



The Barrows of Solina

Zhentarim traders. Shadowy figures roaming the fields near Hillsfar. How do these all relate? Everything traces back to the recently unearthed grave-barrows. Rescuing a caravan from undead attackers, the adventurers learn of an ancient danger.

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



IAM PACE & WILLIAM MURAKAMI-BRUNDAGE

Authors

Adventure Code: CCC-STORM-01

Optimized For: APL 8

Version: 1.0

Art and Cartography: Elven Tower, The Forge Studios, The Forge Studios RED, Juan Ochoa, James Shields, Wizards of the Coast

Development and Editing Iam Pace, William Murakami-Brundage

Organized Play: Chris Lindsay

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

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

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2017 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Introduction

Welcome to *The Barrows of Solina*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure takes place in the farmland and foothills around Hillsfar, as well as involving exploration into grave barrows.

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

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

"Alisandra Solina, our Lady of Dawnfire, favored of the sun, our Lady of Grace, touched by the divine, may her spirit endure, may her deeds persist untarnished, unbroken, unforgotten." – Tomb of Solina

Background

The Short of It

A Zhentarim expedition learned of a tomb south of the Moonsea belonging to a deceased order of paladins known as the Dawnfire Knights, once led by the paladin lord Alisandra Solina.

Unbeknownst to the living, imprisoned within is a death giant warlock named Vornjolnir who seeks to free himself. He has twisted the spirits of the knights buried there. And when the Zhentarim unearthed the mausoleum to loot its treasures, they weakened the wards binding the dead. The knights rose in vengeance to slay the intruders and all associated with them, regardless of innocence. The surviving Zhentarim agents fled, hoping to escape with their stolen goods.

Vornjolnir is growing in strength, seeking a way to escape while the undead knights hunt the stolen relics. And while they are twisted in death, single-minded in their vengeance, a part of them remains, waiting to be reminded of who they were.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Barrows of Solina (SOUL-lean-uh). The magical complex built into the ground to house the final remains of the Knights of Dawnfire, a paladin order, and the body of the monsters they vanquished in their last battle.

Alisandra Solina (Al-is-on-draw SOUL-lean-uh). The aasimar paladin lord who wielded the powerful artifact holy sword Dawnfire and led the templar order The Dawnfire Knights.

Vornjolnir (VORN-yol-nir). A frost giant raider who became a warlock dedicated to an imprisoned entity only known as the Harrowed King. After Vornjolnir was slain, he was raised as a death giant before his imprisonment.

The Harrowed King. A mysterious entity imprisoned in glacier of blood and surrounded by a magical blizzard to ward against intrusion.

Grindan (GRIN-dan). A chaotic neutral human wizard and Zhentarim agent in disguise.

Brandel (BRAN-del). A chaotic neutral half-elf rogue and fellow Zhentarim agent and long-time partner-in-crime of Grindan.

The Long of It

Alisandra Solina was the leader of a paladin order called the Dawnfire Knights, named after Solina's holy sword. The order was tasked with locating dangerous objects, the magical remnants of Netheril and Narfell, and destroying them if possible or imprisoning them if not. Their temple of Cear Coron Llachar, Bright Crown Citadel, served as a vault for the dark relics collected during their crusades.

While the knights forayed into the Anauroch, Damara, and Narfell, they campaigned primarily around the Moonsea—the Cormanthor Forest and the Earthspur Mountains. In the latter, they encountered frost giants raiding the lowlands. The company vanquished the giants and secured the region. However, one of the marauders, a frost giant named Vornjolnir, survived and swore vengeance upon the order.

Vornjolnir traveled the mountains in search of allies and crossed into a terrible blizzard to stand upon a lake of frozen blood. There he made a warlock pact with a creature called the Harrowed King, a dread thing imprisoned in a glacier of red ice somewhere in the Southern Galena Mountains. Empowered and emboldened, the giant rallied monsters from the mountainous region and marched once more across the lowlands, razing settlements and capturing slaves to lure out the knights. While the giant thought his conquests were for himself, the Harrowed King subtly manipulated the giant's course to search for the relics needed to free itself.

Solina and her templars ambushed the giant's war band south of the Moonsea between the rivers Lis and Duathamper. The battle was fierce, and many knights fell before the invaders were routed and Vornjolnir slain. In the aftermath, Solina found strange items among the raiders' supplies, objects of unknown origin: an obsidian cube with inexplicably seven sides, a misshapen bronze orb that vibrated like a heartbeat, and a large skull with gems for eyes and teeth. The paladins gathered the unsettling relics to destroy them, but such a threat to the keys provoked the Harrowed King. That night the King raised Vornjolnir as a death giant and unleashed an army of the dead on the paladins. Weakened and beset on all sides, Solina unraveled the power of the Dawnfire sword, shattering its blade in a storm of light and engulfing the battlefield in flames. The knights were consumed with the undead host.

After the terrible clash, the allies of the order entombed the paladins near the battlefield with the remains of the giant as a symbolic gesture of the knights continuing their watch over evil even in death. However, this was more literal than anticipated as entombed with them were the relics recovered from the battlefield, the objects sought by the Harrowed King, who continues to seek freedom.

The relics were unable to be taken to the warded vaults of the Bright Crown as not long after the fateful battle with the frost giant, the citadel was destroyed by a monstrous host led by a strange warlock. The destruction of the keep was so complete nothing of it was left, not a single foundation stone. The barrows are all that remains of the Dawnfire order.

For centuries, the barrows of Solina lay hidden and silent. The death giant stirs but remains trapped by the wards placed throughout the barrows. Over the centuries, though, the defenders have been corrupted, their oaths twisted as they became bound to their rotting bodies by the malignant will of Vornjolnir. Despite the giant's influence, he has yet to break the barrows' wards.

Farmers in the region unearthed part of the barrows while clearing a field for crops. Rumors spread from there until a curious Zhentarim agent named Nasreet investigated the area's history. After what was discovered, she dispatched agents to locate the barrows' resting place and the magical armaments within, such as Solina's sword, Dawnfire.

The expedition breached the barrows into the underground tomb complex and begun retrieving the armaments. With the wards weakened by the intrusion, undead began to stir and the paladins rose as vengeful revenants and slaughtered or captured the trespassers.

In a curious symmetry of fate, Vornjolnir does to the paladins what the Harrowed King once did to him - manipulating the will of others to gather the Harrowed King's relics. The knights, now twisted in death, only have the desire to regain what was stolen, but part of them does remain, waiting to be reminded of who they were.

Adventure Hooks

Traveling to and Fro. The adventurers are traveling to Hillsfar, or are otherwise in the southern Moonsea region, when the adventure begins.

Zhentarim (Faction Assignment). As a veteran Zhentarim agent, you are informed of Nasreet's operation to loot the barrows of treasure, and the expected trouble with the undead. Your job is to destroy the scroll containing Nasreet's orders to the expedition. She does not want the Zhentarim's reputation damaged by the deaths of farmers and merchants, and she doesn't want the Black Network blamed for awakening the undead. The adventurer knows that Grindan and Brandel are loyal agents and will cooperate, especially if they know the character are Zhentarim member. Speak with them to locate the papers and books.

Behind the Scenes

The Harrowed King is not featured in this adventure nor are his relics. Barrows of Solina is the first adventure in a linked series dealing with this mysterious entity.

Adventure Overview

The adventure is broken down into four parts:

Part 1. The adventurers rescue a caravan from undead attackers and discover the existence of ancient barrows recently unearthed.

Part 2. The adventurers come across the caravan wreckage of less fortunate merchants circuitously involved with looting the grave barrows.

Part 3. Traveling overland, the adventurers arrive at the Cord farmstead, where they learn about farmers who have been taken by the undead.

Part 4. Entering the barrows, the adventurers interrupt the undead Solina conducting a trial. Afterwards, the adventurers must destroy the wards. This triggers repercussions from Vornjolnir, a powerful undead giant.

Part 1. The Dread Ambush

Story Beats

As the adventurers travel, they come across a large caravan being ambushed by revenants during dusk. During the battle, the undead reveal bits of information. In the aftermath, the adventurers speak with Captain Aurn and Grindan, where they receive important information on the events of the barrows and the fabled Dawnfire sword.

Estimated Duration: 60 minutes

The adventure starts with the adventurers traveling a road in the southern Moonsea north of the Cormanthor Forest. An increase in pirate activity has seen many merchants turn to the old roads circling the sea. The exact direction and destination are up to you. It is left open-ended so that you may fit the adventure into an existing campaign.

General Features

The long road of the Southern Moonsea has the following features.

Terrain. Rocky hills and narrow roads while the sea can be spotted to the north and the Cormanthor forest to the south.

Weather. The weather is warm but often wet in the morning with a heavy fog clinging to the lands between the forest and sea.

Light. Twilight leaves dim conditions past 60 feet. It is bright during the day and dark during the night.

Smells and Sounds. The scent of the sea makes it this far inland, the sharpness of salt and fish mixing with the smells of plants and earth.

Activity. During the last few days, there have been several other groups moving along the road, mostly armed merchants or nomads.

A. The Besieged Caravan

Read the following:

The day grows late as you make your way by road across the Southern Moonsea region upon a trade route connecting Hillsfar with Mulmaster. A beautiful sky of stars is slowing unfurling above

The road itself has become increasingly rough, causing the route to wind around or over tall hills and rocky protrusion. Periodically, as you crest the knolls, you can see the glittering waters of the Moonsea to the north, the setting sun casting its colors across the flashing waves. To the south of you is the edge of the Cormanthor forest, an ancient woodland holding dead kingdoms and lost wonders. It is a great boundary to another world that encompasses all to the south.

As you ascend a tall hillock, shouts and panicked screams are heard ahead on the road, which narrows sharply between large hills.

A caravan comprised of five wooden-roof wagons, each pulled by two horses, is stalled in the narrow pass between the rocky hills.

The lead wagon appears stuck. Shadowy figures cloaked in tattered black robes menace the driver and passengers. Two horses are dead in their bridles and numerous guards lie motionless.

As the rearmost wagon begins to slowly pull away from the convoy, drivers struggling to get the horses to walk backwards in their bridles, more figures in ragged black come into view on a path thirty feet up the cliff face and begin to climb down towards the rear wagon.

As the day approaches its end, the sun slipping into the west, yelling is heard ahead. A caravan of five covered wagons is being assailed and bottlenecked in a narrow pass by two groups, each consisting of two **wights** and one **revenant**. One group assaults the front of the wagon column while the other attacks the rear. They seek the tomb treasures stolen by Zhentarim agents. The agents are disguised as merchants who joined this caravan. The road is far too narrow for the wagons to turn around.

