



The Dark Hunt

The village near Oreclasp Keep has been reporting brutal owlbear attacks that have left people missing or dismembered. Lord Oreclasp has placed a bounty for every owlbear beak brought to Oreclasp Keep. The villagers don't suspect the deeper problems brewing in the hunting preserve of Oreclasp Keep.

A 2-Hour Adventure for 5th-10th Level Characters



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Adventure Code: CCC-PDXAGE-02-01

Optimized For: APL 6

Version: 1.0

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THE UNICORN'S HORN HOLDS A POTENT MAGIC. *It can purge toxins, cure diseases, mend mortal wounds. But there is a temptation to all that power.*

When a unicorn's horn is severed, malignant and terrible things can be born from the golden spiral. If the horn should fall into the hands of one of the Lords of Darkness, horrific things are destined to occur.

—Aya Glenmiir, *Celestials and Faerûn*

Introduction

Welcome to *The Dark Hunt*, a D&D Adventurers League Adventure, part of the official D&D Adventurers League organized play system.

This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 6th-level characters**. Characters outside this level range cannot participate in this adventure.

This adventure takes place in and around the Oreclasp Keep hunting estate, two days from Loudwater. It is designed to take 120 minutes to play.

The D&D Adventurers League

The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the D&D Basic Rules or the Player's Handbook.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.

- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

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

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 6th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You’ve now determined the average party level (APL) for the adventure. To figure out 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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a recommendation is not offered for your group, you don’t have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun

of the adventure when possible. To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what’s written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they’re after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly.

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. The *Dungeon Master’s Guide* has more information on the art of running a D&D game.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Determining Party Strength

Party Composition Party	Strength
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp

<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection*</i>	3,000 gp
<i>True Resurrection*</i>	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte background feature does NOT reduce the gp or downtime cost for either of these spells.

Death and Recovery

Sometimes bad things happen, and characters die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or when ever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a raise dead spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after raise dead reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds

to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

Oreclasp Keep is a hunting estate two days south of Loudwater in the eastern Sword Coast region. Lord Oreclasp, an elderly dwarf and retired warrior, oversees the grounds as part of his duties to Queen Dagnabbit of Mithral Hall.

While the keep watches over a wide swathe of forest and oversees expansive hunting grounds, the true purpose of the keep is to guard a sacred location kept secret by the Oreclasp family.

The nearby village is plagued by brutal owlbear attacks, savage killings that have left bodies dismembered and people missing. While the hunting demesne has dealt with aggressive animals and monstrosities before, these attacks have become alarmingly frequent. Oreclasp was quick to put forth a bounty on these creatures in hopes of combating the menace while he seeks advice and devises a more permanent solution.

Then, in the middle of this ordeal, Lord Oreclasp changed, becoming uncharacteristically distant and impatient all while the owlbear attacks increased in both frequency and savagery.

The real trouble is that a **cambion**, Glimmercoal, has stolen Lord Oreclasp's form and usurped control of the manor. Glimmercoal infiltrated Lord Oreclasp's keep in the guise of a diplomat from Mithral Hall, offering the dwarf a magical ring as a reward for his service to the Queen. Then over the course of several days, the devil charmed or murdered the Lord's retainers and slew Oreclasp in secret, capturing the dwarf's soul in the *ring of mind shielding*. Glimmercoal then donned the ring and used *alter self* to assume the form of Lord Oreclasp. The trinket can be turned invisible while worn and now protects the cambion from detection.

Glimmercoal's main goal isn't to kill the dwarf lord or take the keep, although he's accomplished both, but his true desire is to assassinate an elder unicorn who visits the

nearby woods and use her murder to finish a curse that was started centuries ago with the death of her mate. It is the site of the unicorn's death that the keep and the Oreclasp bloodline protect.

Glimmercoal has been using a pack of devious **bearded devils** to hunt down and kill anyone who could interfere. The bearded devils have taken advantage of the owlbear infestation by disguising their grisly executions as animal attacks.

Now, with everything coming to fruition, Glimmercoal shapes and exploits the scar left in the land by the murder of the unicorn those centuries ago. As the curse awaits the final sacrifice, its influence is felt as the keep's inhabitants have been wracked with horrible nightmares that started soon after Glimmercoal arrived and awoke the dormant curse. The dark enchantment weakens the will and mind of those afflicted, leaving the residents unwilling to investigate the cause, going about their duties in a fugue state of despair.

The sequence of encounters is not mandatory, and if Glimmercoal's plans are thwarted early, the unicorn can still be rescued from the bearded devils. Likewise, even if the unicorn is saved and Glimmercoal is slain or driven off, the bounty for the owlbears is still available. This could require adaptation from the DM. Likewise, if play time is short, the owlbear bounty can be omitted or the unicorn can be encountered without fiendish pursuers. The key encounter is with Glimmercoal the cambion.

The Unicorn

A unicorn named Goodberry makes her home in a secluded grove upon the preserve. She is ancient and makes periodic pilgrimages near the keep to honor the memory of her love, a unicorn assassinated centuries ago by devils who sought to murder the pair of unicorns as part of a ritual.

Now Goodberry is reticent and insular, but can be petitioned for assistance, usually at the behest of the Queen of Mithral Hall, who sends only those who are worthy and in need of advice or healing. She doesn't suspect the events unfolding around her. A priestess of Tymora who serves at the keep has become apprehensive of Lord Oreclasp and has contacted the unicorn to meet with her for advice and help.

Glimmercoal has sent his servitors, the pack of **bearded devils**, to follow Shin and slay the unicorn. After the adventurers thwart the fiend's evil plans, Goodberry informs them that something is wrong in Oreclasp Keep, and directs the party to investigate.

Adventure Hook

Owlbear Hunt. If the party contains a ranger or druid, Lord Oreclasp could have sent a request for assistance. The request would have been sent prior to Glimmercoal's usurpation, and now Glimmercoal is trying to deal with this turn of events without raising suspicion.

Harpers. The manor's land sits on the site where Goodberry's mate was slain centuries ago by a fiend, and this traumatic event left a lingering curse on the land. The Harpers are vigilant against evil arising again in the recesses of the forest. Any Harper agents could have been sent to speak with Goodberry and assess the state of things.

