



ADVENTURERS LEAGUE

SCAVENGERS



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



SCAVENGERS

Peryton are known the world over as fearsome foes and gruesome battlefield scavengers. To keep the population under control, the small kingdom of Hawkgarth sponsors an annual peryton hunt. It's an opportunity to make a little coin and build your heroic legacy—what could go wrong?

A Two-Hour to Four-Hour Adventure for Tier 1 Characters



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ADVENTURE PRIMER

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

BACKGROUND

The village of **AMBREES** in the kingdom of **HAWKGARTH** is the closest point of civilization to the land known as "The Wood of Many Monsters". The forests of Hawkgarth are rumored to contain monstrous creations that aren't found elsewhere in the Forgotten Realms; whether this is fact, fiction, or myth is up for debate. However, it's known that this place – the **BORDER KINGDOMS**, as Hawkgarth and its neighbors are known – has been a place of open conflict and strong-willed citizens for hundreds of years.

The kingdom sponsors an annual **PERYTON** hunt. Adventurers from far and wide travel to the Laughing Unicorn Tavern with big dreams of winning the challenge and building their legacy. The residents of Ambrees look forward to this yearly event but aren't necessarily inclined to welcome the visiting champions as anything more than customers. And it's probably for the best, as not all of the visitors are pure in their intentions!

Those that win the hunt earn the favor of the kingdom, but what this is actually valued at varies greatly for each participant. The Border Kingdoms are wide and savage, and prone to wild changes.

EPISODES

The adventure's story is spread over **three episodes** and takes approximately **two hours** to play. The adventure begins with a Call to Action scene.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: Big Game Hunt.** The characters are presented with the opportunity to participate in a big game hunt and potentially meet the rulers of Hawkgarth. An old acquaintance may have additional insight.

- **Episode 2: Green Fields.** The competitors gather and the hunt begins at dawn. Not everyone's motives are pure, though, and there may be more obstacles than the characters initially realize. Story Objective A is earned by virtue of completing the hunt and returning with at least one peryton.
- **Episode 3: Stony Hills.** The peryton of Hawkgarth are exceptionally vicious, and many lair in the Stony Hills. But there is more than meets the eye here. Story Objective B can be completed here.

BONUS OBJECTIVES

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so – earning additional advancement and treasure checkpoints in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Hidden Away.** A group of injured hunters have taken refuge in an abandoned tower. This **bonus objective** is found in **Appendix 4**.
- **Bonus Objective B: Old Debts.** During the course of the hunt, the characters may find something that the huntmaster wants. How they deal with this item is presented as **Bonus Objective B** in **Appendix 5**.

EPISODE SEQUENCE

Depending on your time constraints, play style, and environment, this adventure takes approximately two-to-four hours to play.

HOW WILL YOU PLAY?

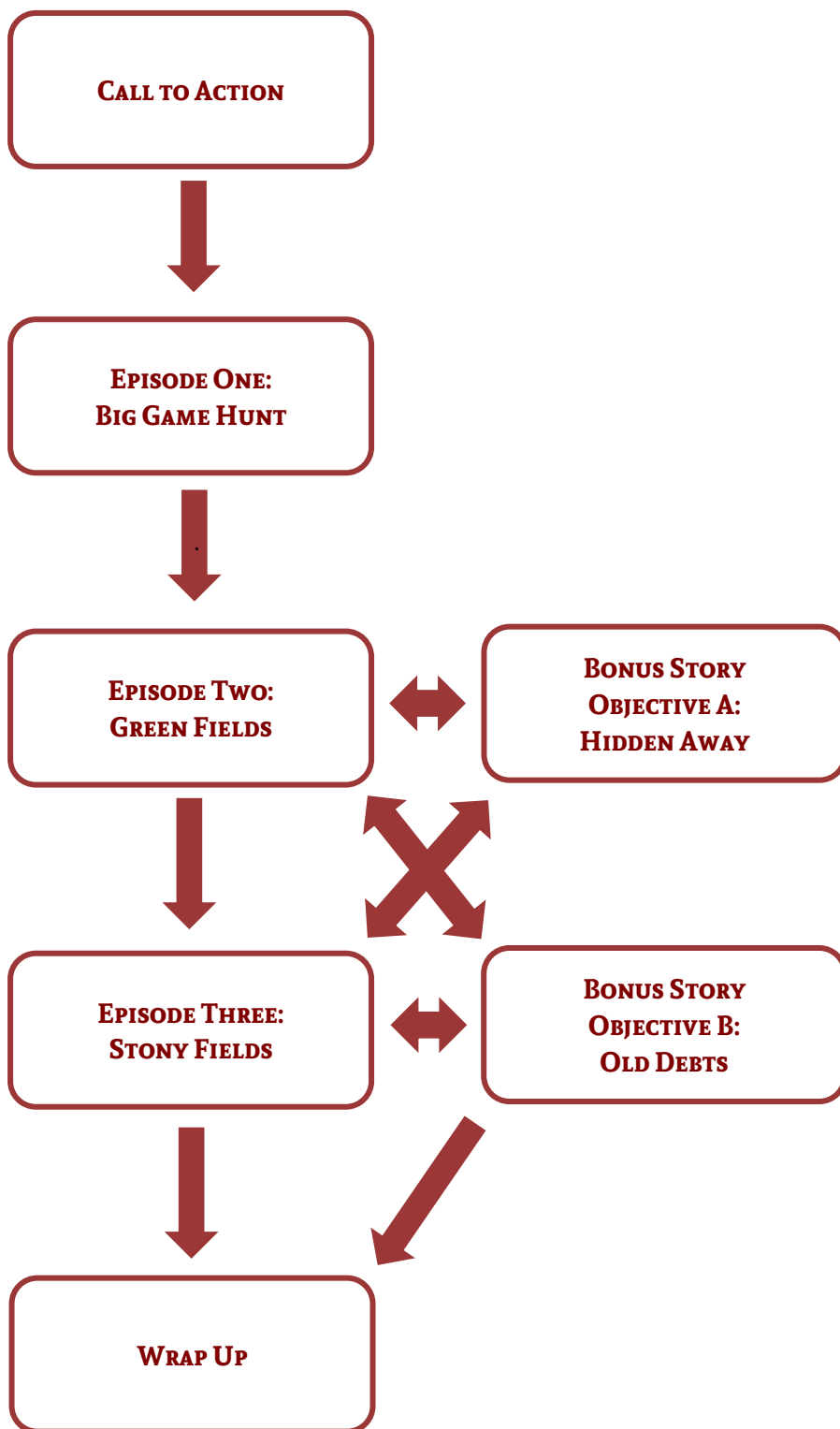
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **2 hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Main and Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. Both bonus objectives branch off of **Episode 2**, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire. Only **Bonus Objective B** may be pursued after **Episode 3** has been completed.