Adjusting the Fight

Here are recommendations for adjusting this combat encounter. These are not cumulative.

Very Weak: Remove one **revenant** from each group.

Weak: Remove two **wights** from each group.

Strong: Add one **wight** to each group.

Very Strong: Add one **revenant** to each group.

Note: Remember there are two groups, one assaulting the front wagon and the other assailing the back wagon in the column.

The Caravan Travelers

There are twenty terrified caravan travelers (**commoners**) aboard the wagons, spread equally among the wagons. The caravan guards have all been slain except for one.

Battlefield Obstacles and Solutions

The bulky wagons clog the narrow lane and make movement on the road difficult terrain. A clever and acrobatic adventurer may quickly jump from wagon roof to wagon roof to get to the front in short order. The train of five wagons stretches 120 feet (that includes the two horses pulling each wagon).

Jumping from one wagon to the next requires a DC 12 Dexterity (Acrobatics) check. If adventurers use the dash action while leaping, they make the check with disadvantage.

There is a ledge running the length of the northern cliff 30 feet above. It stretches beyond the length of the convoy in both directions. Adventurers can climb up, run the length, and then drop down behind the attackers, or simply fire down at the attackers. Although, it is likely the wagons provide a good degree of cover.

The 30-foot cliffs require a DC 12 Strength (Athletics) check to scale. The north cliff is 50 feet tall and flattens at the top while the southern cliff is 30 feet tall and flattens at the top. Checks to climb any of the cliffs are DC 12.

The undead prefer to target the caravan members, as they are the suspected grave robbers. If any undead are adjacent to the caravan and make a successful attack roll against AC 10, they automatically slay a caravan member. There are twenty caravan travelers aboard the wagons (see **The Caravan Travelers**, above).

Tricks of the Trade

Interacting with the Terrain. Make it clear to the adventures that terrain elements are available to interact with, including the cliff, ledge, wagons, and wagon-rooftops.



Undead Attacking Merchants. The DM may describe the undead attacking the merchant however fits their play style. Examples include dragging merchants from the wagons or hacking them down as they try to run.

The Motivations of the Undead

The undead have been sent to bring “justice” to the thieves and retrieve the items stolen from the barrows. Even though only the disguised Zhentarim agents are guilty, the mere association is reason enough for the undead to punish and slay everyone present.

The undead are merciless foes, fighting to the end. The undead speak as they fight, and can be conversed with during combat, revealing information pertaining to who they are and why they are here. However, they cannot be dissuaded. Even if the adventurers discover Grindan has the Dawnfire sword and return it to the undead, the undead may still seek to punish those involved (DM’s discretion). However, if the DM opts for a peaceful resolution (anything is possible), the adventurers should still be asked to return to the barrows to speak with Solina and then seal it to keep Vornjolnir’s influence from spreading.

If the undead are peacefully negotiated with, award full XP for this encounter. In this case, the adventurers are asked to travel to the barrows after speaking with the caravan.

If the adventurers quickly slay the undead and then kill Grindan, have the undead remains hold, or the merchants provide, clues of the barrows’ location.

When the adventurers engage the undead, read or paraphrase the following:

With raspy, dry voices the undead warn you away, “Come not between us and those who we hunt.

“We deliver justice, for these greedy mortals have dared transgress against us. All who aid them are guilty. Our actions are holy, our mission sacred. It is our duty to guard the relics lain down in the barrows.

“All who would compromise our duty are to be purged. We are the Order of Dawnfire, led by our Lady Alisandra Solina.”

After the undead speak in combat, adventurers can make a DC 14 Wisdom (Insight) roll to notice the undead are distracted and perhaps disoriented. This can be exploited later in the adventure when the adventurers get a chance to remind the undead of their mortal lives by reciting the ideals of heroic chivalry (see **The Hall of Remembrance**).

A cleric of Torm or Helm, or anyone making a DC 14 Intelligence (Religion or History) check, recalls the following about the Order of Dawnfire:

- The Order was mostly composed of paladins who sought to gather and secure evil relics and defend the settlements around the Moonsea.
- The order was named after the sect's powerful holy sword and their keep, a bronze citadel that would blaze at sunrise. The leader's name was Alisandra Solina. The paladins were sometimes referred to as the Knights of Solina or Dawnfire Knights.
- The order was wiped out six centuries ago fighting a frost giant leading a war band from the Galena Mountains. Oddly, the old chronicles mentioned the battlefield being littered with undead yet there were no known practitioners of arcane or divine arts among the frost giant's band.
- Solina's holy sword, from which the order took its name, had its blade shattered during the fateful battle. The hilt is rumored to still hold powerful magic.

Undead Reinforcements

Incorporeal undead reinforcements arrive three rounds after the adventurers engage in combat. The



dusk has grown dim enough to rob the world of sunlight.

Read the following:

The sun dips below the horizon and the shadows deepen and spread. The shadows then move, taking on humanoid shapes.

One **wraith** and five **specters** appear. Where the incorporeal undead attack is up to the DM. They can assault the rearmost wagon in the convoy, the front wagon, or they can be split between the two. Go with what would be most dramatic without overwhelming weak or wounded adventurer parties.

Also, if the party is doing quite well, the **wraith** can raise additional **specters** from the slain caravan guards. There are twelve dead guards. These additional undead don't grant more experience points, but this may thematically increase the tension of the encounter.

Adjusting the Fight

Here are recommendations for adjusting this combat encounter. These are not cumulative.

Very Weak: Remove five **specters**.

Weak: Remove three **specters**.

Strong: Remove five **specters**. Add two **wraiths**.

Very Strong: Remove five **specters**. Add three **wraiths**.

The battle concludes when all the undead are vanquished. The undead fight until destroyed.

Searching the Undead

The arms and armor worn by the undead are of an ancient design and features symbols of a blazing sun behind a drawn sword. Their equipment is old and has no value.

Tracks

If an adventurer investigates the northern ridge above the wagons, the undead ambushers left tracks, which lead to the Cord farm and the barrows.

Surviving Merchants

Award an additional 25 experience points for each survivor of the undead attack on the caravan. There are twenty potential survivors for a total of 500 potential experience points.

B. The Aftermath

After the battle, read or paraphrase the following:

Even with the undead vanquished, the terrified merchants are lighting lamps and torches all around the area as they move to fix the lead wagon and remove the dead horses. A woman kneels by one of the dead guards and weeps. Two men approach you. One is a middle-aged heavyset fellow with more mustache than face and the other is a younger man wearing chain armor with the symbol of Zhentarim.

The older man speaks first: "Oh, goodness," he says, his mustache quivering. "You saved us!" The younger man visibly cringes at the other but says nothing for the moment, leaving the older man to speak. "I am the master of this caravan, Albric Von Howtz, at your service."

He bows as much as his girth allows. "This here is my guard captain, Callan Aurn," the captain salutes you but remains silent. "A reward! Yes! A reward is in order, my new friends. Anything else would be rude, just uncouth." The captain groans as the caravan master shuffles off to his wagon.

When Albric is far enough for words not to reach, the captain speaks, "Thank you for your assistance. I fear what would have happened without your intervention. Those creatures ambushed us here, which was cunning.

"I dread to think how long they had been stalking us and planning this assault. I don't think this attack was one of opportunity, but specifically targeting us. I am not sure why, though, but I have my suspicions."

Before Captain Aurn can say more, Albric returns heaving a chest. "Yes, a proper reward, then." Albric sets the chest on the tailgate of a wagon and carefully unlocks it. He begins to count out silver trade bars, handing them to you one at a time. Captain Aurn doesn't look pleased by the behavior.

The caravan master offers 400 gp in silver trade bars for the rescue, counting them slowly from a chest. On a successful group DC 12 Charisma (Persuasion) check, Albric can be convinced to pay the adventurers an extra 100 gp. After Albric pays the adventuring, he immediately tries to sell them *potions of healing* for 65 gp each (he can sell five total).

Albric doesn't know much of the current events as he is being left in the dark by the Zhentarim guards and undercover agents. He knows the same information as the rest of the caravan (see **Questioning the Merchants** below).

The weeping woman is a half-elf named Yvette Mirin and she is the last of the Zhentarim guards under Captain Aurn. She mourns her twin brother, Vinn Mirin. She asks if the adventurers can do anything for him. If there is a

divine caster among the adventures who offers last rights to the deceased, Captain Aurn and Yvette profusely thank them, and Yvette gives the adventurer a ring, which is worth 250 gp. The adventurers should gain inspiration for this deed, and they gain advantage on all social rolls while interacting with the caravan members, except Grindan (see below).

If the adventurers raise Vinn from death, the DM can grant inspiration. They are also rewarded an additional 300 gp. All the members of the caravan respond in awe, treating the adventurers with reverence.

Captain Aurn asks to speak with the adventurers in private as soon as its convenient.

Roleplay Opportunity

Captain Aurn, Grindan, Yvette Mirin, and the caravan. The caravan and associated persons are relatively friendly and happy to cooperate, even Grindan under certain circumstances. This encounter is designed to allow the players to move through the caravan and interact with NPCs. Award inspiration for good roleplaying.

Questioning the Merchants

The adventurers can go about asking questions of the other caravan members. They know the following:

- They are carrying quality goods, such as cloaks made from griffon feathers, or leather from chimeras. The goods have been already contracted and they can't sell any to the adventurers.
- They have traveled out of their way to meet with a second caravan for some reason. They don't know why or what was traded. Three new members joined. Captain Aurn spoke with them privately for some time. The captain came away looking angry. That was a day ago, and now they've been ambushed by undead.
- The new members kept to themselves and what they brought was immediately put inside one of the wagons. The merchants don't know much beyond that.

Captain Aurn wishes to converse in private. If he is allowed to, read the following:



“There is another caravan that might be in danger. You see, we, uh,” he scratches the back of his neck, “we met with a smaller merchant convoy and traded goods with them and picked up three additional members. The circumstances around this were unusual, but I am not sure why. Maybe it’s a gut feeling, but when you are in dangerous places, trust your instincts.”

Captain Aurn goes on to share the following:

- “The second caravan is led by Ragin Olwynson, a seasoned merchant familiar with the region. Ragin told me that he retrieved supplies from a farmstead not far from here, I think he said it was owned by the Cord family. They were heading towards the Moonsea, to take a road that follows the shore.” Captain Aurn gives the adventurers directions.
- “Ragin also picked up six additional members. Three of them would go on to join Albric’s convoy, our convoy, a day later, a day before this ambush.”
- “The boss of the group of the three that joined us is named Grindan. He is a secretive sort of person. I don’t trust him.”