Emerald Enclave. The Emerald Enclave dispatches the characters in answer to Lord Oreclasp's request for assistance with the dangerous owlbear intrusion into the woods, which is upsetting the estate. However, all other communication from the dwarf lord has stopped.

Lord's Alliance. Lord Oreclasp is a mighty warrior and adventurer who has retired to his family's keep as part of his duties to Mithral Hall, which he is a vassal of. He has always been prompt and consistent with communications with the Lord's Alliance but has missed two communiques. This is odd for the old dwarf lord.

Queen Dagnabbit. If the group has ever been in contact with Queen Dagnabbit or her allies, someone from the dwarf kingdom may have sent a letter requesting assistance with Oreclasp's owlbear infestation (dated prior to Glimmercoal's take-over of the keep). Likewise, a letter may have directed the adventurers to ask a favor from Goodberry, the unicorn.

Goldwyn Farms

The rolling fields of wheat and oats, barley and hops are punctuated by tall windmills. These farms extend for miles along the border of the great woods, feeding and supplying Oreclasp Keep. The geography makes the fields a gusty place, the tall grains often flowing in winds that fuel the many mills. The only road to Oreclasp Keep goes through the heart of these farms where a small village rests.

As you enter Goldwyn Village, you are greeted with a somber sight, a funeral conducted in haste. Beside four empty graves are four blood-splattered sheets covering the unmistakable forms of bodies. The gathering is unusually small, half a dozen red-eyed mourners.

The funeral is being overseen by a young initiate with the assistance of a gravedigger. If approached and asked, the initiate offers the following information:

- My name is Davith Miller. I am an initiate of Tymora. I am only overseeing this because my senior, priestess Shin, was killed last night.
- Late in the evening we were attacked by owlbeats. They left tracks. No one saw them though, but they have been troubling the area for almost a tenday now. And in that time more than a dozen people have been killed or have gone missing. Counting last night, over eighteen lives have been lost in ten days.
- Lord Oreclasp has put out a bounty of 50 gp on every owlbear beak, payable upon delivery by Lord Oreclasp himself.
- Her body is not counted among the ones here. She was dragged away. Everything about this is strange. From what I understand, owlbeats are not stealthy hunters, yet they made little noise until it was too late.
- One other person was taken, Oreg, a halfling ranger who works as a huntsman for Lord Oreclasp. He was a close friend of Shin's and traveling with her.

If Davith is asked about anything out-of-the-ordinary happening:

- Shin was troubled and preparing to leave early today to seek guidance about something. I do not know what. I am sorry. I know this often seems the case, but I am only an initiate.
- The old forest around the hunting estate has been eerily quiet. There are few animals and the place seems darker, the shadows deeper.
- Those coming from the keep express a nervousness about the place, as if the grounds were haunted. There have been almost no travelers to the keep in the last several days, and the few who have returned talk about being plagued by terrible dreams.
- Strange and dangerous creatures do find their way into the hunting estate's woods. There have been past troubles with wyverns, manticores, owlbeats, griffons, and even rumors of a displacer beast.

The players can ask to inspect the bodies. A successful DC 10 Charisma (Persuasion) check demonstrates the proper respect and the initiate and the mourners do not mind.

The bodies appear badly clawed by a large beast. However, a DC 15 Wisdom (Medicine) or Intelligence

(Investigation) check reveals that the claw marks are hiding wounds made by a large, bladed weapon.

Davith indicates where the attack took place, the edge of the village bordering the great wood. The backdoor of a lodge has been smashed by an incredible force. There are claw marks all along the door frame and inside across the walls.

The place is in complete disarray, beds are overturned, furniture is splintered, and there is dried blood smeared all about. A successful DC 15 Wisdom (Survival) or Intelligence (Investigation) check indicates that there are indeed owlbear tracks but they are covering smaller, taloned humanoid prints. A failure on this roll only reveals the owlbear prints. If the second prints are discovered and relayed to Davith, he begs the adventurers to set out immediately to see if Shin still lives.

A DC 12 Wisdom (Perception) or Intelligence (Investigation) check shows nothing of value appears to have been taken from the lodge, only scattered about or knocked over.

If the players wish to ask around more, there are few people left, many having moved a safe distance from the region during these ferocious attacks. A successful DC 12 Charisma (Persuasion) check gathers some tidbits of information from villagers:

- Lord Oreclasp rules this region, tithing the farmlands, but in return he maintains the roads with dwarven engineering and guard patrols. When the owlbear attacks started a tenday ago, he immediately put a bounty out to try to slow the problem and buy time to contact the druidic Circle of the Forest.
- Lord Oreclasp has a single child, Lady Hoff Oreclasp, a new initiate and cleric of Moradin.
- As far as anyone knows, no bounty hunters have shown up nor have any rangers or druids come, but the bounty is real as there are both warnings and reward posters placed through the village and along the road.
- Lord Oreclasp was slain during an owlbear hunt years ago, but raised from the dead. He hates the beasts.
- No one has seen Lord Oreclasp outside the keep since the attacks started.
- A dwarven ambassador arrived from Mithral Hall a tenday ago to reward Lord Oreclasp for his service. No one saw the ambassador leave after arriving. There is, after all, only one road and it goes through the village.
- There is a legend of a mystical guardian that lives

deep at the heart of the ancient wood.

Only supplies with a cost less than 25gp may be purchased here, such as rations, rope, oil, medical kits, and mundane tools.

Following the tracks is a simple affair, as whatever is responsible for this did not care to hide its tracks. A DC 15 Wisdom (Survival), Intelligence (Investigation) check, or Wisdom (Perception) check continues to uncover owlbear tracks pressed over the talon-footed humanoid prints. There is dried blood along the trail.

Into the Woods

General Features of the Outer Wood

The forest and the hunting grounds within have the following general features:

Terrain. The outer wood is composed mostly of young trees clogged with underbrush. The woodlands, except for directly near the trails, are difficult terrain because of the thick undergrowth.

Light. The trees don't block the sunlight. At night, moonlight illuminates the forest floor.

Visibility. Visibility is decent. Range of sight varies between 60-120 feet.

Sounds. Eerily quiet except for a few insects and the occasional bird. A forest this dense and large should be filled with raucous noise, sounds of small birds, squirrels, raccoons, and a multitude of other animals. But it isn't.