EPISODE FLOWCHART

This section should provide you, the DM, with a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



EPISODE 1: BIG GAME HUNT (CALL TO ACTION)

Estimated Duration: 15 minutes

THE BEST JOBS START IN TAVERNS

There are two ways that this adventure can start:

Continuous Play. One way to start this adventure is to begin it while another adventure is ongoing. Essentially this allows you to skip over some of the NPC interactions early on and move directly into **Episode Two: Green Fields**. This drops the characters into the middle of the action and may be ideal for combat-minded groups.

We Want Details/ In a Dedicated Environment. The other, more straight-forward method is to run the entirety of **Episode One**. In this case, the adventure begins in The Laughing Unicorn, a popular tavern in the village of Ambrees. More information about the tavern can be found in CCC-GHC-BK1-06 *Legacy and Virtue* but is not required for this adventure.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. This is a small, homey tavern. It is not large, and has about a dozen tables, a bar, a fairly large kitchen, and a second floor with five rooms for rent.

Lighting. The Laughing Unicorn is lit by oil lamps and candles.

CREATURES/ NPCs

Several NPCs can be found in the Laughing Unicorn:

Harlowe Silversheen. Harlowe is a rotund, middle-aged man with thin, greasy brown hair. He is in the tavern seeking competitors for the Grand Hunt and is employed by the crown of Hawkgarth as both huntmaster and recruiter.

- “The Grand Hunt begins tomorrow! Report to Green Fields for glory and honor!”
- He explains that the Grand Hunt is an annual event intended to thin the flocks of peryton that plague the kingdom of Hawkgarth, and that the winner is given an invitation to meet the royal family.

- He can add that all competitors are accepted, and that the competitors are responsible for their own safety. He adds that it’s not uncommon for some hunting parties to not come back due to the inherent danger of the Hunt.
- The group that brings back the largest peryton is deemed the winner. If the bird is alive, there is a bonus (he does not explain what this means).

Erin Whicksey. While not featured in this adventure, she can be found here drinking her usual wheatwine. Her details can be found in *Legacy and Virtue*. She will only interact with those that she knows; if the characters already know her, she can share the following information:

- “Harlowe is a doddering fool. His Grand Hunt is gonna get at least a few glory-seekers killed. Always does.”
- “Peryton aren’t to be taken lightly. They’re scavengers, sure, but savage. Try to strike from hiding if you can.”

Anders Tharion. If any of the characters possess the story award “**Anders Tharion Rescued**”, he is in the common room. He is recovering from his injuries and has the following to add:

- “Thimple used to talk about Harlowe like he was some sort of inspiration. All I see is a greasy rat, though. Best beware when he’s around.”
- “I heard Arrathys and Nayima talk about this Grand Hunt like it was some kind of local celebration. They knew that Thimple loved the idea of it and would often remark that whatever his poisons wouldn’t do to the participants, they’d take care of with their clubs.”

CALL TO ACTION

Harlowe directs all potential competitors for the Grand Hunt to report to the Green Fields, which are roughly two hours away from the Laughing Unicorn.

EPISODE 2: GREEN FIELDS

Estimated Duration: 30 minutes

SETTING: COMPETITOR'S CAMP

The camp that Harlowe directed the competitors to has two tents, each with a different group of people inside.

PREREQUISITES

This episode should only be started after the Call to Action has been completed. In time-sensitive environments, you may wish to combine the Call to Action into this section, and simply have the characters stumble upon the camp during their travels.



STORY OBJECTIVE A

Harlowe describes the conditions of the hunt as follows:

- Survive
- Leave no evidence of your presence, as the hunt takes place here every year
- Capture or slay only a single peryton

STORY OBJECTIVE B

Harlowe goes on to explain that the winner of the hunt is determined using the following criteria:

- The size of the peryton that is brought back
- If peryton of equivalent size are brought back to camp, whichever group returned first will be deemed the winner

AREA INFORMATION

The camp is not large but does include one tent for each group of participants (except for the Chenzen, as they insist on sleeping under the stars), a slapped-together meeting hall, and Harlowe's cabin. These elements surround a central bonfire.

Playing the Pillars

COMBAT

This section is not intended to have combat included. For martial-minded players, consider feats of strength rather than aggression.

EXPLORATION

Scouting around the other hunter's sites may reveal some interesting background information. Feel free to customize the NPC backgrounds as needed.

SOCIAL

Social interaction is the intention of this Episode. How that is framed is ultimately up to the characters, so be ready to adjust roleplaying tactics – dramatically, if need be.

SCENE A. THE GROUPS

There are three other groups participating in this year's hunt. The characters should have a few minutes to engage with each group (if they desire) before Harlowe calls his meeting. None of the groups have participated in this hunt before.

THE COMPANY OF THE SHINING SHILLELAGH

This trio of neutral adventurers has clearly spent more time in the tavern than "on the job". They are more bluster and boast than actual talent.

- **Jaemon**, female tiefling **cleric (cult fanatic)** of Malar
- **Gareth**, male human **ranger (tribal warrior)**
- **Stonefoot**, female turtle **druid**

CHENZEN

This quartet of identical siblings hails from Hawkgarth, and all are quite proud of their meager druidic skills. While unable to cast spells, they express a fondness for and a bond with the land, and they are eager to make their mark on history. If asked about possible relation to a "Fai Chen", they laugh in unison and simultaneously reply with a cheery "We get that a lot, but we don't think so." They obscure their gender with concealing garb and makeup and prefer to change the topic to more entertaining things such as how magic can impact the weather or why there seem to be so many undead in The Wood of Many Monsters.