If pressed further and a DC 14 Charisma (Persuasion or Intimidation) check is made, or if the adventurers have raised Vinn, Captain Aurn reveals he is hiding something out of guilt and fear and he explains the following:

- “A group of Zhentarim agents disguised as Mulmaster archeologists were undergoing a secret operation in an out-of-the-way farmstead. They were led by an agent named Grindan.”
- “Grindan is alive, hiding as a merchant within this caravan.”
- “I think that Grindan and his fellows may have caused this tragedy to befall this convoy.”
- “I am a Zhentarim member, but my loyalty is always to the caravans I am contracted and trusted to guard.”
- “From what little I’ve been told and what I have put together, Grindan and his men unearthed something near the Cord family farm, and now the undead are after them and anyone with them. I don’t know what they unearthed, only that Grindan’s instructions came from high-up in the Zhentarim hierarchy. You should speak with him.”

Grindan’s Masquerade

Grindan (neutral human **mage**) is disguised as a merchant. If an adventurer reveals to him that he or

she is a Zhentarim agent, he furtively gives the Zhentarim signal. Otherwise, Grindan thinks these would-be heroes might clean up the undead mess and cooperates. After all, why turn down free help from do-gooders?

You approach a lone figure sitting at the front of a wagon busying himself with a loop of rope. His youthful face is clean-shaven, and his long hair is held in a ponytail. There is a subtle azure glow surrounding him.

A DC 11 Intelligence (Arcana) check reveals the spell to be *mage armor*. A successful DC 16 Intelligence (Investigation) or Wisdom (Perception) check reveals that Grindan is a mage who pretends to be a merchant.

Grindan reveals the following information:

- The Zhentarim learned of the location after investigating rumors that had spread from passing merchants by farmers and hunters in the area.
- He had been ordered by Nasreet, a powerful diviner within the Zhentarim, to gather loyal operatives to locate and breach grave barrows and retrieve the relics within.
- Nasreet had trained Grindan and his lieutenant Brandel on the wards and traps she expected them to find. He had been given extensive supplies, including thousands of gold worth of magical equipment—mostly potions and oils—to see to the success of the operation. Most of it was used during the excavation or taken by fleeing agents.
- Nasreet’s previous experiences with such places had left her anticipating undead within the barrows, but the sheer power and number of the creatures had taken the expedition by surprise. They were quickly overwhelmed and only a few escaped with grave goods. He and the other survivors are following orders, splitting up and heading to the docks in Mulmaster.
- The other half of the expedition joined a smaller caravan. The leader of the other group was a half-elf named Brandel. They are probably in terrible danger.

If asked about the undead or the grave barrows, Grindan explains the following:

- The barrows are the resting place of an order called the Dawnfire Knights, named after their leader's holy sword. Their leader was a paladin named Alisandra Solina.
- The Dawnfire Knights were tasked with destroying and capturing sinister magic items left by evil empires such as Narfell, Nardusk, and Netheril. The order was destroyed in a terrible battle with a frost giant death shaman named Vornjolnir (this isn't fully correct, but no one is aware of the Harrowed King's influence on both past and present events).
- Not long after the fateful battle with the giant, the temple fortress of the Dawnfire Knights known as Bright Crown Citadel was razed. The temple also served as a vault that housed the dangerous items the order couldn't destroy. As far as Nasreet is aware, the barrows are all that remains of the Dawnfire Order, the Knights of Solina. Because of this, Nasreet believes that a few objects of power gathered by the knights were buried with them, as they could not be taken to Bright Crown.
- The objects carried from the barrows were mostly ornamental treasures, filigreed antique arms and armor. However, there were a few items of interest split among the fleeing operatives: a perfect cube of obsidian with inexplicably seven sides, a misshapen bronze orb that vibrated like a heartbeat, a large skull with gems for eyes and teeth, and an ancient sword hilt of orichalcum encrusted with a ruby cut in the shape of a blazing sun.



The Relics and Future Adventures

There are mentions of curious relics that were stored in Solina's barrows. These relics tie into other adventures and are not immediately relevant. These references help create continuity between adventures and storylines.

As the DM, redirect the adventurers so they stay focused on the task at hand. If necessary, explain that the relics are long gone (or even the meta-role of the other relics).

Grindan also explains why the Zhentarim agents can't simply return the grave objects to appease the undead:

- Even if the stolen items were gathered and returned, Grindan doubts it would make a difference because he believes something was wrong with the place before it was even unearthed. As they worked on the excavation, the place seemed wrong, too cold, too dark before they even breached the buried doors. Maybe something put in there with the knights corrupted the place, rotted it from within.
- As Grindan had mentioned, Nasreet believed Narfell or Netheril objects made it into the barrows with the bodies of the knights. There may be some truth to this as the wards were already weak when they broke in.
- Clearly something was wrong before they got there. He mentions some of the Harrowed relics (the cube, the heart, and the skull), saying how they seemed eerie.
- There appears to be something of the knights left within the undead. During the skirmish at the barrows, the undead demanded the surrender of my companions, capturing them alive. The undead that ambushed the caravan here didn't ask us to yield. Whatever is darkening them is growing.

After the adventures speak with Grindan, or if the interaction stalls or starts to become violent, Captain Aurn interrupts (it is his job to keep Grindan safe) with a request to the adventurers to locate the other caravan and then check on the Cord farm or go directly to the source of the undead and confront it. Grindan also mentions that there is a shortcut that circumvents the Cord farm if the adventures wish to go directly to the barrows.

Grindan's Gift

Read the following:

Grindan peers at you with a somber expression. He reaches into his coat and hands you something heavy wrapped in silk. Within is an ancient sword hilt of orichalcum. In the pommel is a ruby cut in the shape of a blazing sun.

"This is it," Grindan says with a sad smile, "The goal of the whole operation. This broken thing. I am sure there is a metaphor or irony in that, but," he shrugs, "such things tend to be lost on me.

"This is her sword, you know. Alisandra Solina's fabled weapon. Once it was an incredibly powerful artifact. Even broken as it is, it still holds such power." He looks at it with longing, his eyes glinting from the light bouncing from its ruby. He sighs, "Take it. Use it to end this. The Zhentarim really isn't what it used to be. We have some noble blood in us still."

Captain Aurn nods approvingly at him.

Grindan goes on, fear in his voice, "But, you need to know that something is wrong with the barrows. It isn't merely the undead, as bad enough as that is. A growing malice clings to it, warping it. And that isn't the only thing, either." His voice seems distant, "I saw her, you know, Alisandra Solina adorned in ceremonial white armor and wearing a helmet set with her visage. I watched her in all her beautiful armor slaughter my friends, dragging those who lived into the darkness of the barrows. I ran. I left them. Please, make this right."

gp. If the adventurers raise Yvette's brother from death, they are rewarded an additional 300 gp.

The Dawnfire sword was once an artifact of power. Even with its blade shattered, the sword is a *sun blade*; the gem in the pommel sheds dim light in a 10 radius when within 60 feet of undead. This is addition to the illumination spread by the *sun blade*.

Grindan also gives the adventurers a *potion of superior healing* to help them.

Any dwarf, anyone proficient in smith's tools, or anyone making a DC 10 Intelligence (History) check knows that orichalcum is a gold-colored bronze alloy used long ago, mainly for coins of long-dead empires.

Zhentarim Faction Assignment

If asked about Nasreet's orders, he says that the orders were carried by Brandel because the oaf forgets things so often and needs to be frequently reminded.

Treasure

The adventurers gain possession of the *sun blade* and a *potion of superior healing*. They also are paid 400 gp for saving the caravan (with a potential of 100 gp extra), and/or Yvette Mirin's ring, worth 250

Part 2. The Wreckage

Story Beats

The adventurers discover the destroyed merchant caravan and learn of those who have been taken hostage.

Estimated Duration: 15 minutes

The adventurers can take a long rest before the next encounter. The second caravan, which has been attacked and destroyed, is a day and half away.

General Features

The trade road has the following features.

Terrain. The terrain here continues to be rough and hilly. The road is packed dirt.

Weather. It is springtime. The sky alternates between sunshine and light rain in the afternoon with heavy foggy in the morning.

Light. It is bright during the day and dark at night with a beautiful sky of stars.

Smells and Sounds. The scent of the land is strong along the road, the smell of plants and damp earth.

You haven't seen anyone else since the assault on the caravan, which is now making for safer lands after your intervention.

As you descend into a shallow valley, the cloying stink of death drifts to you.

Ahead is a grizzly scene of slaughter—brutalized bodies litter the churned earth by several wagons. Most of the bodies have been shredded, but a few have no wounds beyond a face rigid in horror.

The entire caravan has been ransacked. There are smashed kegs and torn sacks piled at the bases of the three wagons.

An undead host from the barrows set upon these merchants. The undead were looking for stolen treasures, particularly items associated with the Harrowed King's binding as Vornjornir himself is still compelled to seek them and now so too are the fallen knights through the death giant's will.

Tracks

There are obvious footprints traveling down the road and dragging someone or something from the caravan wreckage. They are heading through the Cord farm to the barrows.

A DC 13 Wisdom (Survival) check identifies distinct patterns in the blood-soaked mud around the wagons. Along with the frantic boot prints of the merchants and guards are the tracks left by four armored warriors.

A DC 13 Wisdom (Perception) check immediately notices a few things:

- While the goods and supplies have been strewn about and ransacked as though violently searched through, nothing appears to have been taken, including valuables.
- There are eleven bodies, and all seem unduly brutalized. A DC 13 Wisdom (Medicine) check shows that several people were slain by bladed weapons and shredded by bare hands, their flesh torn.
- A DC 13 Intelligence (Religion) check reveals that the bodies without wounds have had their life drained from them by undead creatures.

The Wagons

All the wagons are marked with the brand of a Zhentarim merchant company that operates around the Moonsea. Aboard the lead wagon are papers authorizing the movement of goods, specifically silk. They are made out to a man named Ragin Olwynson and Co.

The Cargo Ledger

Near one of the bodies is a ledger listing the caravan's merchandise, supplies, and members. There are thirteen names listed but there are only eleven bodies at the massacre. The ledger mentions going out of their way to rendezvous with another caravan to sell supplies and pick up three new members including someone named Brandel.

The Wagons

It appears the wagons have been ransacked, their gear and goods tossed to the ground. The wagons had been carrying numerous barrels of wine and kegs of brandy, but they have all been destroyed.

The horses are found not far off, spooked and a little battered but healthy. It looks like they broke free from the wagons during the battle. There are seven of them.

Treasure

There are seven riding horses, and enough feed for several days fodder per horse. There is also 100 gp worth of undamaged trade goods (silk, brandy, etc.)

Part 3. The Cord Farm (Optional)

Story Beats

The adventurers come to the Cord farm and learn of the missing Cord children, Sofia and Caleb, the events that have transpired in the area with the “archeologists” and the neighboring farms and families.