Smells. The air is sharp with the smell of pine needles, with an occasional whiff of animal spoor or a late-blooming bush.

Actual Owlbears

As the players progress into the thick woods, a successful DC 12 Wisdom (Survival) check indicates large predators have been hunting throughout this area while a DC 10 Intelligence (Nature) check indicates the upturned trees, shed fur and feathers, and droppings are all signs of owlbear activity. The bloody trail from the village continues this way. With the amount of blood seen, things look bad for Shin. No Medicine check is required for this knowledge. However, a DC 15 Intelligence (Investigation) or Wisdom (Perception) check discovers bloody hand prints grasping at trees and on rocks. Someone made it this far alive. The strange, taloned humanoid prints hidden



under the owlbear tracks are also still present.

The owlbear den is located several hours within the woods in the depression of a dry river bed. The path leads to a ledge overlooking the den and then stops. A musky, animal odor permeates the depression and at the bottom of the ledge is more blood with a smeared trail leading into a cave as if something had been dragged. A DC 15 Wisdom (Survival) or Intelligence (Investigation) check shows the owlbear tracks stop here on the ledge but the humanoid ones continue deeper into the woods, and someone or something is being careful to hide the prints.

Unless the players make a group DC 12 Dexterity (Stealth) check, the owlbears come out of the den to inspect the noises and scents.

Inside the den is one adult **owlbear**, as well as five juvenile owlbears (treat as **brown bears**).

Adjusting the Fight

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

- **Very weak party.** Remove two juvenile owlbear (**brown bears**)
- **Weak party.** Remove one juvenile owlbear (**brown bear**)
- **Strong party.** Add two juvenile owlbears (**brown bears**)
- **Very strong party.** Replace juvenile owlbears (**brown bears**) with owlbears

Another adult **owlbear** returns to the nest two rounds after melee starts, engaging the adventurers from behind. This owlbear was out foraging for food nearby and is part of the pack. On a successful DC 16 Wisdom (Nature) or Wisdom (Perception) check, the adventurers are not surprised, and are aware of the additional owlbear the round before it arrives.

Within the den are several partially consumed humanoid bodies, among other remains. Two bodies immediately stick out from the rest as being fresh, killed mere hours ago. One appears to be a child, but on closer inspection is a halfling in green garb while the other is a half-elf woman wearing a tattered robe. The woman must be Shin, the priestess who served Oreclasp Keep while the other can only be Oreg, the halfling ranger who accompanied her.

A successful DC 15 Wisdom (Medicine) or Intelligence (Investigation) check identifies that they were slain by a bladed weapon. The bodies are also covered with bite and claw marks from the owlbears.

Tucked away and hidden in Shin's clothes is a small diary written in Common. Read or paraphrase the following:

The priest's diary is written in Common. The small cloth-bound book narrates the daily life of the clergy of Tymora. Most of the diary entries are about weddings and funerals. The journal's tasseled bookmark indicates the last tenday. The very last entry contains a hand-sketched map of the hunting preserve with a mark deep in the woods, labeled 'Goodberry' in Common.

"Lord Oreclasp has been acting out-of-character for our gruff, old Lord. Where once he was stern and sincere, he has become impetuous and mocking, where once he was stoic and concerned, he has become flippant and cruel. And everyone in the keep has been reporting nightmares, terrible dreams that leave them fatigued. The cook reports that the larder has been tainted by something as milk curdles, meat rots, and grains decay. Even the damn beer has gone sour.

I believe these are connected. What fool wouldn't? These evil dreams have made the keep's people easy to control, I think. No one seems to see the strange changes overtaking our Lord.

He keeps fiddling with his finger, as if wearing a ring that isn't there, and if he catches you looking, he becomes angry. He has also shown a sudden and intense interest in the rumors of a unicorn who lives in the woods, questioning anyone who might know. I didn't show him my map. I am afraid to, but he might already suspect by the way I keep avoiding him and the subject.

I tried to pray for him to be cleansed, for any dark spirit or curse to be lifted from him, to wipe away magic that may be influencing his mind, but each time I drew close enough to cast the prayer, Oreclasp almost became violent with me.

I must leave and ask Goodberry if she knows what may have happened. Perhaps what had occurred at the keep's location those centuries ago has suddenly been awoken by something. The tragedy still echoes in these woods.

Oreg suspects something, too, and he will join me. He is excited to meet the unicorn. He has heard legends of such beings his whole life and partly became a ranger to meet one. I am happy for him. But I am also afraid. Oreg has been a good friend to Oreclasp for years, and now anyone close to the Lord is either acting oddly or dead.

I hope the unicorn can help. I must hurry my meeting along with the unicorn sooner than what would be safe. But I can't help but shake this feeling I am being herded."

If the players search the den, there are a total of seven bodies, all mostly eaten. The villagers said at least eighteen people have been killed or have gone missing. Not all the lost bodies made it here, apparently. There are also a few pieces of discarded gear strewn about by the feeding beasts. Most of it is broken, but a silver holy symbol of Tymora (amulet), a healer's kit, two daggers, and a dozen arrows can be scavenged.

With the map in hand, the players, assuming they spotted the hidden tracks on the ledge, note that the covered tracks head towards where the unicorn's lair is marked on Shin's map.

If Shin and/or Oreg are returned to life, they offer to assist the party (Shin is a chaotic good **priest**, and Oreg is a chaotic good **scout**. Both suffer all the applicable debilitating effects of being raised from the dead). They beg the party to save Goodberry, fearing trouble for the unicorn.

Shin is a young and athletic half-elven woman with long auburn hair tied into an elaborate braid. A scar from her death now mars her cheek, and recent events have left her amber eyes haunted.

Oreg is a young, sandy-haired halfling with a contagious smile and warm laugh. However, current events have left him deeply shaken and unsure of the world.

Otherwise, if the adventurers refuse help, Shin and/or Oreg attempt to reach a temple of Tymora near Loudwater. Once there, they warn the temple leaders that there are fiends afoot in the forest, and that the owlbears are a ruse.

The players can either go to the keep with what information they have or follow the map and tracks deeper into the woods towards the unicorn's grove. Ideally, the players choose to go farther into the forest.