- **Dai, Tsai, Zium, and Shei Chen** (all **druids**)

Duo

These two are simply known as "Duo", for matters that they summarize simply as "We travel together. What's in a name, anyways?"

They claim to have hunted game in Chult, Calimshan, the Moonshae Isles, and other remote locales and can back those claims up with specific insight into how those encounters developed. A successful DC 18 Wisdom (Insight) check confirms that they're telling the truth in every regard, and a successful DC 12 Wisdom (Insight) check reveals that these two are dark and vicious individuals with evil, selfish intentions.

- **Merric of Westgate**, human male **barbarian (tribal warrior)**
- **Gristleback**, female duergar **cult fanatic** of Juiblex

SCENE B. MEETING WITH HARLOWE

Harlowe calls the participants together and disburses the information about the hunt. This information comprises **Story Objective A**:

- Overall success hinges upon the slaying of an **alpha peryton**
- If multiple groups slay an alpha peryton, the first team to return to camp with one will be deemed the winner
- The winning group is invited to spend a week with Harlowe and the crown of Hawkgarth, with possible employment as a result of that meeting
- The Spire of Elmclaw is known to have an active breeding ground for peryton and is the target location for the hunt. It is several hours away, and maps are provided.
- All groups start at dawn. Those that leave early are disqualified.
- Harlowe can explain some of the more gruesome elements of peryton lore (see the *Monster Manual*) if asked. He stresses that these are scavengers and possess a keen, almost vile intelligence and take great pleasure in tormenting their prey
- All participants that finish the hunt will be "added to the kingdom's scrolls", meaning that they will be considered eligible for temporary work be it through guard duty, providing merchant escort, warrant delivery, or something similar

Afterwards, he has a short private meeting with each group in which he warns them about possible duplicity "because it happens every year, unfortunately".

- He warns that not every group will get along, but that everyone has been given notice that professional behavior is strictly required, lest they be preemptively eliminated.
- The crown does not offer a cash reward, but instead treat it as a field test for potential agents. Harlowe serves as both huntmaster and recruiter for martial positions (and careers).
- **Bonus Story Objective B.** If the event has enough time for a bonus story objective, Harlowe shows off his ornate silver dagger and explains that he once had a matched pair – but the other dagger was lost when his brother Ahrin failed to return from last year's hunt. The pair represent a family heirloom and he is eager to retrieve the missing piece.

EPISODE 3: STONY HILLS (STORY OBJECTIVES A & B)

Estimated Duration: 1 hour, 15 minutes

THE HUNT PROPER

As the characters set out to take part in the hunt, they must contend with potential obstacles along the way.

PREREQUISITES

This episode can only be played after **Episode 2. Green Fields** has been completed.

STORY OBJECTIVE A

This objective can be completed simply by ensuring that the characters finish the adventure and do not leave anything behind (a few arrows can be excused, but no weapons, vehicles, or so on).

STORY OBJECTIVE B

Time is critical, and the characters run the risk of falling behind if they take too long or take too many rests. It is assumed that each group will require one short rest, but consider the following guidance. None of this should be a surprise to the characters; *be sure to stress that time is of the essence!*

- A long rest may be taken, but the characters will not win the hunt as at least one other group of hunters will return before them
- If a second short rest is taken, the characters will need to expedite their searching and travel efforts for the remainder of the game. Ask them to each attempt a Perception, Survival, or Nature skill check at DC 14. If half or more of the group fails this check, they will be late returning to camp and another group will win.

BONUS STORY OBJECTIVE A

If time allows during the game and you are using the Bonus Story Objectives, Harlowe shares that the members of the Company of the Shining Shillelagh left camp before dawn. Although this does disqualify them from the hunt, he shares that the hunters were underprepared “and if there’s any good in you, you’d do well to track them down and save them from their own stupid selves”. This allows the characters to access and potentially complete **Bonus Story Objective A: Hidden Away**.

- The hunters can be tracked with three successful DC 14 Investigation, Nature, or Survival checks.
- Once Episode 2 begins and it makes sense for your narrative, describe the presence of the abandoned tower atop a nearby rocky post. If any character decides to take the time to ask for a description, they see what appears to be a reflected light signaling from an upper window.

BONUS STORY OBJECTIVE B

If time allows during the game and you are using the Bonus Story Objectives, the next step for **Bonus Story Objective B: Old Debts** can be found inside the pool in Scene C of this Episode.

AREA INFORMATION

The characters can explore the Stony Hills region as they see fit. The Green Fields campsite is approximately two hours away (assuming normal travel speeds with no mounts). For each hour that the characters spend hunting for the peryton, determine any needed modifiers and then roll on the following Wilderness Events table.

Playing the Pillars

COMBAT

A fair number of combats are suggested to take place in this Episode, though creative characters may discover a way to lead the animals to fight the other hunters or something similar. Make it creative!

EXPLORATION

If the characters wish to use their skills to creatively avoid combat (such as tracking beasts and leading them into the other hunters to delay them), embrace this and call for them to make appropriate checks and spend their resources.

SOCIAL

There aren’t many opportunities for social interaction, but for those characters built around social skills consider incorporating those interests into the encounter with the other hunters. The characters may even gain an ally or two!

SCENE A. THEY HUNT IN THE DAYLIGHT

As the characters traverse the wilderness and head towards Elmclaw's Rest, they may find signs of other creatures in the surrounding land. Consider having the characters make some DC 12 Wisdom (Survival) checks to identify one or more entries from the Wilderness Encounters table and allow them to track those down (note that a beholder zombie cannot be tracked in this manner as it flies and does not leave tracks).

CREATURES/ NPCs

Roll a d6 and consult the table below:

Wilderness Encounters

d6	Creatures
1	Three giant spiders . These spiders burrow into the earth and are currently hidden (Perception checks to find the spiders are made with disadvantage).
2	Two death dogs flanking a brown bear
3	Two peryton
4	Eight blood hawks have roosted in a huge elm tree.
5	One ogre zombie and two zombies
6	(very strong parties only) one beholder zombie

AREA INFORMATION

The land that the characters are traveling through is stony, and vegetation is sparse. Consider adding large stones and some fallen tree trunks for cover along with small rises in the ground.

