staff nor the patrons wish to intervene in a fight and give any violence a wide berth. The inn is sturdily constructed with stout tables and benches suitable for cover or standing upon.

Lighting. Normal illumination, but the day is overcast and gloomy.

OBJECTIVES

Prevent the brigands from injuring patrons, learn about the heist and opportunity to help recover Brini's family diamonds.

BRINI'S "GUARDS"

Boris Brokebranch and Liam Tallstag are sturdy local boys who hire out to caravans as guards and laborers. They were approached earlier today by Brini about hiring on as his guards for the next three days. Brini offered a generous payment and the work sounded easy enough, so they signed on. Aside from having to club a few disorderly drunks, they have no real experience in combat. Thus, if steel is drawn, the boys' ardor fades rapidly and they run away. They will stick by Brini in a bar brawl, however.

SCENE A. VIOLENCE IS SOMETIMES THE ANSWER

The scene begins as **Brini** finishes accusing the four brigands of theft and murder. Feeling rather full of themselves, the brigands move to beat Brini and his two hirelings unconscious before departing.

BRINI, BORIS, AND LIAM

Brini is a charismatic fellow with a quick wit. His two **guards**, Boris and Liam, are not. The three make an odd group

Objectives/Goals. Brini wants the brigands to cough up the location of Cutter Jack so he can recover his family's lost diamonds. The guards, Boris

and Liam, want to honor their terms of service with as little personal injury as possible. Fisticuffs are acceptable, once steel is drawn they surrender and flee.

What Do They Know? Boris and Liam know that their new boss told them the four brigands he's yelling at are robbers who stole diamonds or some such. They're mostly flexing and trying to look tough. Brini was tipped off that these four hooligans were extra muscle hired by Cutter Jack. Brini is further convinced that he can persuade the brigands to cough up the location of Cutter Jack with a bit of bluster and his newly hired guards. Surely, they'll do the sensible thing when confronted and shamed in front of good, country folk.

THE BRIGANDS

Grimma, Shae, Nortun, and Brillia (use **bandit** statistics) are young, reckless, and living well off their cut from the caravan raid. The quartet have known each other for almost two years and are good friends who look out for one another. They have no diamonds, Cutter Jack paid them in coin.

Objectives/Goals. Eat, drink, be merry! Until a gnome on a stool yells at you, then it's probably time to punch that gnome in his face. They have a collectively short temper and will move to deadly force quickly if pressed. Shae and Brillia are sisters who react with invectives and violence if one or the other is threatened. Grimmer and Nortun just enjoy hitting people, but if things turn against them they flee or surrender and grovel.

What Do They Know? The quartet overheard Cutter Jack talking with his regular crew about holing up in a ruin outside Arnglar, a decrepit fort he kept calling "**Broke Pick**". They also know that Jack's regular crew consists of Jack and four other folks. A portly priest of Bane, an angry lady with a crossbow, a loud guy with a maul, and a squirrely looking fella who loved playing the game pinfinger, badly. They hold no loyalty to Cutter Jack but are afraid of reprisal if they give him up. They respond readily to a DC 14 Charisma (Intimidation) check backed up by physical force. They respect brute strength, they can always beat money out of people. Like this gnome for instance.

DEVELOPMENTS

If the party intervenes, Brini thanks them profusely and attempts to enlist their aid in tracking down Cutter Jack. If the party throws in with the bandits, they suggest going to Cutter Jack's hideout, taking him down, and stealing the diamonds. Either way, the party learns about Cutter Jack's hideout.

Playing the Pillars

COMBAT

This is not meant to be a deadly combat for the party, rather the combat should punctuate and enliven the interaction between the brigands, Brini and his guards, and the party. Feel free to make liberal use of improvised weapons and sarcastic one-liners for all involved. If the party prefers a gridded experience, situate the NPCs at any table on the tavern map area A (Appendix 3).

EXPLORATION

The intent of this scene is to provide an immediate, compelling hook for the party to seek out Cutter Jack and explore the ruin he's hiding in. The focus should then be on the social and combat aspects of the scene. If, somehow, all the NPCs who might know of Cutter Jack die or are unable to share their knowledge, a helpful bar patron recounts what she saw and overheard-Cutter Jack, diamonds, Broke Pick, Arnglar.