The Path Forward

General Features of the Old Wood

The forest gives way to the ancient woodlands within, a place where great trees stand quietly, and have done so for centuries. Few know of what waits within. The ancient wood has the following general features:

Terrain. Little underbrush grows between the magnificent trees. The forest floor is covered with ferns and moss, with a few gentle brooks trickling along.

Light. There is some sunlight during the day, when it can break through the forest canopy. At night, diffuse moonlight barely illuminates the forest floor.

Visibility. Visibility is minimal. Range of sight varies between 30-60 feet.

Sounds. Whatever threat has pervaded the young wood has yet to reach this far. The place is full of animal sounds, birds, insects, and other, stranger beasts.

Smells. The air is crisp with the smell of damp moss and ferns.

The Hunters



As the players proceed, the change in the forest is noticeable. The young trees give way to the old, massive evergreens now dominating everything. The dense undergrowth thins to moss and ferns and lichen. There are no hunting trails here. No one dares to do so.

As the adventurers travel deeper into the old wood, they might hear the struggle between the unicorn and devils. A DC 14 Wisdom (Perception) check alerts the players to the chase going on and gives them two rounds to prepare. Soon the party spots Goodberry momentarily. The unicorn appears wounded, deep cuts mar her silvery-white flank. Chasing the beautiful creature is a pack of three **bearded devils**, who are hooting and howling in frenzied pursuit. These creatures are obviously malicious, and can be identified as devils on a successful DC 10 Intelligence (Religion) skill check.

The forest fills with guttural whoops and yells in a strange tongue. Across the forest floor, barely visible between great trees, leaps a majestic white creature resembling a horse with a gleaming golden horn. The unicorn's flanks heave and blood flows from several wounds.

Chasing the unicorn is a group of scarlet-skinned, bearded humanoids. The pursuers howl amongst themselves, waving sinister-looking iron halberds and flicking the air with elongated, black tongues.

In your mind, you hear a maiden's voice. "Please, help me. These fiends are upon me and I tire!" With that, the unicorn turns and heads directly towards you, followed by her hunters.

The Infernal Chant

Anyone who is fluent in Infernal, or can comprehend all spoken languages, realizes that the devils are singing a kind of wicked chanty.

Bits of the chant include "Oh, pretty mare, no more will you be fair. We'll eat your flesh and bash the rest," and "Spatter, splatter, muck and mire. We'll roast her bones with Nine Hell's Fire."

Goodberry is outside of her lair and thus has no Legendary Actions to utilize. As well, she has exhausted her daily *teleport* ability. She is injured and panicked. Because of this, she heads directly towards the adventurers, hoping they can aid her.

There are three **bearded devils** who immediately attack the adventurers. They cannot be parlayed with and fight to the death. Goodberry flees well away from the melee, but will risk getting close to mend wounded players with her Healing Touch ability. She will assist in combat if more than half the party is dead or disabled. Goodberry is injured and has 40 hit points remaining. If she falls below

20 hit points and the party appears vanquished, she will Disengage and flee into the woods, returning only if the fiends are vanquished.

Adjusting the Fight

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

- **Very weak.** No change.
- **Weak party.** No change.
- **Strong.** Add one **bearded devil**.
- **Very strong party.** Add two **bearded devils**.

Once defeated, the bearded devils violently vanish but leave behind owlbear paws they used to cover their tracks. These devils are responsible for the slain villagers. After tormenting and slaying the poor commoners, the fiends deposit the bodies near the owlbear den. The owlbears, being mere monstrosities, haul the corpses back to their den and eat them.

Goodberry the Unicorn

Goodberry is ancient and has seen several kingdoms rise and fall in the ever-cyclical patterns of Faerûn. She typically avoids the world outside the old wood, but she makes exceptions for folk who are both pure of heart and strong of will.

Goodberry was magically contacted by the priestess Shin, who beseeched her for help and advice about what has befallen Oreclasp Keep. Shin's description of what of events set a seed of fear within the heart of this immortal creature, for she dreads the return of the devils responsible for the murder of her love those centuries ago.

Goodberry had agreed to meet Shin but only if the priestess and her friend Oreg, the halfling ranger, would make the journey into the deep wood and her glade. However, she sensed Shin was in danger and left her grove to meet the priestess and ranger half-way and guide them back. Shin and Oreg never came. Instead, the bearded devils arrived and gave chase.

Roleplaying Goodberry the Unicorn

Goodberry is ancient and watches over the preserve. After the death of her mate, she has become more elusive and wary. She remains a strong, stabilizing fey presence in the forest. While kind, polite, and patient, she is also distant and often seems lost in deep thought.

She was trying to meet with Shin when Glimmercoal's minions found her.

Goodberry prefers to listen via telepathy before introducing herself, when she has a choice.

Quote: "Few things give me fear like a hunting party of devils."

It has been two hundred years since I have seen their ilk here, in my forest, and only tragedy came with them."

Celestial Insight

After the fiends are defeated, Goodberry approaches the adventurers. She may spend the rest of her Healing Touch uses now, if she has any remaining.

Goodberry relates what she knows about Glimmercoal and the fiends. Read or paraphrase the following:

Again, you hear the maiden's gentle voice ring forth in your mind: "Thank you. What you have done is not only for me, for those terrible things would have used my death to bring such horrid misery. Thank you, mortals. I will never let your deeds be forgotten. But please, there is more. The threat still lingers. The darkness still grows. We must hurry.

I have felt a terrible shadow creeping through the woods. It is a darkness I have not felt for such a long time, and one I have long dreaded. This infernal blight appeared during the last full moon. That is the time the dreams started filling the nighttime air.

The power continues to spread. The entire keep is under the sway of something. Please, you must confront whatever is behind this. Something is rotten within Oreclasp Keep."

Goodberry will not risk her life going close to the keep. There is too much at risk should she fall. She will help them however she can and retreat to her grove, or farther away to a place more hidden.

If the players ask the unicorn what is happening she can provide some answers:

- She left the safety of my grove to meet with acolyte Shin, who sought aid about the festering corruption.
- From what Shin described in brief communications, Goodberry fears Oreclasp is possessed. There must be a vile artifact controlling him somewhere in the Keep.
- These fiends must have been hunting her for days, killing others who grew suspicious. Someone or something at the keep might have directed them, but she isn't sure. Goodberry reasons that the devil's failure tracking her down eventually made them use Shin and Oreg as bait to lure her out.
- Shin's map came from the directions Goodberry relayed to the acolyte through magical communications.