SCENE B. OUR OWN WORST ENEMIES

The characters have an opportunity to interact with another group of hunters. Based on the party's determinations, this encounter can be of any of the tiers of play.

Choose a group of hunters from the campsite (Episode 1) and have each character make a Survival check (DC 14). If half or more of them are successful, they find signs of the hunters passing through this area. The characters may wish to observe them from a distance and that's fine; should they do this, roll on the Hunter Status table.

Hunter Status

d6	Status
1	One of the hunters is gravely injured.
2	All of the hunters are seriously injured.
3	The hunters are resting but alert. Treat them as if they have advantage on Perception checks and a passive Perception of 15.
4	The hunters are discussing how they plan to take the peryton from the characters.
5	The hunters are bemoaning the fact that they didn't poison everyone's dinner the night before.
6	The hunters are resting and not paying attention.
	They are embroiled in a heated game of Three- Dragon Ante.

Ultimately, the characters must choose to:

- **Attack Them.** If the characters attack the hunters, they surrender as quickly as possible. None of the hunters represent a serious threat. The hunters leave the hunt at the end of this encounter, and unless the characters say otherwise, Harlowe presumes that they are dead.
- **Help them.** If the characters help the hunters (perhaps by healing them), the hunters do not interfere with the characters later progress.
- **Hinder them.** The characters may create false trails, use mocked-up animal calls, or something else to keep the hunters busy. Allow each character to do one thing in this regard, and then make a DC 14 skill check. For each success, the hunters take one additional hour to return to camp.
- **Ignore them.** If the characters ignore the hunters and enough time remains in the game, run Scene A one more time.

CREATURES/ NPCs

Hunters. Choose a group of hunters from the campsite (Episode 1) and have each character make a survival check (DC 14). If half or more of them are successful, they find signs of the hunters passing through this area.

AREA INFORMATION

Use an environment that is exciting for you and the characters. This should play into the wilderness theme and a campsite is unlikely. However, challenging terrain and weather effects are suggested!

SCENE C. ELMCLAW'S REST

This location is strewn with the discarded bits that the peryton have decided not to eat. Their nests are high upon the cliff and detritus dots the landscape.

Prerequisite. This scene cannot be played until the characters have completed at least two previous encounters or scenes in this Episode.

VISUAL AID

For additional help in visualizing this environment, please refer to the laccolithic monument commonly known as Devils Tower in Wyoming, United States.

- Link: https://en.wikipedia.org/wiki/Devils_Tower

CREATURES/ NPCs

The **peryton** have made their nests along the stony exterior of the huge rock formation. During the day, the creatures are normally absent from their nests and no peryton young are present, but a large circling specimen (the **alpha**) can be spied in the sky, well out of range of attacks. Until the characters have either spent one minute outside of cover or they have explored the cave, the alpha peryton pays them no mind.

COMPLICATION: PHEROMONES

The winds whip around the stony butte. It is feasible that the peryton simply don't care about the characters as the creatures are typically scavengers and not true hunters.

Should the characters emerge from the cave with the pheromones, the peryton attack immediately.

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

- **Strong tables:** as Weak, and add **strong winds** (disadvantage on ranged weapon attacks)
- **Very Strong:** add one **peryton** and add **gusting winds** (all ranged weapon attacks automatically miss if the target is more than 15 feet away).

DRAWING OUT THE ALPHA PERYTON

The alpha can be called down from the sky by presenting an offering of a live goat or similarly-sized creature, by becoming affected by the lichen (see **Cave of Elmclaw**), by standing in a clear area for more than one minute without seeking shelter, or through other creative means.

AREA INFORMATION

Dimensions & Terrain. The dimensions are indicated on the map.

Water. The water here comes from the waterfall at the edge of the cave. It is very cold but otherwise unremarkable.

CAVE OF ELMCLAW

This cave is set into the rock face and serves as the resting place of a druid that was known as Elmclaw in life. The druid's name is carved in both common and elven just inside the cave entrance.

Dimensions & Terrain. The cave is small and the natural stone walls show only a small amount of reshaping through tools. Luminescent lichen covers the walls, bathing the place in dim light.

Lichen. The interior of the cave is covered in a purple lichen that is easy to spot. The lichen releases tiny puffs of oily spores that are harmless to humanoids. A DC 12 Intelligence (Nature) check confirms the nature of the spores, and succeeding on this roll by 5 or more also reveals that the spores carry a pheromone that may drive beasts into a frenzy – in this case, any creature affected by the spores grants advantage to the peryton's attacks. The spores can be removed by stripping down and scrubbing clean in the frigid water; submersion will help dissolve the spores. Staying on the shoreline while washing is not sufficient.

Water. This water comes from a deep natural well and is extremely clear and cold. Any creature that starts their turn in the water gains one level of exhaustion unless they succeed on a DC 14 Constitution saving throw.

Skeletal Remains. The remains are clearly humanoid and are unremarkable, save for the bag clasped in its hands (see **Treasure**, below).

TREASURE

Resting nearly 30 feet under the surface of the pool in the cave, the characters can see a humanoid corpse. If they dive in and investigate, they easily spot a decorative dagger in the corpse's hand. Additionally, the corpse on the ledge has a *gray bag of tricks* clutched in its hands.

Bonus Story Objective B. If you are using the Bonus Objectives, the discovery of the dagger progresses **Bonus Story Objective B**. Upon inspection of the dagger, the characters find that it exactly matches the dagger that Harlowe Silversheen claimed was "a family heirloom".

WRAP UP

Once the characters have their trophy, they are free to return to camp. In time, the other hunters return as well with similar trophies.

Bonus Story Objective B. If the characters succeeded in their efforts with **Bonus Story Objective B**, use **Appendix 5. Old Debts** and complete that section before wrapping up your game and announcing the winner of the hunt.

ADVENTURE REWARDS

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

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **story** objective that they complete, as follows:

- **Story Objective A:** Complete the peryton hunt.
- **Story Objective B:** Capture or destroy the alpha peryton.