Estimated Duration: 20 minutes

General Features

The Cord farmstead is comprised of several buildings—house, barn, bathhouse, granary, and windmill—built in a verdant valley surrounded by tall hills. The Cormanthor forest looms not far away.

Terrain. Tall hills rise around a shallow valley of rich soil.

Weather. The sky is overcast early in the day that burns off in the afternoon. Heavy fog clings to the hills all morning.

Light. Bright during the day, dark during the night (with occasional dim light from the moon).

Smells and Sounds. The smell of damp earth and grass.

The undead retinue is comprised of three **revenants**. They have captured the two caravan leaders and are taking them back for Solina for questioning and judgement. The paladins’ perceptions and oaths are warped, and they believe they are acting justly, even as they slaughtered the caravan.

The grave barrows aren’t far from the Cord family farmstead and the undead have been moving within view of the family house. They have been active for three days and during that time they captured two members of the Cord family who had trespassed near the barrows (see **The Zhentarim Strategy**). Solina is holding them until formal execution.

You follow the trail for several hours. It then diverges from the main road and heads south towards the Cormanthor forest, that seemingly endless expanse of ancient woods. The terrain becomes progressively rougher. You travel for half a day until you see tall hills forming a sort of shallow valley of rich soil. Nestled there is a large farmstead. You see a large house, a barn, a bathhouse, a granary, and a windmill. There appears to be a couple of small sheds between the larger buildings. The place is eerily still except for the squeaking of the windmill.

As you near, you see men and women come out of the house and load stuff onto the wagons. A few stand watch, nervously wielding scythes or pitchforks, but some are wearing short swords or holding crossbows. None of them have armor and some appear to be crying. An unarmed old man with a pipe is directing the activities.

When they see you, they stop loading the wagons and gathering around, looking tense. The old man with the pipe holds his hands out in greeting and approaches.

There are ten family members working together to hurriedly load the wagons. After seeing undead moving near the farm during the night, and having two family members disappear, the Cord family is preparing to flee.

When the adventurers approach, the Cord patriarch, Grandfather Murry, hails them over:

“You don’t look like them archaeology folk causing trouble. Still, though, you’ve chosen a sore time to visit our farm. I am afraid we can’t offer much hospitality. My kin have been taken and strange things are about. We’re off to Hillsfar to find help. And I caution you to leave this place too.” He sighs. “It has been a hard few days, and I forget my manners. What can we assist you with?”

He knows the following:

- Last night, he and his family witnessed several armored figures pass by the farm towing two disheveled men in the dark hours of the morning.
- A month ago, Murry’s son Murph was working a field with thick topsoil near some hills when he unearthed carved stone. Rumors grew and spread from harmless conversation with neighbors. A week ago, a score of men showed up claiming to be from an archeological organization in Mulmaster. They rode towards the forest border, to the largest hills in the area. They were well geared and brought in boxes of supplies. They were there for a week, coming and going until, three days ago, they fled.
- During their time here, the archeologists would visit and make extravagant offers for provisions or tools, paying many times their value. They also bragged about having found a massive treasure hoard, too much for them to carry and that the farmers in the area could have what they wanted.
- Two young family members, Sofia and Caleb Cord, were spying on the operations. They had described digging into the side of the largest hill near the woods, not too far away. They excitedly

talked about seeing lots of lights of unusual colors. They haven't been seen in two days. Murry fears the worst.

- After the archeologists fled, the Cord family began to see strange, silent figures moving through the night, following the direction of the fleeing archeologists. Right before morning, they could be seen coming back, often dragging people along with them.
- The Cord's farm is the closest to the excavation site. The Hardens and Shepherds are also near, but they evacuated a day or so ago. The Cord family is the last to flee. All three farms have lost family to the "night walkers."

If the adventures offer to find the missing Cord members, Grandfather Murry offers the adventurers a 100 gp reward to look for Sofia and Caleb.

The Zhentarim Strategy

The Zhentarim posed as archeologists from Mulmaster as they operated in the area. The operation was conducted with the prediction that the undead would most likely pursue the grave-robbers, so the Zhentarim agents attempted to scatter the grave goods to as many people as possible to spread thin the efforts of the undead and buy the agents more time to flee the area. This strategy including tricking the local farmers into visiting the excavation site and taking objects left there from the Zhentarim's exploration of the tomb or buying the goods at prices too low to ignore. This, predictably, resulted in the kidnapping and execution of a number of innocent farmers in the area.

Treasure

Grandfather Murry offers the adventurers a 100 gp reward to look for Sofia and Caleb.

Part 4. The Barrows

Story Beats

The adventurers come to the barrows where they find the remnants of the Zhentarim dig site. From there they either peacefully go into the barrows to take part in the trial or fight their way in to rescue the accused. After which they are informed of Vornjelnir's corrupting influence and the wards that must be destroyed to collapse the barrows on the waking death giant, who sends a dreadful creature to stop the adventurers.

The undead have begun to purge the earthworks, campsite, and excavation machines from around their barrows.

General Features

The terrain around the barrows is a set of five artificial knolls evenly placed around a massive hill, the northern face of it excavated to reveal stone pillars and two bronze doors. They are open.

Terrain. The terrain is damp with tall grass. There are five steep hills surrounding at equal increments a massive hill at the center.

Weather. The sky is overcast with light drizzle.

Light. Gloomy during the day and utterly dark at night with no moon or starlight.

Smells and Sounds. During the day, the area is rich with bird sounds, especially crows. At night, the hooting of owls, squeaking of large bats, and chirping of insects fills the dark.

A. The Outer Barrows (Not on Barrows Map)

Estimated Duration: 15 minutes

At the edge of the deep wood rises six great hills, steep and covered in thick grass. Five of the hills circle the largest, which is immense and topped with a crown of standing stones.

Littered about the area are smashed boxes, scattered supplies, collapsed tents, and even a broken pulley system for shifting heavy objects. The grassy ground has been churned to boggy mud from extensive foot traffic.

The northern face of the large hill is excavated to reveal stone pillars and two bronze doors. They are open.

Tracks: The undead tracks lead across the muddy ground to the south, heading for the north face of the large, central hill. A DC 12 Wisdom (Survival) check indicates that the numbers have not changed, and the two caravan members are alive, for now.

There are a number of empty potion and oil bottles. A DC 14 Intelligence (Arcana) check reveals bottles that once contained *potions of healing*, a *potion of giant strength*, and residue of *oil of slipperiness*. A DC 14 Intelligence (Arcana) check reveals that *the oil of slipperiness* was used in conjunction with the *potion of giant strength* for part of the excavation. These vials are now empty.

Searching the camp produces a *potion of superior healing*, 40 days of rations, 30 torches, a barrel containing enough oil for 10 oil flasks, a thieves' kit, a set of mason's tools, 6 vials of holy water, 200 feet of rope in 50 ft segments, and a few tents and bedrolls. The rest of the gear is too damaged to be of use or recovered.

A *detect magic* spell or ability indicates powerful necromantic energy pouring from the barrows. There is also evidence of other magic in the area, possibly residue from spells cast by the Zhentarim excavation team.

Treasure

As noted above, searching the camp produces a *potion of superior healing*, 40 days of rations, 30 torches, a barrel containing enough oil for 20 oil flasks, a thieves' kit, a set of mason's tools, 6 vials of holy water, 200 feet of rope in 50 ft segments, and 3 remaining tents and 12 bedrolls. The rest is destroyed.

Alternatively, a DM may simply provide 50 gp worth of nameless supplies, 6 vials of holy water, and the *potion of superior healing*.

Solina's Trial

The undead still hold a fragment of the paladins they were in life. Solina is proceeding over a trial for those captured by her revenants. Ragin Olwynson, Brandel, and Sofia and Caleb Cord are being tried as minions and conspirators of Vornjelnir, and as thieves and trespassers. Should they be found guilty, which is highly likely, the punishment will be death (See **Trial of the Dead** below for further information).

Approaching the Entrance

Read the following:

The heavy bronze doors are caked with dirt. Once, long ago, they must have shone intensely. Embossed into them are an upraised sword set before a blazing sun. They are unsealed now, forced open.

Behind the doors is a dark tunnel, lightless and chill, with a clinging fog seeping out.

Faint words can be heard echoing from the darkness, thick with antiquated pronunciation, and with them can be heard pleas for mercy in Common.

A DC 11 Intelligence (History) check reveals the heavily accented words to be that of a judge commencing a trial (See **Trial of the Dead**).

Trial of the Dead

Read the following upon a successful History check:

You immediately notice that the system of justice is hundreds of years old. It appears to rely on patronage, meaning that someone isn't worthy of being given a defense unless others step in to risk themselves to attest to the person's character. Those who vouch on behalf of the accused become culpable as well and share in the punishment. This form of justice was to ensure that only the innocent would be vouched for as those who testified for the guilty would be punished as well.

These trials are often overseen by a triumvirate, three judges, who listen to the accused and decide on the severity of the punishment.

This system of justice is famous, or infamous, for its use of judicial champions and trials by combat, its use of weregild, and its use of *zone of truth* and mind reading as last resorts.

The justice system's fine points:

- Anyone can volunteer to argue in defense of the accused but he or she will suffer the same punishment should the accused be found guilty.
- Anyone can volunteer to take the place of the accused.
- Anyone can ask for the trial to be done by combat with the accused selecting a champion.
- Weregild (literally 'man gold,' payments to those offended by another) is accepted in this form of justice.

B. The Inner Barrows Complex

Estimated Duration: 50 minutes

The barrows complex is an ancient stone dungeon set with powerful magic wards and made by expert masons. However, the disruptive presence of Vornjólnir has caused the stone to crack and open up, flooding part of the complex in his efforts to escape.

General Features

The barrows are centuries-old structures with magic woven into their stones.

Terrain. The stonework is masterful, built to endure. But despite the best efforts of the builders, unquiet earth has shifted and cracked passages, causing portions of the walls to collapse.

Weather. The interior of the barrows is icy cold and filled with a chill mist.

Light. The frost-fog makes conditions dim, even with torches and lanterns or a *light* spell.

Smells and Sounds. Indiscernible whispers are heard in the fog along with the trial proceedings.

The Desecrated Barrows

The barrows are imbued with the unseen traces of ancient evil. A *detect evil and good* spell cast within range reveals its presence.

Desecrated Ground

Undead standing on desecrated ground have advantage on all saving throws.

A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a *hallow* spell purifies desecrated ground within its area.

The Guardians of the Barrows

Two **revenants** wait 20 feet into the barrows, flanking the entrance tunnel. They don't immediately attack unless threatened or they catch someone sneaking in or lying. The first adventurer taking objects or entering the tomb without permission becomes a target of vengeance by all **revenants** within the barrows.