If they ask about her, she can tell them:

"Hundreds of years ago, my life-mate was brought low in a fiendish trap. That foul moment has echoed in my heart and soul ever since. I fear these monsters seek to finish the deed and unleash the unrelenting power of their infernal ritual."

Goodberry can inform the adventurers of some specifics:

- Goodberry believes that considering the nascent state of the ritual, a *dispel magic*, *remove curse*, or similar spell or ability can free people from the effects of the enchantment.
- Whatever is causing this comes from the keep, or someone at the keep.
- The keep stands at the site of the murder of Goodberry's mate, and is a locus for the curse.

After the discussion, Goodberry touches each adventurer with her horn, giving them a magical boon. This boon gives Advantage on saving throws against charm and curse effects for the next 24 hours, and removes any curse or charm effect that may be present when the boon is bestowed.

Now the adventurers must solve what is happening within the keep. The journey back is blessed by Goodberry, and is without incident, even serene, as the sun is bright and warm, birds sing loudly, flowers bloom, and plump berries and ripe fruit appear in abundance. All adventurers earn *Ally of the Forest* as a Story Award.

Oreclasp Keep

General Features

The dwarf-built keep has the following general features:

Terrain. Fine dwarf craftsmanship shows in every detail of the Keep's walls. It is not drafty like a human-built structure.

Light. There is ample sunlight during the day, filtering through many windows and archways.

Visibility. The keep sits on a knoll, and is slightly elevated above the land. At dawn and dusk, there is some fog that lightly obscures anything beyond 90 feet.

Sounds. The keep is mostly quiet. There is little ambient noise from outside during the day. At night, the inside of the keep is often pierced by moans from the residents' nightmares.

Smells. The smells of the forest, cooking, and an

occasional lit fireplace fill the keep.

Oreclasp Keep owes fealty to the dwarf lords of Mithral Hall, and acts as a vassal and hunting preserve. The keep itself maintains a small garrison of soldiers, and sits on the edge of an ancient forest. Tactically the keep is an outpost, but a few lords of Mithral Hall occasionally seek out Goodberry's aid. The unicorn's presence is not common knowledge. Once nearby the keep, the adventurers may report directly to Lord Oreclasp.

The Curse of Oreclasp

The people within the keep look exhausted and frightened. If detection magic or powers are utilized, the entire keep radiates as, respectively, fiendish and evil. Because of a few factors, magic will not be able to pinpoint Lord Oreclasp as a fiend. Instead, the whole keep is tainted by a fiendish presence. Specifically, Glimmercoal (the **cambion** masquerading as Lord Oreclasp) wears a *ring of mind shielding*, which protects him from detection of his creature type, detection of his alignment, or telepathic communication (unless he allows it, which is unlikely).

The adventurers must make a DC 15 Wisdom saving throw every time they complete a long rest in the keep. Failure means that the target is cursed. The cursed target cannot heal damage or remove exhaustion during a rest, only via magical means. The curse lasts until it is lifted by a *remove curse* spell or similar magic, or until Glimmercoal is driven away.

Sickness and Health

First and foremost, if Shin or Oreg is with the adventurers, the guards immediately notify Glimmercoal (in the guise of Lord Oreclasp), who issues a command to his troops to launch an attack. Glimmercoal knows that his ruse is up if the adventurers are accompanied by either of these two.

Otherwise, once the adventurers arrive at the keep, they are greeted by four solemn and tired guards who say little and take them to wait for a meeting with Lord Oreclasp. They tell the players that the Lord is preoccupied with matters of importance and it will be hours before he can see them. The guards are completely charmed and cursed so they're oblivious to the evil around them. They are also extremely taciturn, and answer very little, but if pestered, they can answer the following depending on what they're asked:

- Normally, Majordomo Toth Oreclasp would greet you formally, but she is dead. She died seven days ago to an owlbear attack while outside tending her herb garden. A new person can't be elected until the mourning is over.
- Majordomo Toth was a close friend of Shin and Oreg.
- Lady Hoff Oreclasp has sequestered herself in the Temple of Moradin here at the keep. She has been fasting and praying for days now. If the players ask to see Hoff, the guards refuse, saying she can't be disturbed in her meditations.
- Everyone has been having bad dreams, but it is just the nature of the stress with dealing with too many outsiders and frequent owlbear attacks.
- We've seen nothing strange in the keep or with Lord Oreclasp. The Lord works very hard to protect all of us and does not need outsiders taking his time.
- We're stationed at this keep in service of Oreclasp and Mithral Hall. Our families live in the village, but have been evacuated because of the severity of the attacks.

If asked about Shin or Oreg they use present tense, as they are unaware of their deaths:

- Shin is a priestess of Tymora assigned here by her family. She is a half-elf from a merchant house allied with the dwarven kingdom of Mithral Hall. She is supposed to serve three years at the keep before returning home.
- Oreg is a halfling ranger who serves as Lord Oreclasp's game warden, leading hunting parties and keeping track of the movements of herds. He is a close friend of Shin and Toth.
- Shin and Oreg left yesterday in a hurry to Goldwyn village. We don't know why.

If asked about the deaths they can list a few from the keep's small court:

- Toth Oreclasp, the majordomo. Killed in her garden by owlbeats seven days ago.
- Stori Oreclasp, the local priest of Moradin. Killed in his bed by owlbeats ten days ago. Nothing suspicious about that. Owlbeats can climb and sneak, right? (This demonstrates how charmed the guards are.)
- Marm Candlewick, the royal cartographer. Killed six days while traveling to Goldwyn to pick up paper.
- The ambassador from Mithral Hall vanished eleven

days ago. We presume he was killed by owlbeats. That would make him the first victim. The ambassador gave Lord Oreclasp something little from a small lockbox. They did not see what it was.

The list goes on. Almost anyone who could resist Glimmercoal has been killed. Make up what names or ranks you feel are necessary.

The players will be waiting until dusk; on a successful DC 16 Charisma (Deception, Intimidation, or Persuasion) skill check, the adventurers convince the guards to admit them swiftly. In this case, Intimidation checks are made at Disadvantage.