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus** objective that they complete, as follows:

- **Bonus Objective A:** Hidden Away
- **Bonus Objective B:** Old Debts

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Bag of Tricks (Gray). This pouch feels like it has been constructed of a fine rabbit pelt. This item can be found in **Appendix 6: Player Handouts**.

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.

- **Harlowe Silversheen.** Human male, 52. This greasy, pot-bellied man possesses a boisterous exterior but is secretly paranoid that his schemes will be discovered. He organizes the Grand Hunt every year and works to ensure that the winners aren't too skilled, lest they make him look bad.

Personality: Harlowe is a showman and loves to perform. He may have missed his calling as a bard – or at least a professional orator.

Ideal: I seek to ensure that the kingdom maintains a healthy fear and respect for the wild creatures within these borders.

Bond: The kingdom of Hawkgarth deserves the best – and that's me.

Flaw: I will sacrifice anything – and anyone – to get what I want.

- **Erin Whicksey.** Human female, 45. Normally drunk on wheatwine, Erin is a retired ranger that lives in Ambrees. She was a skilled tracker before she left her life of adventure behind. She has broad shoulders and a square jaw, and her skin is leathery and tanned from spending many years in the sun.

Personality: She is often quite bristly and quick to share an acidic opinion. Honest to a fault but prone to gossip, it's clear that her command of "social etiquette" is severely lacking.

Ideal: I seek to bring the love of the wilderness into everyone's lives. Respect the beast and live a better life.

Bond: I value the lives of animals over most people.

Flaw: I'm a gossip and share everything I've heard.

- **Anders Tharion.** Human male, mid-20s. The son of a nobleman from Talduth Vale, Anders has never wanted for anything in his life. Was kidnapped by Thimble during a bard's performance and later pressed into mercenary service by the twins Arrathys and Nayima. Desperately seeks a peaceful life. Has a lover named Mikato (not present in adventure).

Personality: Anxious and self-deprecating. Attempts to help everyone if possible, even if it means over-extending himself.

Ideal: Peace isn't a goal, but the natural order for life.

Bond: I see the best in everyone and form close bonds with people, even though they aren't always comfortable with it.

Flaw: I shy away from all forms of conflict.

APPENDIX 2: CREATURE STATISTICS

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

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

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

ACTIONS

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

SPECIAL ACOLYTE USES

This adventure uses the acolyte stat block for basic cleric stats. Adjust the spells in the stat block as-needed for your encounter:

- **Cleric.** Add one use of Channel Divinity: Turn Undead to the stat block.



BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her than can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

BEHOLDER ZOMBIE

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10+33)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Deep Speech and Undercommon but can't speak

Challenge 5 (1,800 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 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 a success

2. **Fear Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened 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.

3. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

ACTIONS

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

BLOOD HAWK

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

BROWN BEAR

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

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

ACTIONS

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

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

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

CULT FANATIC

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

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*

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

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages --

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

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

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *druidcraft, produce flame, shillelagh*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*

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

ACTIONS

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

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (−4)	11 (+0)	4 (−3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

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

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Giant and Common but can't speak

Challenge 2 (450 XP)

ACTIONS

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

PERYTON

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages understands Common and Elvish but can't speak

Challenge 2 (450 XP)

Dive Attack. If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Flyby. The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

ACTIONS

Multiattack. The peryton makes one gore attack and one talon attack.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

ALPHA PERYTON

An alpha peryton has the following adjustments to its stat block:

- Its size is huge
- It has advantage on attack rolls that it makes against injured targets
- Its strength becomes 18, and its attack rolls increase by +2 and cause +2 extra damage

PIXIE

Tiny fey, neutral evil

Armor Class 15

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *phantasmal force*, *polymorph*, *sleep*

ACTIONS

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

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

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

TRIBAL WARRIOR

Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10

Languages any one language

Challenge 1/8 (25 XP)

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

ACTIONS

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



APPENDIX 3: MAPS



APPENDIX 4: HIDDEN AWAY (BONUS OBJECTIVE A.)

Estimated Duration: 1 hour

SETTING

Standing sentinel in the Stony Hills, a seemingly abandoned tower silently watches the passage of time. Permanent illusions cover the exterior, giving it a run-down, collapsed appearance.