SOCIAL

Brini is flush with purpose and righteous indignation. He also overestimates his ability to get information out of the brigands. For their part the brigands are bemused by the gnome and want to pummel him, steal his money, and go back to drinking. They are overconfident in their martial abilities and readily mock party members who attempt to intervene on Brini's behalf. Be as obnoxious as you like. The party might also decide to take up with the brigands. Should that happen, the brigands suggest that together they could take down Cutter Jack and split the diamonds.



EPISODE 3: SUBTERRANEAN BLUES (MAIN OBJECTIVE)

Estimated Duration: 45 minutes

SCENE A. IT COULD USE NEW CURTAINS

This Episode takes place on the Cutter Jack's Hideout maps in Appendix 4 & 5. After the altercation at the Swollen Goat the party learned that Cutter Jack, notorious brigand, is holed up with a fortune in diamonds at ruined fort outside the windswept farm town of Arnglar. It is approximately a day and a half's ride from the Swollen Goat to Broke Pick.

While Cutter Jack was off robbing caravans, a pack of ghouls burrowed up in to the basement of his hideout and ate a pair of Jack's followers who had remained behind. When Jack returned, the ghouls killed another of his gang before they were able to barricade themselves in a corner of the basement.

PREREQUISITES

As long as the party tried to learn about Cutter Jack and the diamonds, they're able to navigate through Arnglar and find the fort.

AREA INFORMATION

This area features:

Dimensions & Terrain. Broke Pick sits atop a small knoll outside Arnglar. It is perpetually windy and chilly with an overcast sky. The knoll is dotted with crumbling, mossy stone walls and does not appear to be inhabited. Because of the constant wind all Wisdom (Perception) checks that require hearing are made with Disadvantage. A small spring situated in the center of the knoll, roughly 20 feet deep and ice cold. The doors marked in interior areas are badly rotted and give way with a DC 10 Strength (Athletics) check.

Lighting. Dim and overcast, but normal illumination up top. The lower level is completely dark unless otherwise stated.

OBJECTIVES

Find the diamonds, dealing with Cutter Jack and/or the ghouls is optional.

CREATURES/NPCs

Until recently Cutter Jack (NE male Chondathan human **bandit captain**) and his crew of brigands had a comfortable lair free from prying eyes. While Jack was out on the raid that netted him the Fendoun

diamonds, a pack of ghouls tunneled in to the basement and ate a pair of Jack's crewmembers. Upon his return, Jack lost another pair of followers, leaving him with three brigands in fighting shape. They are:

- Brother Burt (LE male Illuskan human **priest** of Bane). Burt is stocky, ill-tempered, and goes out of his way to injure anyone he identifies as a follower of Sune. He honors reasonable agreements but will not go out of his way to assist others.
- Evil-Eye Osha (NE female Chondathan human **spy**). Osha has a dark sense of humor, a case of strabismus, also known as divergent gaze, and is a crack shot with a crossbow. She reacts with calculated fury towards jibes at her eyes.
- Torval Three-Thumbs (NE Illuskan human **thug**). Torval, called Three-Thumbs for his inability to master pinfinger, is a lazy, fidgety opportunist that puts out the minimum amount of effort necessary at any given time. He does, however, love the two trained **wolves** in area A, Misha and Pavel, and frets about their condition constantly. He will risk life and limb to save them if he's able to escape area E.

Objectives/Goals. Jack and his remaining crew do not want to be eaten. If the party projects strength, Jack attempts to ally with them to defeat the ghouls and escape. If the party looks weak, he will wait until an opportunity presents itself and murder them. Cutter Jack, Osha, and Torval are loyal to themselves alone and will do anything to survive, including giving up the diamonds. Brother Burt will honor a reasonable agreement to escape, turning on the party if he feels he's being betrayed first. He will not risk his life to save anyone, but neither will he betray a comrade without cause.

What Do They Know? Cutter Jack is carrying the diamonds and will part with them to save his life and the lives of his crew if it's not going to jeopardize him. The rest of the crew offers up the diamonds should Jack die and that's the best way to escape alive.

The Ghouls. Four **ghouls** and a **ghast** haunt the basement and would very much like to eat Cutter Jack or any other living creatures. They stay underground unless drawn upstairs by loud noises or the scent of cooking food.

Brini. Brini grows increasingly excited as the party approaches the hideout. He avoids melee combat, shouting encouragement and assisting the party only if things get dire.