Even though the keep is plagued with sickness (and is cursed), the Keep's inhabitants seem oblivious. Everyone inside is subtly controlled by fiendish powers. A successful DC 20 Wisdom (Medicine) check shows that whatever troubles the guards is not any type of common or uncommon sickness.

Remove curse, dispel magic, or something similar cast on a guard brings the watchman out of his or her stupor. In this scenario, the guard leaves the keep as swiftly as he or she can, wanting nothing more than to check on family and report the terrible things happening at the keep to Mithral Hall. The guard explains while leaving that the priest's death seemed suspiciously timed with the onset of his nightmares, and that Stori certainly was not killed by owlbeats. Also, Lord Oreclasp is not himself. If the other guards see one of their own cured, they flee to report to Lord Oreclasp, who orders an attack on the players.

What is the Curse?

The curse is an infernal ritual. **It is not complete**, but once completed, it crawls over the land bringing sickness and undeath, warping the minds and wills of those who fall in its shadow. It causes the following effects:

- Disadvantage to all Wisdom saves
- Damage and exhaustion can only be healed through magical means, not short or long rests.
- The mind is filled with terrible dreams that cause a level of exhaustion every ten days until death.
- If something living dies within the realm of the curse once it is fully enacted, it rises as undead.
- The curse lasts until broken, which involves slaying the caster and/or a *wish* or *divine intervention*.

Lord Oreclasp

As the adventurers approach the keep, Lord Oreclasp orders a footman to bring the adventurers to his chambers to receive the bounty. This is the **cambion** Glimmercoal, who is planning on tying up loose threads by killing the

adventurers. Glimmercoal has little to lose from this. His ultimate goals are to kill the unicorn and empower the nascent curse left by the murder of Goodberry's mate years ago.

Roleplaying Lord Oreclasp/Glimmercoal

Glimmercoal the cambion has usurped Lord Oreclasp's place, and captured the true Lord in the cambion's *ring of mind shielding*. He is devious and cunning, merciless and sadistic; he's a devil. Even in Oreclasp's form, much of his malice and ire spills forth.

Glimmercoal seeks to fully awaken and strengthen the ancient curse dormant in the land. He is willing to carry his charade to a point, but is short-tempered. If the adventurers let on they have discovered the ruse, or directly confront Glimmercoal, he will launch an attack.

Quote (Glimmercoal, as Lord Oreclasp): *"I hate trouble. I hate owlbears. And owlbears mean trouble, so I loathe those monstrosities even more."*

Lord Oreclasp/Glimmercoal stands in his meeting chamber, along with his soldiers. At first, the cambion (in the guise of Lord Oreclasp) is openly taunting of the adventurers, accusing them of killing villagers and plotting to usurp control of Oreclasp Keep. If he has the opportunity, he will attempt to use his *fiendish charm* on one of the adventurers, and then orders his soldiers to attack. Glimmercoal will shapeshift back to his true form immediately before combat ensues.



Lord Oreclasp's flesh begins to melt and churn, shifting and roiling. A sulfurous smell hits your nostrils, as the dwarf noble shapeshifts into a crimson-skinned, long-horned fiend wielding a matte-black rapier.

"By the Hells, that dwarf form is dull and boring! Come, there will be blood on my blade tonight!" The vile figure screams. "Slay them! Slay them all!"

Glimmercoal is a **cambion**, and four **veterans** aid him in the ensuing fight. These veterans are thoroughly charmed by his power and continue to fight even if they take damage. If Glimmercoal is slain, the mind-control ends and the veterans yield or flee. Likewise, if *dispel magic* or other similar magical effects are used on the veterans, they regain their senses and flee the battle.

Glimmercoal fights until death, knowing that he has failed to unleash the curse. He anticipates retribution upon return to the Nine Hells. The cambion wields the Rapier of the Dark Huntsman, a magical, fiendish *rapier of life stealing*. Upon Glimmercoal's defeat, he uses his fiendish powers to destroy the magic of his *ring of mind shielding*, but lacks the energy to destroy the Rapier of the Dark Huntsman as well.

Adjusting the Fight

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

- **Very weak or weak party.** Remove the **veterans**. Add four **bandit captains**
- **Strong party.** Add two **veterans**
- **Very strong party.** Add three **veterans**

If Glimmercoal is defeated, his body dissipates in a burst of foul smoke, and his magic ring and rapier clattered to the ground.

As the mortal blow strikes the fiend, his body rapidly dissipates into a reeking cloud of green smoke. His last words echo against the walls: "You will reap nothing from my defeat. I'll send this gullible dwarf to oblivion." With the last strength of his mortal form, Glimmercoal removes the ring and crushes it. He tries to smash the blade of his sword against the stones but is too weakened.

With a metallic clatter, the fiend's black-bladed rapier, as well as a ring, tumble to the ground. As the vapors clear, you see that the ring has been sundered, the bauble melted and cracked.

Lord Oreclasp's spirit is not destroyed with the ring but freed. It was a lie from the defeated devil, a desperate bluff

to trick the players. What remains of the *ring of mind shielding* is a couple of cracked rubies and smoldering metal. Even destroyed, the ring radiates a waning fiendish aura. All adventurers earn **Glimmercoal's Ire** as a Story Award.

The Soul in the Ring

Once Lord Oreclasp's soul is freed, Lord Oreclasp can be returned to life via *raise dead* or *resurrection*. Oreclasp's daughter and heiress, Hoff Oreclasp, arranges for a cleric of Moradin to return her father to life. Hoff will then bestow the non-magical remains of the ring to the adventurers as a reward. The jewels from the ring are worth 100 gp. If the bodies of Shin, the acolyte, or Oreg, the ranger, have been recovered, the two are also returned to life.

If the ring remains with Glimmercoal, Lord Oreclasp is tortured for centuries, as he is bound within the ring.

Each character receives **250 experience points** for freeing Lord Oreclasp's soul from Glimmercoal's power and helping to restore Lord Oreclasp to life.

Conclusion

As a reward, Lord Oreclasp (or his daughter) gives the adventurers a satchel with 400 gp, and insists that the characters stay for a feast in their honor. The curse of nightmares is lifted once Glimmercoal is defeated.