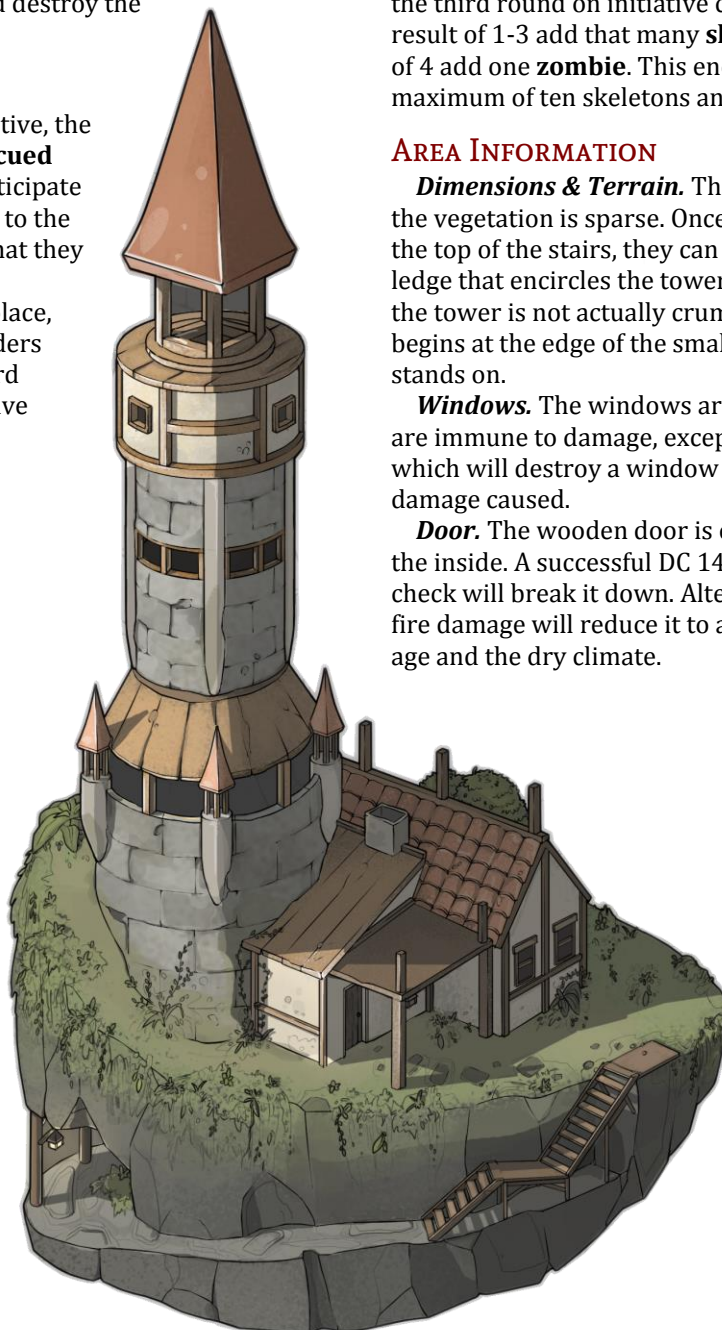
PREREQUISITES

This Bonus Objective can be completed once Episode 2 has begun, but the hunters of the Company of the Shining Shillelagh are dead if the characters have taken the time to lure out and destroy the alpha peryton.

BONUS OBJECTIVE A

To complete this bonus objective, the injured hunters **must be rescued alive**. They are unable to participate in any additional combat due to the severe damage and trauma that they have already suffered.

The tower is a dangerous place, with several traps and defenders still present. Be sure to reward characters that employ creative thinking while attempting to overcome these challenges!



SCENE A. OUTSIDE THE TOWER

The tower was built atop an ancient Netherese burial mound. Dark energy suffuses this place and draws vermin and evil to it like a magnet.

CREATURES/ NPCs

Undead horrors have been drawn here by the panicked, fleeing hunters. **Two skeletons** and **one zombie** are at the front door, with one **skeleton** at each of the windows. Starting on the beginning of the third round on initiative count 20, roll a d4; on a result of 1-3 add that many **skeletons**, or on a result of 4 add one **zombie**. This encounter contains a maximum of ten skeletons and three zombies.

AREA INFORMATION

Dimensions & Terrain. The terrain is stony and the vegetation is sparse. Once the characters reach the top of the stairs, they can see a fifteen-foot-wide ledge that encircles the tower. They can also see that the tower is not actually crumbling, as the illusion begins at the edge of the small plateau that the tower stands on.

Windows. The windows are made of glassteel and are immune to damage, except from a *shatter* spell which will destroy a window regardless of the damage caused.

Door. The wooden door is closed and barred from the inside. A successful DC 14 Strength (Athletics) check will break it down. Alternately, any amount of fire damage will reduce it to ash due to its advanced age and the dry climate.

SCENE B. TOWER INTERIOR

Having defeated (or bypassed) the undead threat, the characters can explore the tower and find the hunters.

AREA INFORMATION

The tower appears to be inhabited, but any character proficient in Arcana or that succeeds on a DC 12 Intelligence (Arcana) check can determine that the goods in the cupboards, the fire in the hearth, and everything else is merely an illusion. As such, any items removed from the tower crumble and fade away when they leave this place.

Dimensions & Terrain. The tower is made of stone and has a fitted sheet of copper for a roof.

Lighting. Continual light spells provide illumination. They have been enchanted to flicker in an imaginary slight breeze, giving them the behavior of candles.

1ST FLOOR

The characters can explore the first floor as they see fit. Any undead that were not defeated attempt to enter the tower but encounter a barrier of necrotic runes in the outer doorway – undead creatures simply cannot cross this line.

Animal Pen. The hard-packed earth inside the cage shows evidence of very large dog prints. A successful DC 16 Wisdom (Survival) check confirms that the tracks are very old, likely years; having been protected from the elements, they haven't degraded at all.

Skeleton. Long ago a humanoid was shackled here, and over time died. The skeleton remains to this day. A successful DC 12 Intelligence (Medicine) check confirms that this was a female elf. A successful DC 12 Wisdom (Perception) check reveals that the skull is covered in ritualistic runes. A successful DC 14 Intelligence (Arcana) check can be attempted once the runes are discovered and confirms that the runes are of the schools of abjuration and necromancy.

2ND FLOOR

The second floor is comprised of a series of small closets. Nothing of value remains, but the north eastern closet shows evidence of a falling block trap having been recently triggered, and fragments of a turtle shell have been scattered on the floor. In truth, Stonefoot (one of the hunters) triggered the trap and took the brunt of the impact on her shell.

3RD FLOOR

The third floor is a single open space. A few broken-down boxes remain, along with two cages, two glass tanks, and a cluttered desk.

Broken boxes. The boxes once contained various sundries that the previous owner used, but they have long since rotted or become otherwise useless. The illusion magic covers the boxes but not their contents.

Cages. One of the cages is empty, but the other contains the still-moving skeleton of a bird. A successful DC 12 Intelligence (Nature or Medicine) check reveals the skeleton to be that of a parrot, but it can no longer talk or fly; it can be taken and counts as a trinket if the characters wish to do so.

Glass jars. Unidentifiable chunks of flesh float gently in an effervescent blue-green solution. The meat occasionally pulses and twitches if the characters watch for any length of time. If removed from the solution, the meat shudders and stops moving; if consumed, the meat is highly poisonous and causes 16 (3d10) poison damage unless the creature succeeds on a DC 18 Constitution saving throw.

Playing the Pillars

COMBAT

The undead want to consume the living but can't cross the necrotic runes. They will eventually lose interest after a few minutes and mill around the tower's exterior.

EXPLORATION

The tower is of ancient Netherese design and should convey a sense of history as well as danger. Feel free to insert references to the burial ground, mutant monsters, and so on.

SOCIAL

The hunters desperately yearn to be free but may be slow to trust the characters, but defeating the banshee certainly works to smooth things over.