The Hired Thugs. It's possible the party chose to betray Brini and work with the brigands from the tavern. They allow the party to face the ghouls, only assisting from a distance or with the Help action. Once Cutter Jack's located they side with

whichever group looks the strongest, betraying that group if things go south. They are bad people and should be played as such.

AREA A. WEST WALL

The largest section of freestanding masonry, this section of the fort is badly weather-beaten and lacks a roof. A pair of **wolves** belonging to Torval Three-Fingers named Misha and Pavel are chained in this area as guards. They appear poorly fed and are trained to stand near the stairwell and howl upon spotting intruders. They will attack if a party member approaches within 20 feet, otherwise they bark and howl furiously. Both can move and attack anywhere in Area A but cannot leave.

The stairs in this area lead directly to Area C. Should the dogs bark for longer than a round, one **ghoul** comes to investigate the noise from Area C. The ghoul terrifies the dogs, causing them to flee until they hit the end of their chains. Should the party join in, the dogs attempt to bite whoever attacks them first. The ghoul prefers to eat people and acts accordingly, fighting until destroyed. If fighting continues for more than two rounds, the other two **ghouls** in Area C come up to join the fun.

AREA B. EAST WALL

This section of fort is similarly crumbling, lacking even rotted doors. A DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals the section of floor marked “F” is a secret door, a locked hatch opening to a shaft filled with 20 feet of rocks and packed earth. Moving the earth by hand would take 5 people 10 hours of strenuous labor but is entirely possible. Anyone excavating the shaft must make a DC 12 Constitution saving throw every hour of work due to the strain and terrible weather. Failing the save causes a level of Exhaustion.

AREA C. CUTTER’S CAMP

The basement reeks of mold, dank water, feces, and death. Living creatures that enter here must make a DC 10 Constitution (Athletics) check to avoid becoming nauseated by the horrid smell. A trio of **ghouls** normally inhabits this area, departing to investigate should circumstances warrant. This chamber was once a living area, but the rickety cots and tables have been smashed. The chewed, scattered remains of two humans are smeared around the floor of the room. Furthermore, unnerving symbols are drawn on the walls in a pungent mélange of dried feces, blood, and entrails. A DC 10 Intelligence (Nature) or (Investigation) check reveals the ghouls most likely did this. Combat or other loud activities draw the attention of the **ghast** in Area F two rounds after the activity starts.

AREA D. CISTERN.

This room holds a cistern, marked “S” in the lower right corner. A stout, oak door with deep furrows along its surface occupies the northeastern wall and a mangled corpse is stretched out like a fleshy tapestry along the western wall. The door is barricaded from Area E and requires two non-consecutive DC 20 Strength (Athletics) checks to break down. Cutter Jack and his three surviving henchmen are listening intently at the door. If they hear talking versus ghoulish howling, Cutter Jack immediately attempts to parley. Likewise, if one successful Strength check is made to break down the door, shouting, swearing, and prayers to multiple deities are heard through the door.

AREA E. CUTTER JACK’S LAST STAND

When Jack and his crew returned they were greeted by the flesh-eating undead swarming up from freshly dug passages in area F. After a desperate fight, the brigands managed to use the furniture and supplies in this makeshift larder to blockade the southern exit to area F and reinforce the western door to area D. If the party attempts to force either entry point, Jack and his followers start shouting expletives and oaths aplenty. If the party attempts to communicate, Jack offers the diamonds in exchange for helping them escape. If the party looks vulnerable or is ambushed by the ghouls with Jack, he and his crew double-cross the party and flee.

AREA F. THE TUNNEL

Two fresh openings in the midpoint of the tunnel wall mark where the ghouls entered the basement. The **ghast** lurks here unless activity draws it away to areas A or D. This area is part of an incomplete planned expansion for the fort. The north exit to area E is blocked by hastily stacked debris—furniture, masonry, and sacks of flour. The barricade is badly battered and falls with a DC 15 Strength (Athletics) check. There is nothing of value in this area.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak or Weak:** Remove a **ghoul**.
- **Strong:** Add a **ghoul**.
- **Very Strong:** Add two **ghouls**.