The nobles also make good on the owlbear bounty, paying 50 gp per owlbear beak. The juvenile owlbears are counted as adults for this purpose.

Lastly, the adventurers are given the Rapier of the Dark Huntsman, Glimmercoal's *rapier of life stealing*.

Each character receives **200 experience points** when the curse is lifted.

Development

The adventurers have potentially made two allies: The Oreclasp noble house, and Goodberry the unicorn. At the same time, they have earned the enmity of Glimmercoal. Like all fiends, the cambion will never forget nor forgive a grudge.

Rewards

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

EXPERIENCE

(MIN: 1,500/MAX: 2,000 EACH)

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. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Bandit Captain	450
Bearded Devil	700
Brown Bear (Juvenile Owlbear)	200
Cambion	1,800
Owlbear	700
Veteran	700

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Remove the curse on the Keep	200
Restore Lord Oreclasp to life	250

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Glimmercoal's ring	100
Lord Oreclasp's reward	400
Owlbear bounty	50 per owlbear

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 the system detailed in the *D&D Adventurers League Dungeon*

Master's Guide.

RAPIER OF THE DARK HUNTSMAN

(RAPIER OF LIFE STEALING)

Weapon, rare (requires attunement)

This matte-black rapier does not reflect light. It radiates a faint fiendish aura, and turns chill to the touch when within 30 feet of a good-aligned cleric or paladin. Once attuned, the wielder often feels hungry, even if they have just eaten. However, when the life stealing power is used, the wielder experiences an invigorating euphoria and feels satiated. The blade glows dully when it has fed. The description of this item can be found in the *Dungeon Masters Guide*.

STORY AWARDS

The characters can earn the following story awards during play.

Glimmercoal's Ire. The adventurers have earned the ire of Glimmercoal the cambion for slaying his mortal form. In encounters with Glimmercoal in the future, he will seek to magically control and/or destroy adventurers with this Story Award over any other potential target.

Ally of the Forest. Goodberry the unicorn owes the adventurers a favor. During a short or long rest, the unicorn's blessing causes a magical bush with 10 berries to grow near the adventurer's camp or abode, as per the *goodberry* spell. Cross this Story Award off once it is used.

PLAYER REWARDS

The characters earn downtime and renown in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

Members of the Emerald Enclave earn one extra renown point for rescuing Goodberry.

Members of the Lord's Alliance earn one extra renown point for discovering what happened to Shin, the missing acolyte.

DM REWARDS

In exchange for running the adventure, you earn XP, gp, and downtime days in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

Appendix. NPC Summary

Glimmercoal (GLIM-mehr-coal): A cambion, Glimmercoal seeks to restore an ancient curse upon the land. To do this, he needs to obtain Goodberry the unicorn's horn.

Goodberry (GUD-berry): An ancient unicorn who dwells near Oreclasp Keep. Goodberry's mate was killed by fiends centuries ago, and she loathes and fears devils.

Lord Oreclasp (LORD OR-clasp): Lord Oreclasp is the stern leader of Oreclasp Keep. He was killed by Glimmercoal while wearing a magical ring, and now his soul resides within Glimmercoal's ring, where Lord Oreclasp is subjected to the fiend's vile thoughts.

Oreg (OH-reg): The halfling huntmaster of Oreclasp keep. Close friend of Shin, and one of the first to be assassinated by Glimmercoal's devils.

Shin (SH-in): Shin is a priestess who serves Oreclasp Keep on behalf of Mithral Hall's leaders. Shin and Oreg were killed by Glimmercoal's devils while seeking help.

Appendix. Monster/NPC Statistics

Bandit Captain

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

Armor Class 15

Hit Points 65

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Any two languages

Challenge 2 (450 XP)

ACTIONS

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

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

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

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

Bearded Devil

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +4, Con +4, Wis +2

Skills Athletics +4, Deception +4

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft, passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one

creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Brown Bear (Juvenile Owlbear)

Large monstrosity, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

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

ACTIONS

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

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

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

Cambion (Glimmercoal)

Medium fiend, any evil alignment

Armor Class 19 (scale mail)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +6, Int +5, Cha +6

Skills Deception +6, Intimidation +6, Perception +4, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

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

3/day each: *alter self*, *command*, *detect magic*

1/day: *plane shift* (self only)

ACTIONS

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Rapier of Life Stealing. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) piercing damage, plus 3 (1d6) fire damage. If Glimmercoal rolls a 20 on the attack roll, that target takes an extra 3d6 necrotic damage, provided that the target isn't a construct or an undead. Glimmercoal gains temporary hit points equal to the extra damage dealt.

Fire Ray. Ranged Spell Attack: +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Owlbear

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom

(Perception) checks that rely on sight or smell.