Muddy tracks enter the barrows. Some are scraped across the stone, as if someone was being dragged.

Voices echo deep from within. The words becoming clearer as you near. From what can be discerned, a criminal trial is being conducted.

Two armored figures stand motionless twenty paces into the barrows. They watch you with burning eyes but don't move. In hollow, deathless voices they ask simultaneously, "Who disturbs our trial? Hast thou come to speak on the behalf of the accused? Speak boldly, that we may hear thee.

Allow another History checks to reveal information on the trial (See **Trial of the Dead**). Alternatively, if the adventurers ask the guards what is going on, the guards can relay the information found in the **Trial of the Dead** section.

Parlaying with the Undead

The adventurers can peacefully parlay with the undead and join the trial as part of the defense or as silent watchers. If they do so, they are escorted to **Area C. The Hall of Remembrance**, where they are told to wait while a guard goes and speaks with Solina. One guard remains to watch the adventurers. The adventurers are permitted to walk around the hall and study their surroundings, even interact with it to a certain extent (such as **Sir Colville's riddle**). During this time, an adventurer could sneak away to spy on the undead but warn the adventurer of the consequences of being caught for the whole party.

After a few minutes (exact time is up to the DM), the guard returns and escorts the adventurers to Solina and the trial.

If the adventurers attack, the guards defend themselves and reinforcements (see the **Undead Reinforcements** section) appear in two rounds, instead of 1 minute.

Undead Reinforcements

Undead reinforcements appear 1 minute after combat with guards starts, or any part of the barrows is noticeably looted (**Sir Colville's riddle** treasure does not count). Two **revenants** and three **wights** charge the adventurers. The undead are dressed in archaic armor.

Adjusting the Fight

Here are recommendations for adjusting this combat encounter. These are not cumulative.

Very Weak: Remove two **revenants**. Add one **wight**.

Weak: Remove two **revenants**. Add three **wights**.

Strong: Add one **revenant**. Add one **wight**.

Very Strong: Add two **revenants**.

C. The Hall of Remembrance

This is the largest room within the barrows. It is extravagantly carved with beautiful murals and engravings.

This grand room was built to honor and remember those who have died in the battle against tyranny and villainy. Ten great pillars stretch to touch the ceiling, which holds an elaborate mural of the higher planes, of deities and heroes looking down and welcoming the wary to their halls. The pillars are rare blue marble and carved to represent the ten ideals of heroic chivalry. Along the walls are glittering bronze tablets engraved with the names, titles, and feats of those laid to rest here.

It appears this room flooded at some point and the chillness of the barrows froze the water. The floor is covered in a thick sheet of red ice, making movement difficult. The surface glitters and shimmers in whatever light touches it, spraying prismatic and crimson refractions across the walls and ceiling.

Most of the northern wall is collapsed except for a small section containing a heavy stone plinth before it. There are also stone altars towards the back of the chamber against the east and west walls depicting a rising sun.

The chamber is approximately 35 feet wide (east to west) and 55 feet long (south to north).

The altars against the east and west walls depicting a rising sun are the **wards stones** keeping the barrows intact. These are two of the three **wards** Solina will ask the adventurers to destroy at the end of part 4.

A DC 15 Intelligence (History) check recalls the ten ideals of heroic chivalry (paladins and those with the appropriate background automatically succeed on this check): bravery, justice, mercy, honesty, perseverance, empathy, temperance, discretion, selflessness, and humility. If these are mentioned to the undead and a DC 18 Charisma (Persuasion) check is made, the undead cease fighting the adventurers as the knights are reminded of the ideals they valued in life and can either return to rest or assist the adventurers (such as in the fight against Vornjolnir's minions), DM's discretion. In either case, award full experience for the encounter.

Anyone with stonecunning, proficiency in mason tools, or making a successful DC 14 Intelligence (Investigation) check notices that the extensive damage to the stonework and cave-ins are caused by unusual forces, not the geological shifts or wear of time. The place for the barrows was well chosen for the structure to endure. No natural events have caused the damage.

A *detect magic* followed by a DC 14 Intelligence (Arcana) check reveals sources of ward energy coming from the altars on the east and west walls of this chamber that weave a web throughout the barrows. They are fluctuating oddly, which might explain the undead as the wards were designed to keep the living out and the undead in. It would take a long time and expensive parts to repair.

The red ice also emits necromantic energy. A *consecrate* spell or holy water removes the necromantic taint and the red color.

Here are a few samples of content for the bronze tablets:

- “Odaenathus Kayn, guardian of the green glade, friend of the fey, bearer of the Emerald Sword of Summer. Single handedly slew the young green dragon Crinnanmorax, and defeated the Unseelie champion Shay Duindae tel’Orin”
- “Varisha Vihara Karith, first drow knight of the order, exemplar and greatest of us during her time, inheritor of the Moon Tear Crown. Huntress of glabrezu and vanquisher of he whose name shall be forgotten.”
- “Jalin Majere, spellfire wielder, and consummate pessimist, may the lessons you learned with us guide you on whatever plane you find yourself wandering.”

Also written along the wall is the story of the fall of Bright Crown Citadel, the orders castle and the vault where the dark objects they recovered were stored. It mentions how not even a single foundation stone was left as though the temple fortress had simply ceased to exist.

When the adventurers approach the plinth, read the following:

The plinth in the back of the room appears to be an offering by an ally of the Dawnfire Knights. It says, “To those who have shown us the way with their deeds and deaths, we honor thee.” And it is marked by the name of Sir Colville, grandmaster of the Delian Order, chronicler of ‘Thief’ and ‘Priest.’ Beneath is the riddle of the Delian order: “If thou are to keep this, thou must first give it to me.”

If magical detection is used, the plinth radiates both strong abjuration and evocation magic. A DC 15 Intelligence (Investigation) check notices dangerous runic markings. The plinth is trapped, and anyone giving a wrong answer to the riddle triggers the trap.

The answer to the Sir Colville’s Delian riddle is for an adventurer to give his or hers word, oath, promise, etc. The plinth contains a secret compartment that opens when the riddle is answered correctly. A successful DC 16 Intelligence (Investigation) check locates the secret compartment. In this case, it requires a DC 16 thieves’ tools check to open, which triggers the trap.

Within the secret compartment are two *scrolls of daylight*, an ornate silver lamp, and a non-magical silver martial weapon (this would typically be a silver longsword, but the DM can instead choose a martial weapon usable by the adventurers).

Magical Trap. Glyph of Warding

Magical Trap (Levels 5-10 deadly threat)

The plinth is protected by runes that activate a *glyph of warding* and radiates both abjuration and evocation magic.

Trigger. Any creature who fails to answer the riddle correctly, or who opens the compartment before giving his or hers word, oath, promise, etc., triggers the trap.

Effect. A series of fiery explosions detonate in the chamber, filling **Area C**. Each creature in the area must make a DC 15 Dexterity save. A creature takes 31 (7d8) fire damage on a failed save, or half damage on a successful save. The explosion alerts any remaining undead within the barrows. The explosion does not harm the room but can harm the undead.

The *glyph of warding* fades after activation or when the riddle is answered correctly.

Countermeasures. Answering the riddle or a successful *dispel magic* can deactivate the *glyph of warding* (cast as a 5th level spell slot).

Treasure

If the secret compartment is found, the adventurers obtain two *scrolls of daylight* and a silver martial weapon. The ornate silver lamp is worth 100 gp.

D. Anteroom and Statue of Solina

Read the following when the adventurers enter this small anteroom before the stairs down:

The apartment before the circular chamber holds an elegant statue of a beautiful woman wearing plate armor and wielding an intact Dawnfire. The statue is wrought of blue electrum and the plate armor is unmarred alabaster. She holds the sword raised above her head pointed towards the sky and gazes gently forward.

The base of the statue reads: “Alisandra Solina, our Lady of Dawnfire, favored of the sun, our Lady of Grace, touched by the divine, may her spirit endure, may her deeds persist untarnished, unbroken, unforgotten..

The lives she saved were countless.

The peace she brought was long.

The evils she slew were legion.

Her star was brightest, a light undimmed and undaunted even in the darkest of times, in the most dangerous of nights.”

The words of the trial echo up from below, clear and cold. Beneath them can be heard faint crying.

E. The Stairs

The circular central room of the barrows leads down into a chamber where the senior members of the Dawnfire Knights were entombed, including Alisandra Solina.

The stairs are cracked and chipped but appear solid. They wrap around the chamber, which is a tall cylinder empty in the middle. Below you is a room more splendidly inscribed than any other thus far seen. The walls are plated with polished bronze, which are etched with electrum.

F. The Sarcophagi and Trial

When the adventurers enter the trial chamber, either escorted or not, Solina greets them and offers a chance to prove the innocence of the accused by a trial by combat, paying wergild, or arguing on behalf of the accused.

Even if the adventurers have battled their way here, Solina will not immediately attack but attempt to speak with them and give them a chance to prove their innocence and the innocence of the accused. If the adventurers refuse, cast spells, or attack she and her knights attack (see **Adjusting the Fight** below). If she is defeated in this way, her armor drops to the ground and her spirit speaks (go to **After Solina's Challenge**, which should be modified to reflect this outcome).

Give the adventurers **Player Handout 1**, and read the following when the adventurers approach the circular room:

This level is comprised of two closely connected chambers. The first holds a grand sarcophagus of bronze. Against the northern wall is a stone altar of a rising sun.

In the next chamber are three figures standing motionless in front of three ornate sarcophagi of bronze. One is wearing ceremonial armor of electrum and alabaster with a full-faced helm shaped as the visage of the beautiful woman portrayed by the statue in the apartment above this chamber. The other two figures are wearing ceremonial bronze armor studded with carnelian gems.

You see the accused standing in a corner flanked by two undead guards. There is a middle-aged man in rich attire nervously stroking an intricate beard beside a young half-elf in black leather and two teenagers huddled together. All of them look terrified. The half-elf notices you as you enter and forces a smile, "I see more condemned have joined us. It is always nice to be dying in good company."

The teenagers whimper at this and the middle-aged man glares at him. "Sorry, Olwynson," the half-elf says to the man, "I didn't think it would go this far." The other man shakes his head.

The woman in the electrum armor turns to face you. In a voice vibrant and strong even in death, she asks, "Hast thou come to speak on behalf of the accused? Step forward and speak. Be warned they are charged most direly, and you will share their fate if found guilty.

"What say thee?"

On this level is another altar of a rising sun that is the third **ward stone**.