DEVELOPMENTS

This could play out a variety of ways. If the party retrieves the diamonds and Brini lives, he hires a coach to take everyone back to Irl for a reward and celebration. If Brini is dead or the party betrayed him, they get a load of uncut diamonds and possible

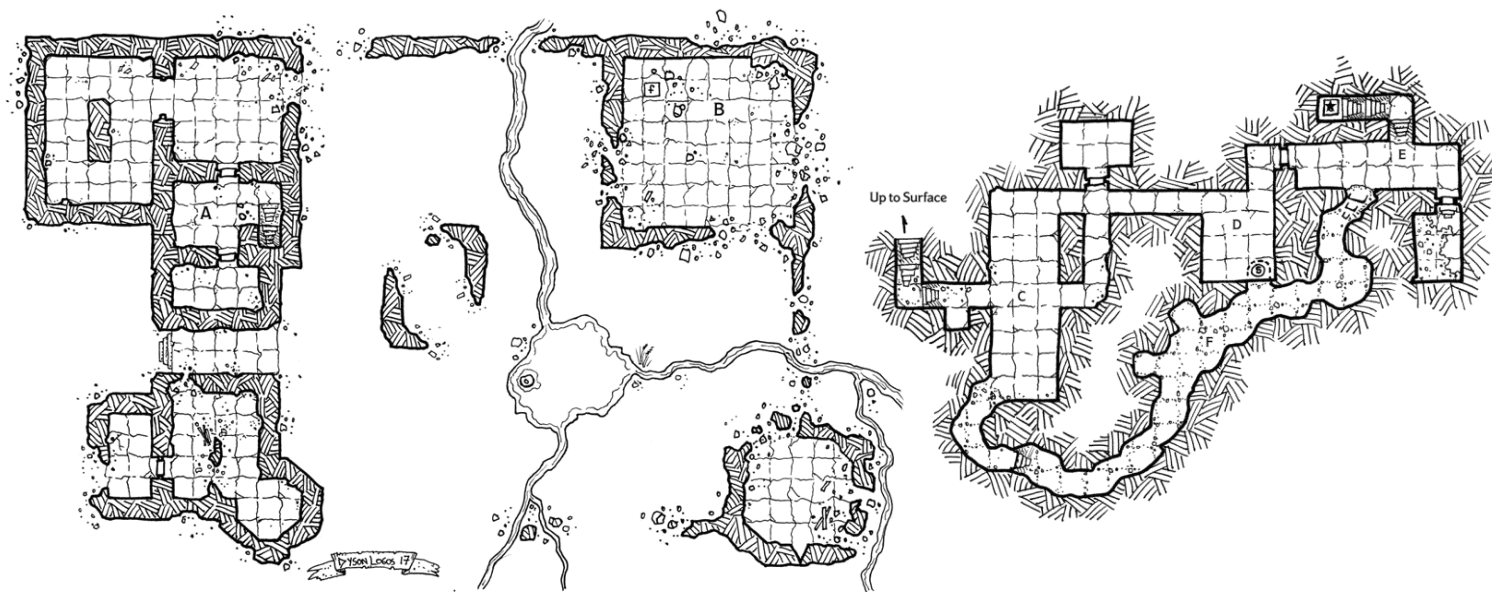
survivor's guilt. If the party took longer than three days to arrive, the ghouls ate Cutter Jack and his crew with the diamonds nowhere to be found. The ghouls still lurk about, however, so there's still something for the party to do.

If Cutter Jack or any of his associates survive and Brini is still alive, he insists Jack and his crew be returned to Irl for judgement. Once there, they are tried, convicted, and hung by the neck until dead. An impassioned plea for mercy instead gets the brigands sentenced to life at hard labor in the nearby mines.

TREASURE & REWARDS

If Brini and the diamonds return to Irl, the Fendoun Clan offers the party a beautiful amulet with potent magical properties along with 150 gp each in uncut diamonds suitable for spell components. If Brini died or did not return with the party, they receive the diamonds but no magic item. If they betray Brini and/or never ally with him in the first place they receive 300 gp in diamonds suitable for spell components.

- **Magic Items.** *Periapt of Wound Closure*
- **Special Rewards.** 150 or 300 gp in diamonds that may be used as consumable spell components. See above.



Playing the Pillars

COMBAT

The undead attempt to use darkness, stealth, and surprise to quickly kill and eat their prey. Cutter Jack and his crew introduce a random element as they are mercurial and may either help or hinder the party based on the circumstances. They respond to the appearance of strength or the lack thereof. This adventure gets very dangerous very quickly when the party attempts to make deals with brigands. Actions have consequences.