4TH FLOOR

The injured hunters are hiding in the bedroom on the 4th floor. One of them is unconscious, and the other two are gravely injured.

Jaemon. Tiefling cleric of Malar. Jaemon has expended all of her spell slots and has no uses of channel divinity left, as she was the main line of defense against the undead.

Gareth. Human ranger. Gareth is unconscious, but stable. He was able to drive the banshee back but succumbed to its *wail* ability. Even if healed, Gareth is exhausted and cannot attack.

Stonefoot. Turtle druid. Stonefoot's shell is cracked, and a still-wriggling (but thoroughly pinned) **crawling claw** is pinched in the crevice. She has expended all of her uses of *wild shape* as well as her spell slots in her attempt to keep her allies alive.

Objectives/ Goals. The hunters have given up on the Grand Hunt, and now they're eager for a rescue and safe passage out of the tower.

What Do They Know? The hunters can share the following information:

- "The skeleton is of an elf woman. We touched it, and a minute afterward, a banshee stalked us. Gareth's eyes nearly exploded from her wail, but he stuck her down!"
- "Stonefoot was able to draw out the biggest peryton we'd ever seen, but it overpowered us. It harried us until we got into this tower – we figured that fighting a few undead was a safer bet than dealing with that monster."

What Can They Do? The hunters have the following options if they become involved in combat:

- They cannot attack, cast spells, or use class abilities
- They can use the Help action
- They automatically succeed if they attempt to use the Medicine skill to stabilize a character that has dropped to 0 hit points
- They each have a passive Perception of 13

Escaping the Tower. Once outside the tower and away from any lingering undead, the hunters are considered to be rescued. They can make their way back to camp under their own power. Doing so successfully completes **Bonus Objective A: Hidden Away**.

SCENE C. BANSHEE ATTACK

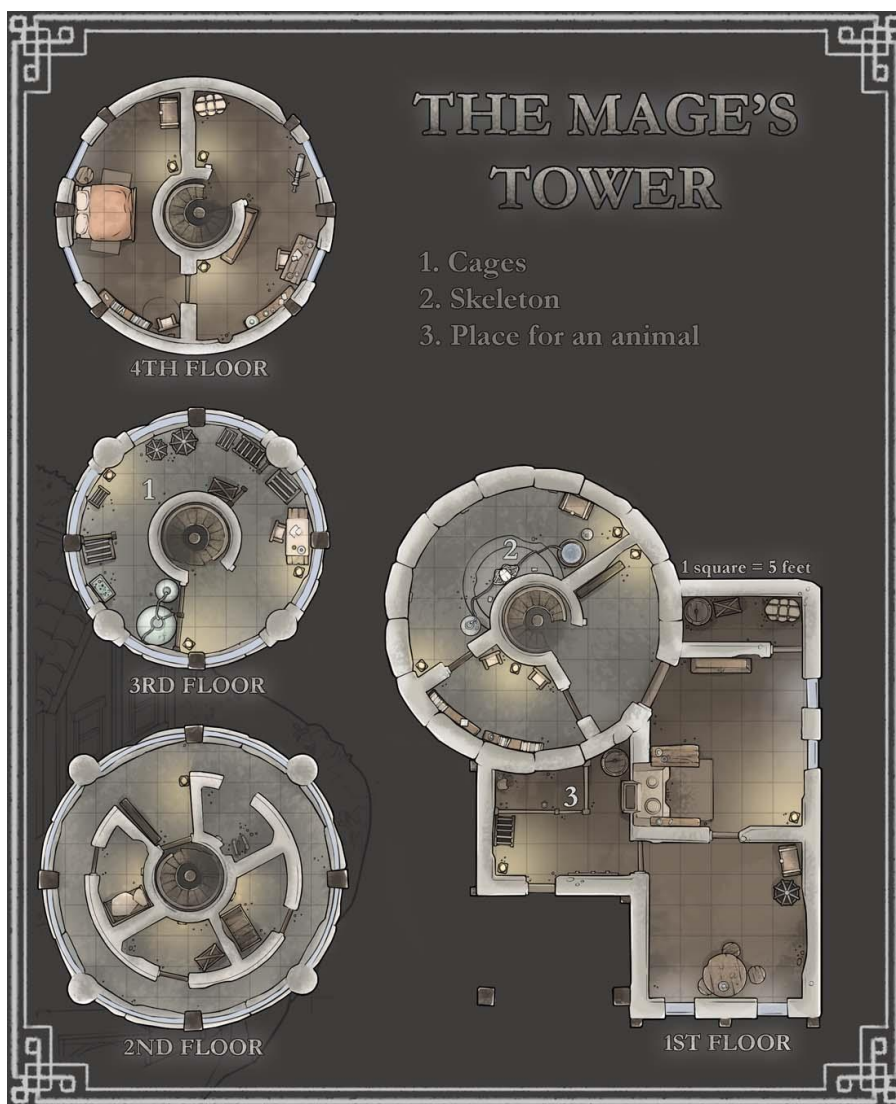
As the characters learn about the banshee from the hunters, the banshee returns.

OPTIONAL COMPLICATION

For **very strong** parties, consider running the banshee with maximum hit points (104) and recharge the banshee's *wail* ability.

CREATURES/ NPCs

The banshee attacks in a mindless rage and can't be reasoned with. However, the runes that keep the skeletons and zombies outside the tower also keep the banshee inside – if the characters flee, it can't follow them.





S. Mitchell

THE MAGE'S TOWER

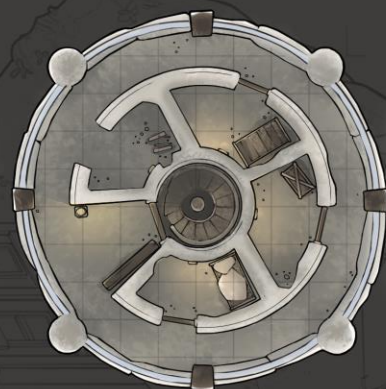
1. Cages
2. Skeleton
3. Place for an animal



4TH FLOOR



3RD FLOOR



2ND FLOOR



1ST FLOOR

APPENDIX 5: OLD DEBTS (BONUS OBJECTIVE B.)