If the adventurers refuse, have Solina warn them they will face the wrath of herself and her knights. If they continue to refuse or openly cast spells, Solina attacks with her knights (see **Adjusting the Fight** below). If the adventurers accept, read the following and proceed with the trial:

The figure in the electrum and alabaster armor nods for you to take your place beside the accused.

"The four here, Ragin Olwynson, Brandel Grey, and Sofia and Caleb Cord, stand accused of heinous deeds and foul pacts with dark things. Each has been found meddling with the holdings of the Dawnfire Order, trespassing on sacred burial grounds, sacrilege and vandalism against the resting place of crusaders, theft of tomb objects, and trafficking in such items.

"Such actions can only be driven by worship and fealty to Vornjolnir, our ancient enemy who rose in undeath and still seeks to undo what we have done."

Resolving the Trial

The adventures arrive just as the four NPCs are being sentenced to death. The adventures can intervene on their behalf and argue to have the NPCs released.

Winning the argument against Solina's triumvirate is framed as a debate for simplicity and ease of play. The judges make accusations (the supposed crimes) and the adventures simply punch holes in their poor logic. Once an adventurer fields a counter, he or she then rolls an Intelligence (History and Religion) or Charisma (Persuasion) (adventurer's choice) check at DC 16 to show the triumvirate that they are mistaken. Good roleplaying or knowledge of law or related history should earn inspiration. The undead don't care about Intimidation and being caught lying would end the trial with a loss. A daring adventurer

could use Deception (DC 18) but warn the adventurer of the consequences of being caught.

The adventurers may either take turns arguing a point (a group check using a relevant skill) or pick a character as lead arbiter and assist him or her with the Help Action. Spells can be used but require a DC 16 Dexterity (Sleight of Hand) check to hide the spell being cast, but if anyone is caught doing so, the trial ends in a loss and the heroes are attacked. Solina clearly explains this to the adventurers.

Solina may sternly warn them once if so caught before attacking (DM's discretion).

A *zone of truth* spell cast before Solina and the judges forces them to accept the innocence of the Cord siblings and Olwynson. However, Brandel would be found guilty with this method. The adventurers would have to do a trial by combat to force Brandel's innocence.

Solina and the Trial

The trial is a role-play method to resolve this conflict. If the adventurers prefer trial by combat, outright melee, or paying the wergild, those are all options.

As always, assess the route that your group prefers.

Roleplaying Alisandra Solina

The corrupting influence of Vornjolnir and the Harrowed King's relics have twisted Solina's perceptions and beliefs.

Solina switches between being a diligent moral authority and a perverse torturer, sometimes in the same sentence. She is mostly unaware of the change, but mortal observers immediately notice she's internally conflicted.

Quote: "Punishment is justice for the unjust; that which is not just is still law."

Solina and the undead do not distinguish among the merchant, the Cords, or the Zhentarim agent in terms of culpability—all appear to be guilty in their eyes.

This is what the Cord siblings (Sofia and Caleb Cord), Ragin, and Brandel stand accused of the following:

- Trespassing on sacred grounds.
- Theft and sacrilege.
- Cavorting with dark powers to free Vornjolnir.
- If found guilty for any of these crimes, the only just punishment is execution.

Argument points the adventurers may field include, but are not limited to, the following:

- How sacred can these forgotten grounds be with so many undead frolicking about? Travelers, explorers, and farmers have been moving through the location of the barrows for centuries. Are you

going to say all of them are guilty? How can the Cord siblings be guilty by simply living close to a place that is hidden?

- Many caravans move through the area, buying and selling all sorts of products. Any number of them could have obtained items from here any number of ways. Are all guilty by the mere fact of being in the wrong place at the wrong time? Is that justice?
- The Cords and Ragin would have no way to knowing if anything was stolen. The land is littered with ancient ruins, especially so close to Cormanthor Forest. Farmers and even city-folk frequently build walls and homes from the stones of previous empires.
- By your broad definition of theft and trespassing, many scholars, archeologists, and explorers would be violators, which simply isn't the case. The past must be learned from, or would you have us repeat the mistakes of Netheril?
- The historical duties of the Dawnfire were battling evil and securing dangerous magical objects from the remains of Narfell and Netheril. Why are you butchering petty thieves?

First Round

On a success, Solina says that you make valid points, one she, for some reason, did not come to herself. She seems concerned, and a little bewildered.

On a failure, Solina says she is unconvinced and mentions as much.

Second Round

On a success, she mentions your words ring true, yet something feels wrong, something she cannot place, but she wills you to proceed in the name of justice.

On a failure, Solina denounces the attempt as frivolous and time wasting, questioning the honor of your efforts.

Third (Final) Round

On a failure, she nods solemnly and explains that you have failed. She and the other judges remain unconvinced of their innocence and that you shall be condemned with the guilty as well to just execution for the safety of all as minions of Vornjolnir cannot be permitted to operate less harm befall the innocent, as it did in days gone by.

If the trial results in failure for the adventurers, one adventurer can instead elect to have a trial by combat to decide the innocence of the accused.

The accused commoners will flee the barrows once combat begins, or if they are found innocent. The undead would rather target the adventurers than the commoners and will not take opportunity attacks against the commoners.

After the trial, see **After Solina's Challenge**.

Roleplay Opportunity

The Trial of the Dead. Running a verbal trial can be difficult.

Be willing to avoid it and use a trial by combat if your group would prefer that resolution. A verbal trial can be fun if done well and with preparation.

Weregild (Optional)

The adventurers can pay the debt of the accused. Solina states that the price of freedom is 200 gp per head.

If the adventurers pay the weregild, Solina orders her revenants to release the prisoners, and then turns to speak with the party. See **After Solina's Challenge**, below.

Trial by Combat

Should the adventurers choose a trial by combat, the adventurer they choose as champion will be dueling Alisandra Solina herself (a powerful **revenant**, see **Adjusting the Fight** for the duel). Even as undead, she is powerful, and this is apparent. Give the adventurers ample warning that the battle is not for the inexperienced or unprepared.

The battle is a one on one combat. It ends when one combatant is reduced to zero hit points. The duelist may use spells and consumable magic items. Allies may also secretly assist the duelist, but warn of the consequences of being caught.

If the adventurer loses the duel, all the living within the barrows are expected to accept their punishment—execution.

At zero hit points, Solina recovers to 1 and yields, go to **After Solina's Challenge**. If the battle goes badly for the hero, or drags on too long, the other adventurers may join in. If they choose to, progress the events to an all-out battle with the other undead joining to support Solina.

Adjusting the Fight (Solina's Duel)

Here are recommendations for adjusting this combat encounter. These are not cumulative. In all cases, Solina has sworn vengeance against her target (see the revenant stats in the Monster Appendix).

Very Weak: Solina has 100 hit points.

Weak: Solina has 130 hit points.

Strong: Solina has 160 hit points and advantage on attacks.

Very Strong: Solina has 190 hit points, and has advantage on attacks, initiative, and saving throws.

Should the adventurers instead fight their way to the trial and interrupt it with violence, Solina (a powerful **revenant**, see **Adjusting the Fight**

(Solina's Duel)) and the judges (two **revenants**) attack with their guards (two **wraiths**). This also occurs if the duel is interrupted or an adventurer who is not a duelist is caught casting spells. Solina may sternly warn them once if so caught before attacking (DM's discretion).

Adjusting the Fight

Here are recommendations for adjusting this combat encounter. These are not cumulative.

Very Weak: Remove two **revenants**. Remove two **wraiths**. Add four **wights**.

Weak: Remove two **revenants**. Add two **wights**.

Strong: Add one **wraith**.

Very Strong: Add two **wraiths**.

After Solina's Challenge

If the adventurers have simply slaughtered their way through the tomb and attacked Solina, what she says should reflect this.

Should Solina be defeated by combat, the adventurers pay the weregild, or the adventurers win the trial, read the following:

In a sad, empty voice, Solina says to you, "I do not understand this. Thou have proven thin selves, yet I feel compelled to execute thee. This is not right. Something," she seems to struggle, "something is . . . I sense it. Vornjolnir's influence. Even now my great enemy fights me. Please, destroy this place. Bury us all and make sure his corruption is trapped here with him and he never rises. Seal him beneath stone and time.

"Please, guard yourselves and make haste. I do not know how long I can stave off his compulsions. I can hold back my knights, but Vornjolnir controls the darkness here, the things that lurk there."

Her voice eases, "I sense the Dawnfire. I am glad the blade has found worthy hands at last. Strength yet remains within. Use it to purge this corruption taking hold of our resting place. Use it to bring light to dark places and the downtrodden.

"Go, and may the dawn find thee, always."

Vornjolnir's blind desire to crack upon the barrows and free himself will be his undoing as he has also made the tomb fragile and the wards volatile.

Solina explains the following:

- There are three stones powering the wards and that they can be overloaded if damaged or disrupted.

- Some of relics kept here had to be infecting Solina and her legion in an unusual way.
- The power left in the Dawnfire can override the wards and stop the influence of Vornjolnir and the alien artifacts that had been kept here.

Overloading the Wards

There is **one ward stone** in the crypt and **two ward stones** in the Hall of Remembrance. There are three stones in total; all must be destroyed to collapse the barrows.

Damaging the ward-stones is one way to destroy them. The ward-stones have AC 10, 30 hp, and immunity to psychic or poison damage. Otherwise, touching the Dawnfire *sun blade* to a ward, or making a successful DC 15 Intelligence (Arcana) check, can cause a ward-stone to detonate. Possessing stonecunning or proficiency in mason's tools provides advantage on skills checks and attacks against the wards.

With each successful check, Vornjolnir yells out in rage. Read the following after the first ward-stone is destroyed:

An imperious voice echoes within your mind: "Mortal wretches, your efforts will avail you not. I am Vornjolnir, the Foe-hammer of Galena. I defy death; I defy you. I destroyed these knights as I have destroyed countless others, and I will crush you. I am the hand of the Harrowed King who awaits my return. I am his watcher, I am his wrath, I am his warlock for he has blessed unto me immortality."

Read the following after the second ward-stone is destroyed:

Again, the telepathic voice goads you: "Such desperation. Such fear. Struggle as you must, fight as you can. Death is all there is for you, unless you yield. Surrender and I will grant you the honor of serving as my immortal champions. I offer this once, so consider with what little wisdom your misbegotten kind can muster."

When the heroes reach the final stone, Vornjolnir summons his power to bring forth a terrible **devourer** to stop the heroes. It emerges from the darkness, hungry for souls. Read the following when the adventurers reach the final ward:

Adjusting the Fight

Here are recommendations for adjusting this combat encounter. These are not cumulative.

Very Weak: Remove one **devourer**. Add one **bodak** with 90 hit points.

Weak: Remove one **devourer**. Add two **bodaks**.