EXPLORATION

Remember that the wind makes hearing trouble difficult in the upper level. Also, play up the macabre aspects of the basement. You may choose to have the ghouls hide instead of responding to the guard dogs, allowing the party to see the grisly scene downstairs and ambushing them in close quarters.

SOCIAL

When roleplaying Cutter Jack and his minions, remember they are conniving, sarcastic, and amoral. Only Burt has a shred of integrity and he's a foul-mouthed bully. If Brini encounters Cutter Jack, he puffs up with righteous indignation and reacts with stuttering incredulity at any attempts to strike a bargain with the criminals.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement, treasure, and faction recognition; and may include new downtime activities and story rewards, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 2 advancement checkpoints and 2 treasure checkpoints for completing the main objective below

- **Main Objective:** Recover the stolen diamonds.

PLAYER REWARDS

The characters earn the following player rewards for **completing the main objective**:

MAGIC ITEM UNLOCK

Characters completing adventure's **main objective** unlock this magic item.

Ilmater's Bleeding Heart (periapt of wound closure). While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

This item can be found in **Appendix 6: Adventure rewards**.

DOWNTIME ACTIVITIES

During this adventure, the characters may earn access to the following downtime activity:

It's a Princess Cut. Should you successfully return the diamonds to Irl with Brini Fendoun, the owners and operators of A Handful of Diamonds gem emporium offer to teach you how to inspect and cut gems. You spend 180 downtime days in Irl learning apprentice gem cutting, at the end of which you are proficient with jeweler's tools and are given a set of the same. See **Appendix 6: Adventure rewards**.

DUNGEON MASTER REWARDS

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

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

APPENDIX 1: NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Brini Fendoun (Bree NEE Fen DOON).** A smart, well-spoken gem broker committed to helping his family during this crisis.

Personality: *I love the satisfaction of an honest deal and a job well done.*

Ideal: *My word is my bond*

Bond: *I treasure my reputation above money*

Flaw: *I assume most folk are as reasonable as I am*

- **Cutter Jack.** A pale man with lank, brown hair, a well-trimmed moustache, and dead eyes.

Personality: *How much you figure this gold tooth is worth?*

Ideal: *I serve my interests at all times*

Bond: *Money is the cause and solution of all life's problems*

Flaw: *I will not allow people to treat me as lesser, even in the face of danger*



APPENDIX 2: CREATURE STATISTICS

BANDIT

Medium humanoid (any), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

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

BORIS & LIAM (GUARDS)

Medium humanoid (human), neutral

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

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

BROTHER BURT (PRIEST)

Medium humanoid (human), lawful evil

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

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

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

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can

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

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

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *bless, guiding bolt, inflict wounds*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

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

CUTTER JACK (BANDIT CAPTAIN)

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

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

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

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

REACTIONS

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

BRINI FENDOUN

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*
1st level (4 slots): *charm person*, *healing word*, *heroism*,
sleep, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

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

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

EVIL EYE OSHA (SPY)

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated, and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (–1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (–2)	10 (+0)	6 (–2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TORVAL THREE-THUMBS (THUG)