Estimated Duration: 1 hour

SETTING

Upon returning to the hunter's campsite, the characters may choose to turn over the ornate dagger that Harlowe asked for. Should they do so, proceed to Scene A.

PREREQUISITES

This section can only be run if the characters are using the bonus objectives and if they recovered the dagger from the pool in Elmclaw's Rest.

BONUS OBJECTIVE A

The characters must defeat either Harlowe or "Grinner" Erlindale, and in so doing learn the importance of the matched pair of daggers.



SCENE A.

I'VE RENEGOTIATED YOUR TERMS

Harlowe is exceedingly thankful that the dagger has been returned to him and asks the characters to meet him in his cabin for a private discussion "because of the very personal nature" of this transaction. He says that he will join them shortly as he has some other matters to attend to for a few minutes but calls for food and drinks to be delivered while they wait.

After five minutes of waiting, one of the rival hunting parties enters the cabin and attacks immediately. Should one or more of the characters decide to not stay in the cabin, the other hunting party will attempt to engage them in 1-on-1 combat simultaneously, to prevent them from regrouping.

CREATURES/ NPCs

Choose one of the groups of hunters that the characters interacted with at the campsite earlier in the game. This encounter works best if you choose a group that the characters did not get along with or antagonized (accidentally or otherwise).

Objectives/ Goals. The hunters have been given a counter-offer from Harlowe: to kill the characters. They cannot be bargained with and fight to the death. The specifics of their revised deal are known only to them and Harlowe but should involve a generous amount of coin and permanent career roles in Harlowe's entourage.

What Do They Know? They are buying time for Harlowe to escape the campsite and taunt the characters with phrases like "Harlowe knows your true nature, DEMON!" and "Hawkgarth will never bow to the likes of you!" Although the characters may quickly deduce that Harlowe has falsely accused the characters of other crimes, intentions, or origins, but in the heat of combat the hunters are unable to think clearly on this.

AREA INFORMATION

This encounter is intended to take place inside Harlowe's cabin, where space is at a premium. Alternately, consider making the walls destructible with an AC of 15, resistance to weapon damage, and 30 hp.

Should this encounter take place outside, incorporate mud, trees, and rocks to create a fun and varied landscape.

SCENE B. OVER THE RIVER & THROUGH THE WOODS

Harlowe has taken advantage of the chaos of the fight to flee the hunting camp with his daggers. He is quiet adept at horseback riding and has a significant head start on the characters but can be followed very easily (no skill check needed).

If the combat in Scene A was resolved in three rounds or less and the characters were able to secure mounts, they might have line of sight on Harlowe. In this case, feel free to run this a chase scene if you like (consult the rules in the *Dungeon Master's Guide* for this).

If the characters catch him (feel free to call for multiple DC 12 Animal Handling, Perception, or Survival checks per character if they are trying to rush) before five minutes have passed, he can be knocked from his horse. He screams in frothy rage as he attacks the characters and his mind is consumed by blinding hatred. Should this happen, he uses the stats of a **berserker**. Jasmine arrives three rounds into the combat and demands that the characters hand over the daggers, calling them “property owed her as a result of Harlowe’s bad debts”. She is unwilling to negotiate and claims that they are a “key to her heritage”, that they “unlock the sealed door” (though she is uncertain of where the door is located).

If the characters are unable to catch him before five minutes have passed, they find his corpse on the ground at the feet of **Jasmine “Grinner” Erlindale** (human female **gladiator**), who is now holding Harlowe’s daggers and giggling madly. The woman’s confidant/ familiar is **Nhyllus**, an invisible **pixie** who flits nearby.

SCALING THIS ENCOUNTER

This encounter can be tricky to scale. For **strong** or **very strong** groups, consider having Harlowe and/or Jasmine flee; for **weak** or **very weak** groups, consider having one of the other groups of hunters join the fray at a critical moment – but are they friendly? Opportunistic? Keep the narrative flowing and be sure to stress that both Harlowe and Jasmine believe that the pair of daggers can unlock a hidden door somewhere in the Border Kingdoms.

CREATURES/ NPCs

Should Harlowe be revived or somehow restrained, he can eventually communicate that Jasmine Erlindale has demanded the family daggers as payment for Harlowe’s late father’s old gambling debts. Without them, he has been told that “Grinner” will make the lives of his family ‘miserable’ until she is paid off. If questioned about why he paid off the other hunters to delay them, he accuses the characters of wanting to take everything he’s worked for, and that he was going to slay the gladiator himself. He is unable to listen to or comprehend reason. He is fixated on the possibility of the daggers being a key to a “locked door, hidden in the Netherese ruins” (though with so many ruins dotting the landscape of the Border Kingdoms, it could be a full adventuring career just finding that door!).

Should Jasmine kill Harlowe before the characters arrive, she sees them as his accomplices and both she and Nhyllus attack without hesitation. However, she has no interest in dying and will try to flee if she does not have a clear upper hand in the combat. She is driven by greed and is loyal only to Nhyllus, and vice versa.

RETURNING TO CAMP

If the characters return to camp and share the details of what happened, the assistants make it clear that they don’t trust him and believe that he’s responsible for other champion hunters that have been lost in previous years. They also explain that he acquired his dagger during last year’s hunt and has been pining for “the matching blade” ever since – seemingly convinced that they are somehow the key to an ancient lock in some ruins elsewhere in Hawkgarth.

So long as the characters returned to camp with a peryton corpse, they are determined to be the winner of the hunt regardless of the nature of their relationship with the other groups and the size of their peryton trophy. The assistants and other hunters promise to keep knowledge of the day’s events private and known only to them.

APPENDIX 6: PLAYER HANDOUTS

MAGIC ITEM UNLOCK

BAG OF TRICKS (GRAY)

Wondrous item, uncommon (requires attunement), Table F

This pouch feels like it has been constructed of a fine rabbit pelt.

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound. You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. See the *Monster Manual* for the creature's statistics.

GRAY BAG OF TRICKS

d8	Creature	d8	Creature
1	Weasel	5	Panther
2	Giant rat	6	Giant badge
3	Badger	7	Dire wolf
4	Boar	8	Giant elk

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

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



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