Strong: Add one **bodak**.

Very Strong: Add two **bodaks**.

With a hateful tone, the voice peals within your mind, "My awakening is certain. I will hunt your descendants and make of them my lifeless slaves. Now face a champion of the Harrowed King, Lord of the Bleeding Throne."

From the darkness roils a mass of black flies and blood, which coalesces into a large form. The stomach of the bloated thing's body pulsates, and within its belly writhes the bodies of the damned.

Vornjolnir's Dark Will

Vornjolnir's malignant will empowers his minions. Until the ward-stones are destroyed and the barrows collapsed, the death giant's minions, the devourer and bodaks, have advantage on all saving throws.

Also, his minions gain the following characteristic: **Legendary Resistance (3/Day)**. If a devourer or bodak fails a saving throw, it can choose to succeed instead.

Read when the adventurers successfully destroy the last ward-stone and leave the barrows:

As you flee the barrows, the terrible, grating, deafening sound of cracking rock shakes the earth as the six hills collapse. Magical energy sparks and dances around the hills.

The stones atop the large central mound explode in a shower of molten rocks. A great gust of dust and debris bursts into the air, leaving the area in a choking storm of grit. Blue fire on the burning mounds gives the dust cloud a strange azure color.

Soon everything is quiet and the fires fade leaving a field of rubble.

If Brandel or the villagers are still alive and have fled the barrows, read the following:

"By Helm's eye," Brandel says. "You did it!"

"Aye," offers Ragin Olwynson. "You did. I thought we were dead for sure. But, but you came and saved us. I don't know what to say. I have never seen anything like what you've done today. Your actions, your deeds are those for the pages of books and songs of bards."

The Cord siblings give you a shaky bow, "Th-thank you," and run off towards home.

"Well," Brandel laughs. "I think they have the right idea. Let's get out of here."

After his rescue, Brandel will turn over **Nasreet's orders** if asked. The adventurer carrying Dawnfire hears Solina's voice on the wind, thanking them.

Each adventurer earns the **Solina's Blessing Story Award (Handout 3)**.



Conclusion

The commoners are thankful to have survived their ordeal. With Solina's barrows sealed once more, the Order of Dawnfire once again slips into the annals of history.

Grindan and Brandel, if they survive, report the presence of Solina's barrow to their Zhentarim contacts. Likewise, Captain Aurn spreads the tale of how the adventurers stopped an undead scourge.

The slumber of the Harrowed King has been disturbed, and that shadowy force now stirs in the veil beyond worlds. Likewise, the death giant Vornjolnir has likely marked the adventurers for retribution and seeks to free his master.

Continuing the Adventure

For more trouble caused by Nasreet, see *The White Well* (Tier 1), and for more intrigue with the Zhentarim and Crucia Cromhel, see *The Cornflower Hive* (Tier 1). To find out what happened to the Niss Arcindal, the seven-sided obsidian cube, see the *Ashen Scar* (Tier 1). To visit the infamous market fortress of Glip Dak in Thar, see *The Black Market of Glip Dark* (Tier 1). To find out what happened to the Bright Crown Citadel, home of the Dawnfire Order, seek such answers in *The Lost Citadel* (Tier 1 and Tier 2).

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Bodak	2,300
Devourer	10,000
Revenant	1,800
Specter	200
Wight	700
Wraith	1,800

Non-Combat Awards

Task or Accomplishment	XP Per Character
Rescuing caravan survivors	25 per survivor

The **minimum** total award for each character participating in this adventure is 4,500 **experience points**.

The **maximum** total award for each character participating in this adventure is 6,000 **experience points**.

Treasure

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

Treasure Awards

Item Name	GP Value
Caravan Reward (Extra)	100
Caravan Reward	400
Raising Vinn Mirin	300
Farmer's Payment	100
Ransacked Caravan Goods	100
Yvette Mirin's Ring	250

Consumable magic items should be divided up however the group sees fit. If more than one

character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

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

Dawnfire (Sun Blade)

Weapon (longsword), rare (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade. See **Player Handout 2** for more details.

Potion of Superior Healing

Potion, rare

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

Scroll of Daylight

Scroll, uncommon

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

Renown

Each character receives **one renown** at the conclusion of this adventure.

Members of the Zhentarim that retrieve and destroy Nasreet's orders earn **one additional renown point**.

DM Reward

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

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Alisandra Solina (Al-is-on-draw SOUL-lean-uh).

The aasimar paladin lord who wielded the powerful artifact holy sword Dawnfire and led the templar order The Dawnfire Knights. She worked for a ki-rin, hunting down the corrupting items left by Narfell and Netheril.

Vornjolnir (VORN-yol-nir). A frost giant raider who became a warlock dedicated to an imprisoned entity only known as the Harrowed King. After Vornjolnir was slain, he was raised as a death giant before his imprisonment.

Appendix. Monster/NPC Statistics

Bodak

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (-3)	15 (+2)	7 (-2)	12 (+0)	12 (-0)

Skills Perception +4, Stealth +6

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

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, the languages it knew in life

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Devourer

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+0)	20 (+5)	13 (+1)	10 (+0)	16 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Actions

Multiattack. The devourer makes two claw attacks and can use either Imprison Soul or Soul Rend.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 21 (6d6) necrotic damage.

Imprison Soul. The devourer chooses a living humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside the devourer's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the devourer regains 25 hit points, immediately recharges Soul Rend, and gains an additional action on its next turn. Additionally, at the start of its next turn, the devourer regurgitates the slain creature as a bonus action, and the creature becomes an undead. If the victim had 2 or fewer Hit Dice, it becomes a zombie. If it had 3 to 5 Hit Dice, it becomes a ghoul. Otherwise, it becomes a wight. A devourer can imprison only one creature at a time.

Soul Rend (Recharge 6). The devourer creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.

Revenant

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Multiattack. The revenant makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15

Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages The languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

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

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

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages The languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

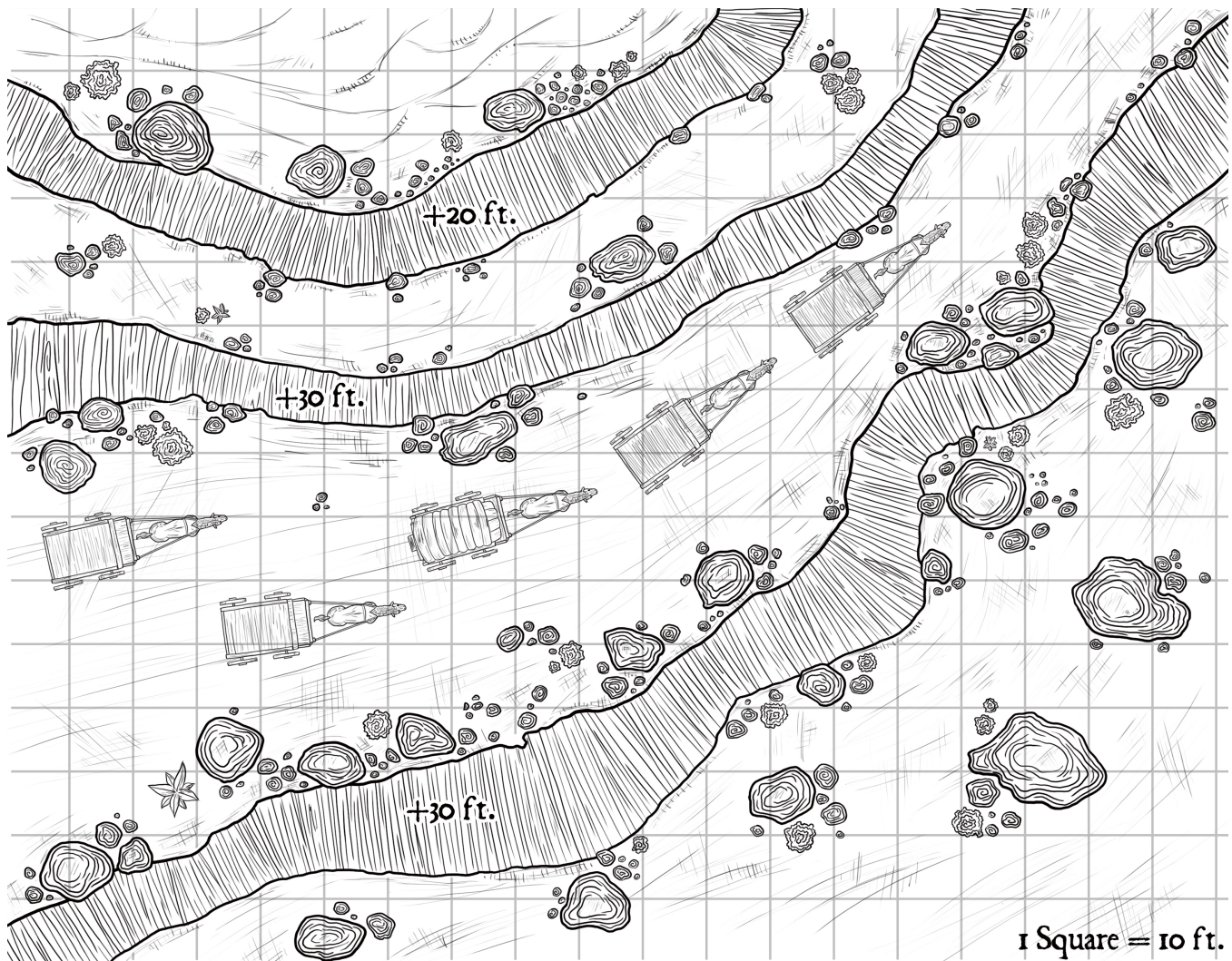
Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