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

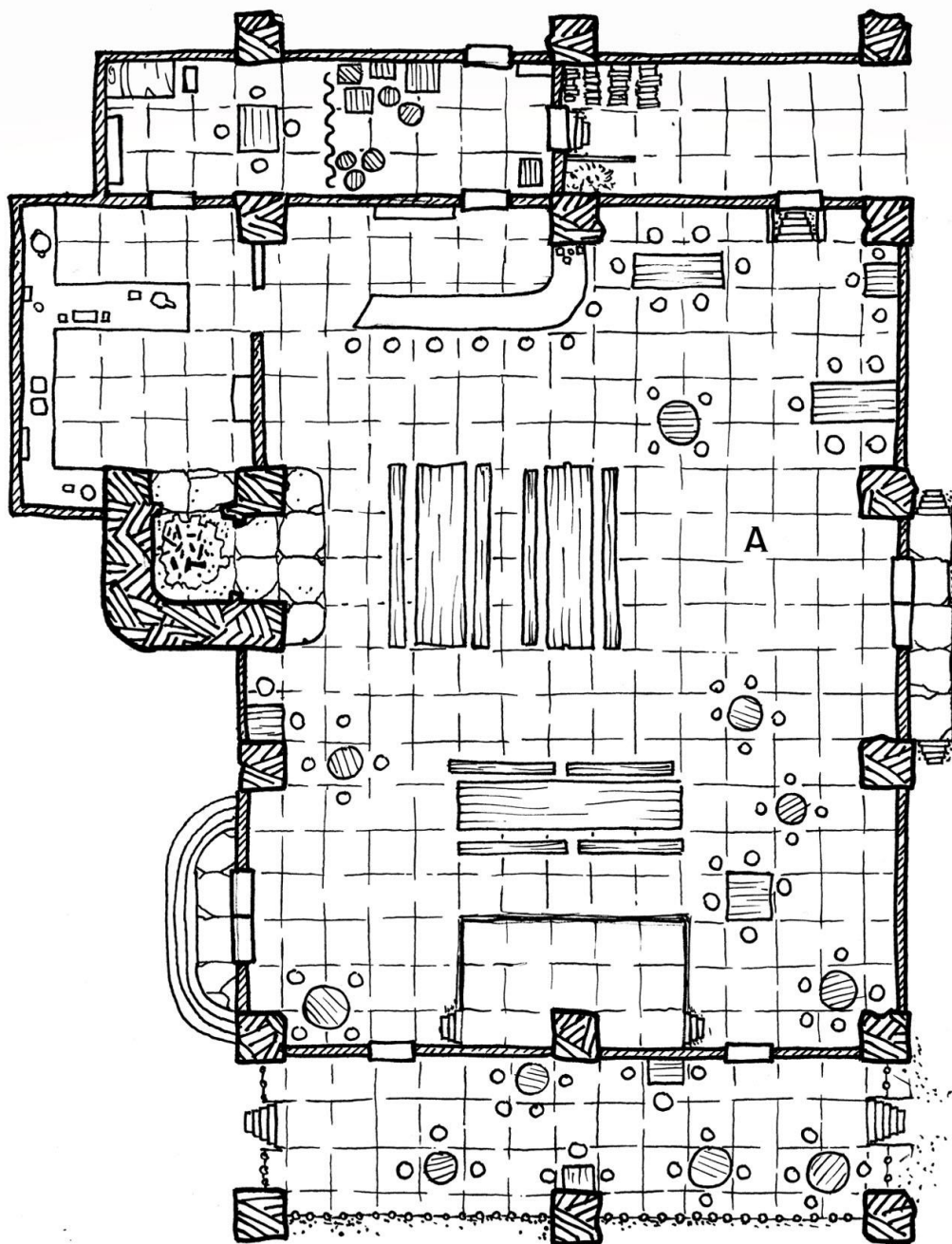
ACTIONS

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



APPENDIX 3: THE SWOLLEN GOAT TAVERN

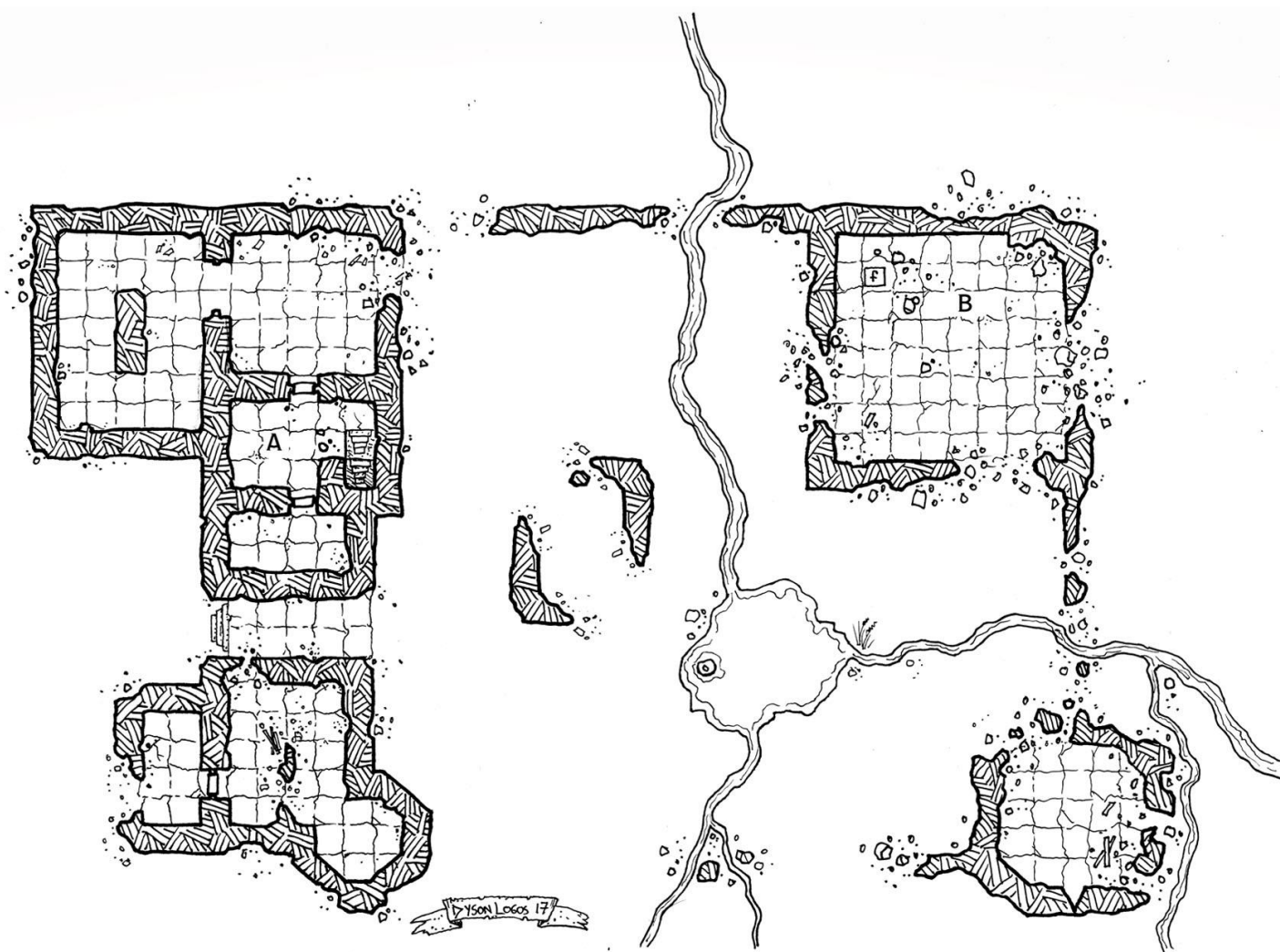
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APPENDIX 4: BROKE PICK, CUTTER JACK'S HIDEOUT (UPPER)

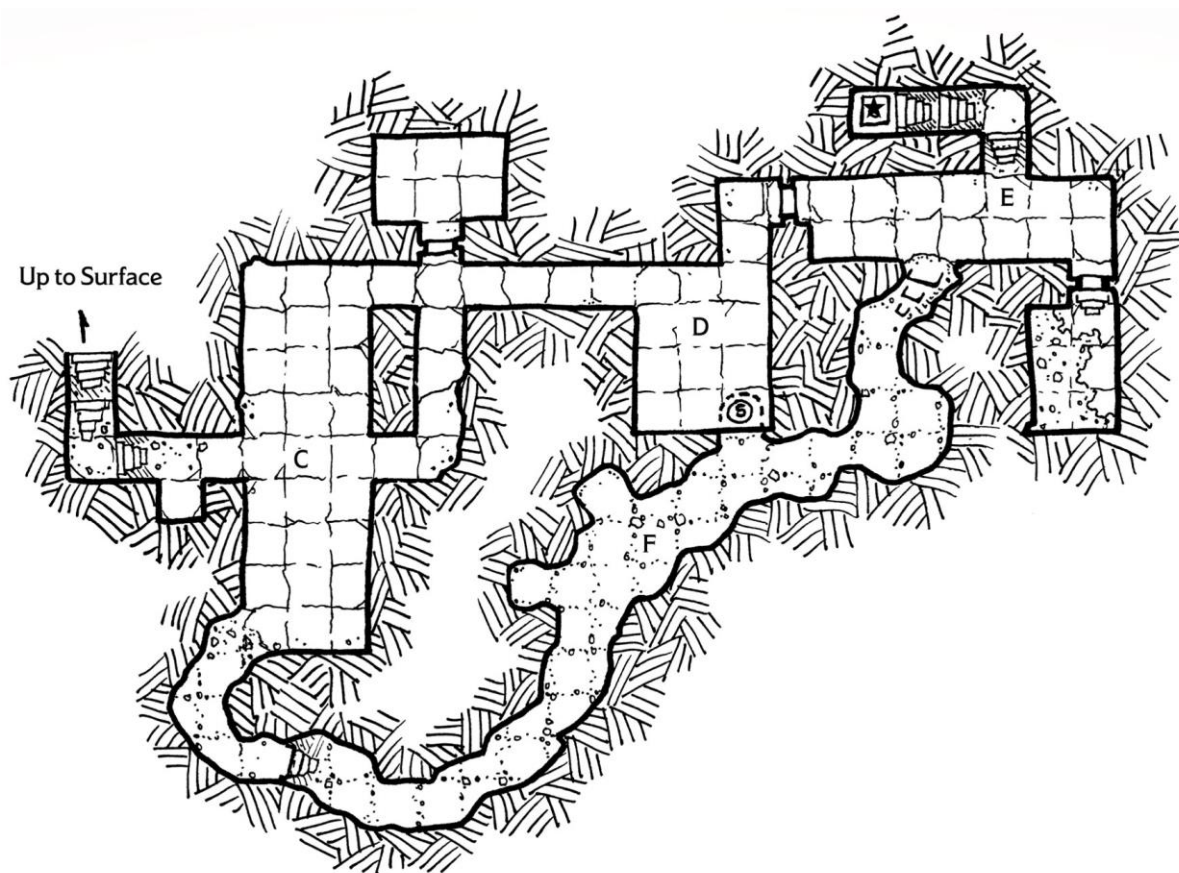
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APPENDIX 5: BROKE PICK, CUTTER JACK'S HIDEOUT (LOWER)