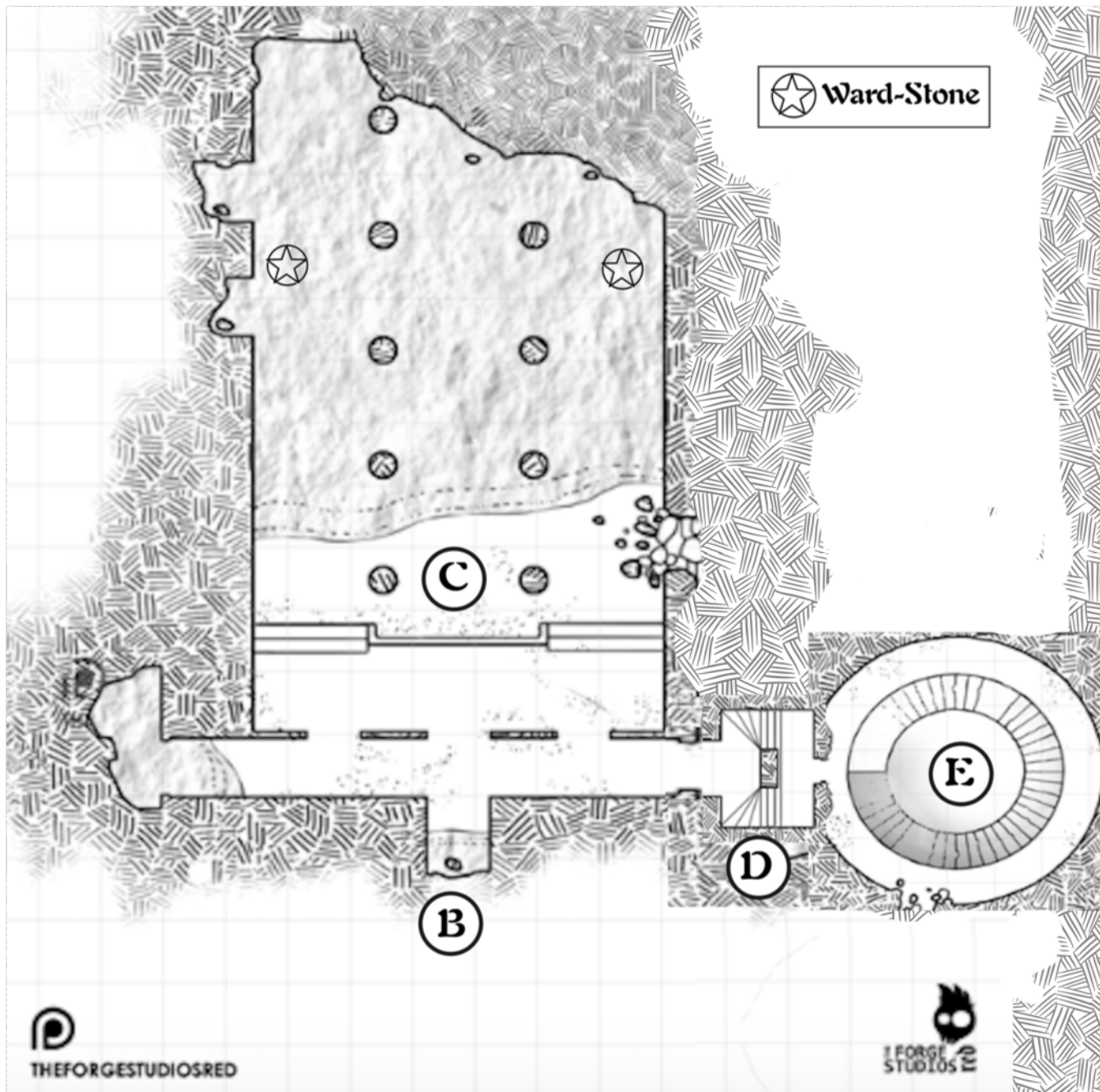
Appendix. Caravan Map

(1 square = 10 ft)



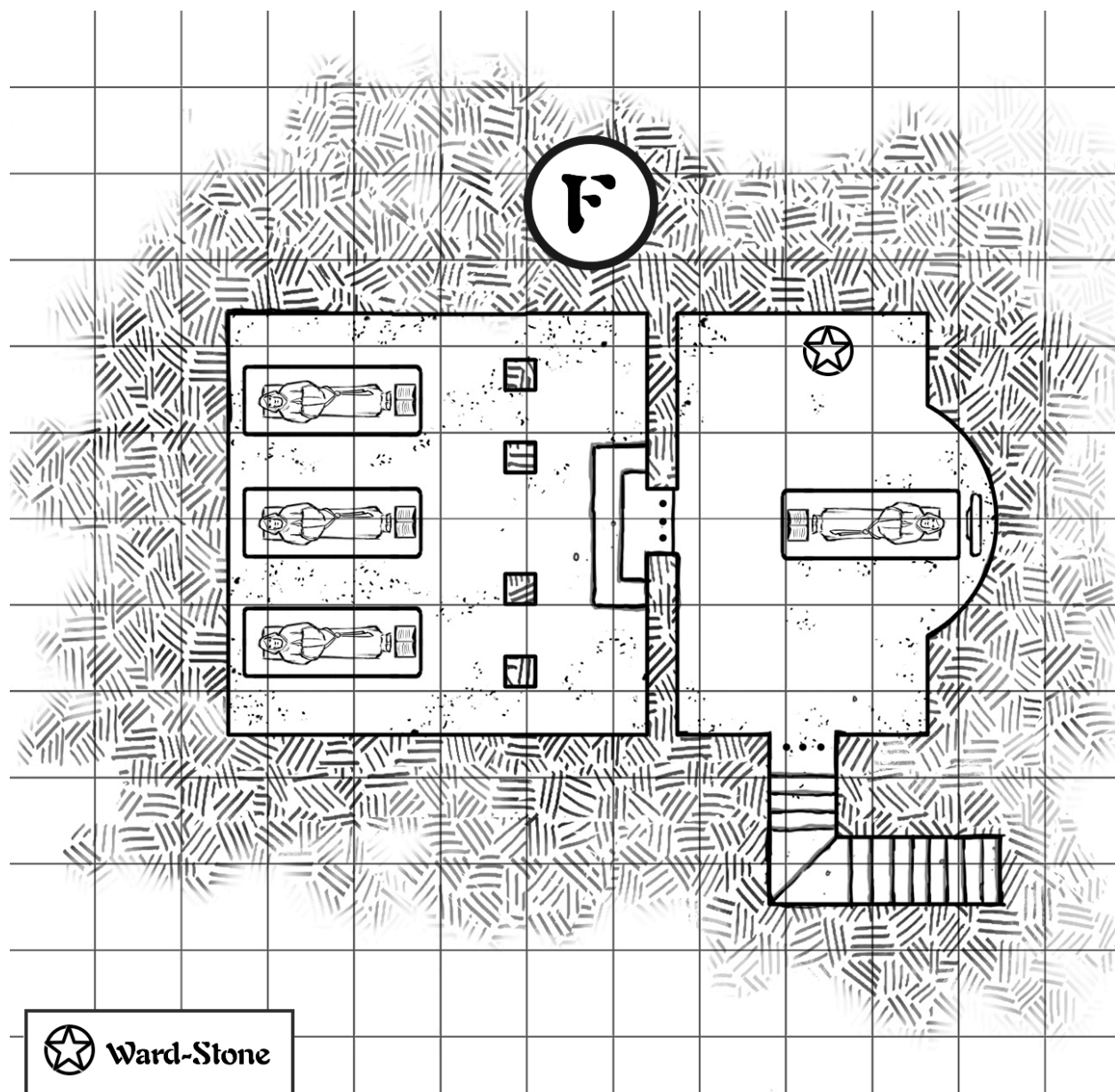
Appendix. Barrow Map

(1 square = 5 ft)



Appendix. Crypt Map

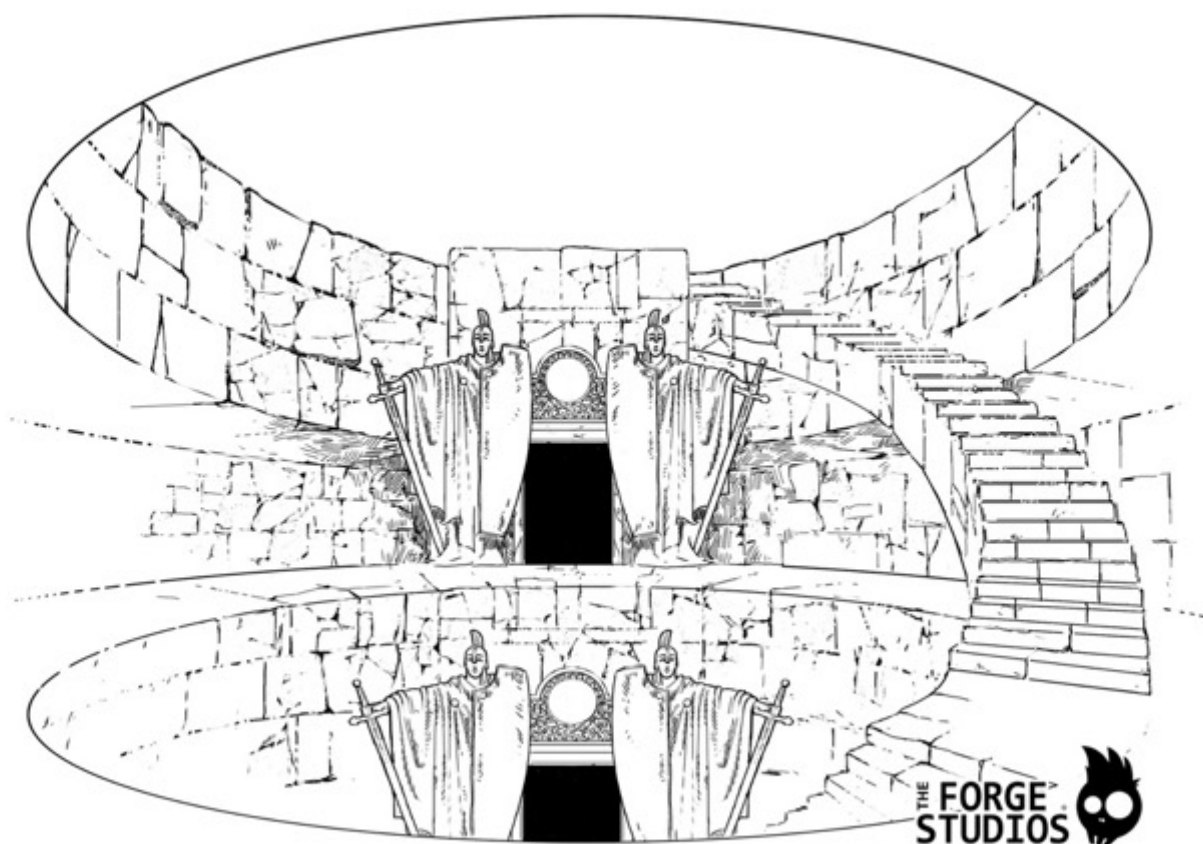
(1 square = 5 ft)



THEFORGESTUDIOSRED



Player Handout 1. The Stairs



THE FORGE
STUDIOS 

Player Handout 2. Magic Item

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

Dawnfire (Sun Blade)

Weapon (longsword), rare (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

The ruby in Dawnfire's pommel sheds dim light for 10 feet when within 60 feet of undead.

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

Player Handout 3. Story Award

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

Solina's Blessing

In the event that you come across Vornjólnir's machinations or the Harrowed King's relics, know that Solina's blessing is upon you.