SCALE: 1 SQUARE = 5 FEET



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APPENDIX 6: ADVENTURE REWARDS

MAGIC ITEM UNLOCK

Characters completing this adventure's objective unlock this magic item.

ILMATER'S BLEEDING HEART (PERIAPT OF WOUND CLOSURE)

Tier 1, Table F

Wondrous Item, uncommon (requires attunement)

This pendant holds a silver sphere worked in the likeness of a heart pierced by nails. Whenever its magic is activated, the wearer feels a deep, throbbing ache in their chest.

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

This item is found in the *Dungeon Master's Guide*.

DOWNTIME ACTIVITY

IT'S A PRINCESS CUT.

Should you successfully return the diamonds to Irl with Brini Fendoun, the owners and operators of A Handful of Diamonds gem emporium offer to teach you how to inspect and cut gems. You spend 180 downtime days in Irl learning apprentice gem cutting, at the end of which you are proficient with jeweler's tools and are given a set of the same.

APPENDIX 7: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

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

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

NEW TO D&D ADVENTURERS LEAGUE?

Welcome to the D&D Adventurers League! [You can learn more about this global organized play campaign on our website.](#)

NEW TO BEING THE DUNGEON MASTER?

A plethora of great Dungeon Master advice can be found all across the internet. New DMs are urged to purchase a copy of the Dungeon Master's Guide and join our Facebook ([player group](#) and [DM group](#)) and [Twitter discussions](#).

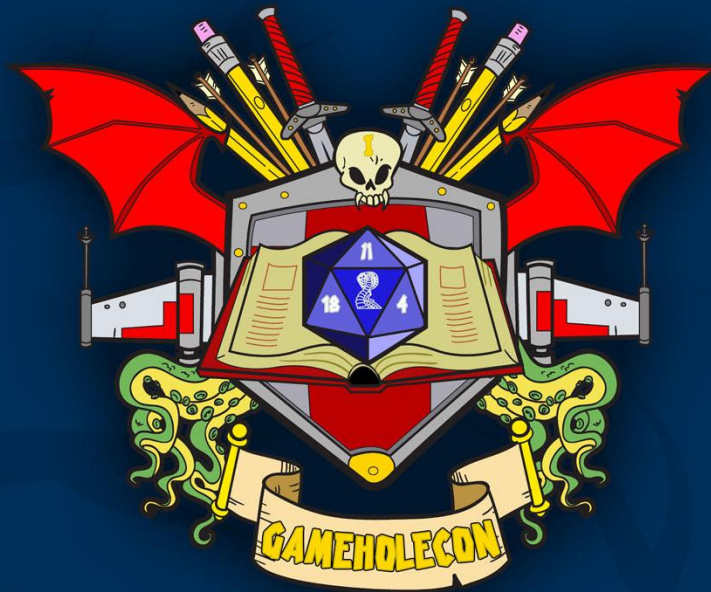


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