ACTIONS

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

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

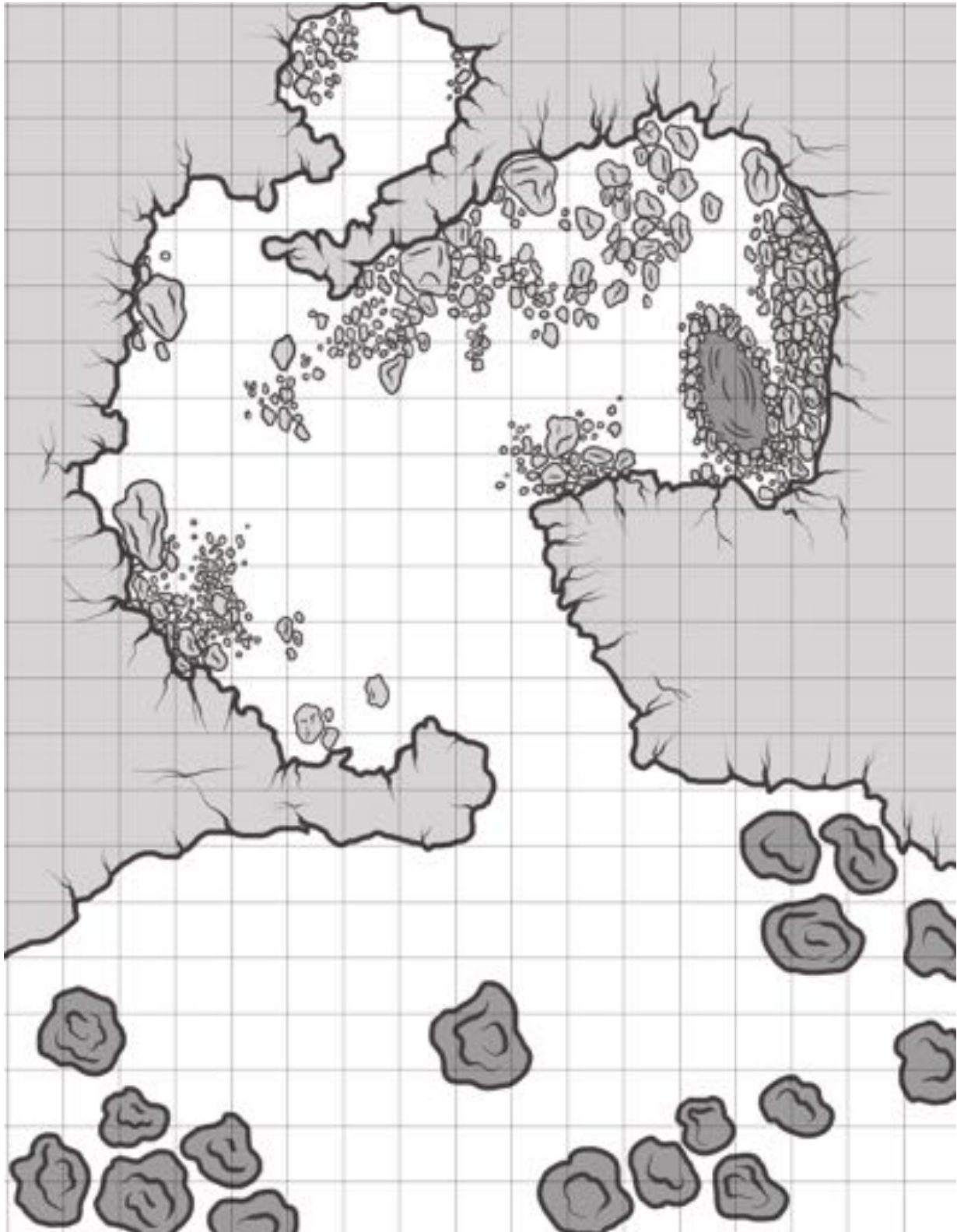
Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

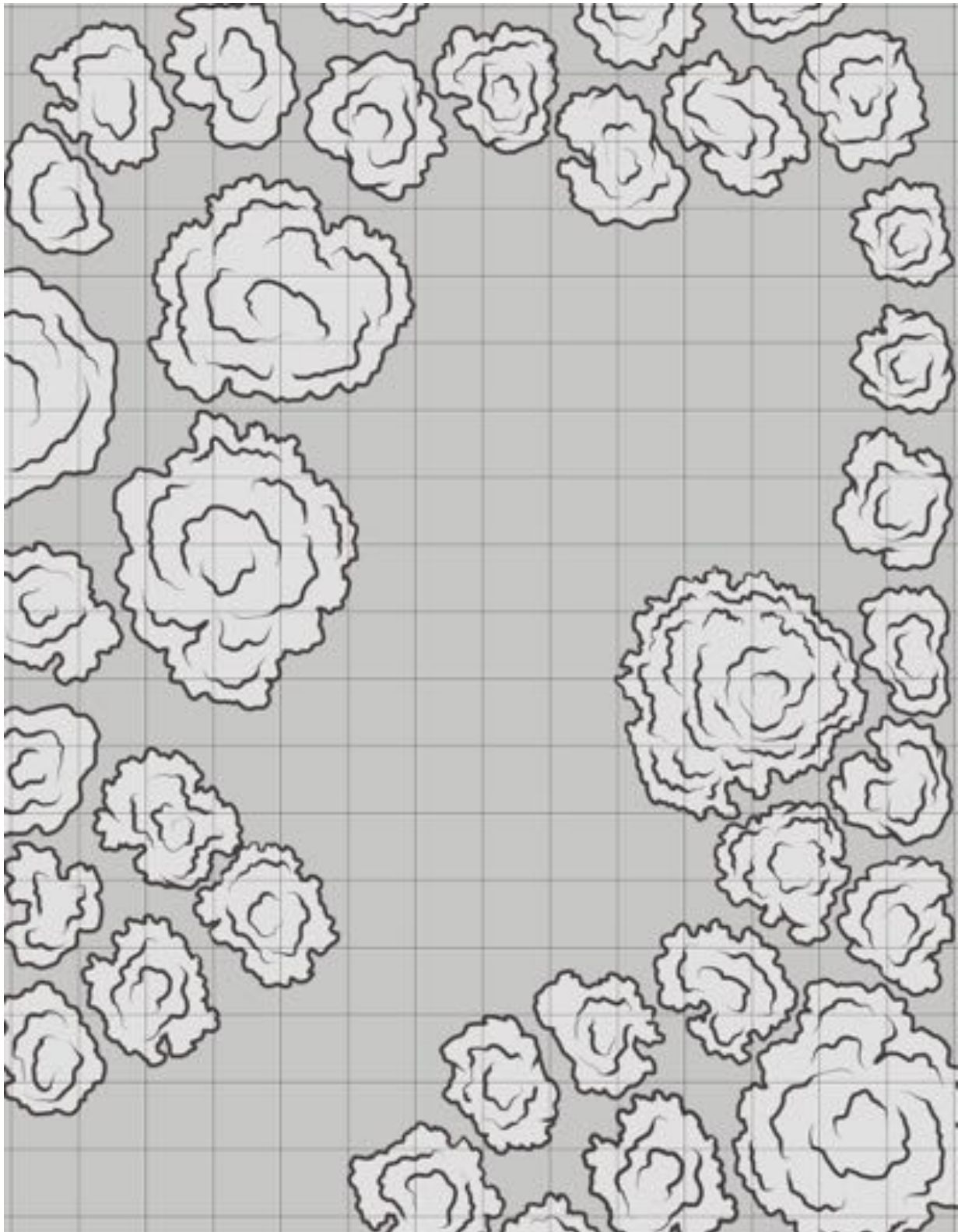
Appendix. Owlbear Den Map

(1 square = 5 feet)



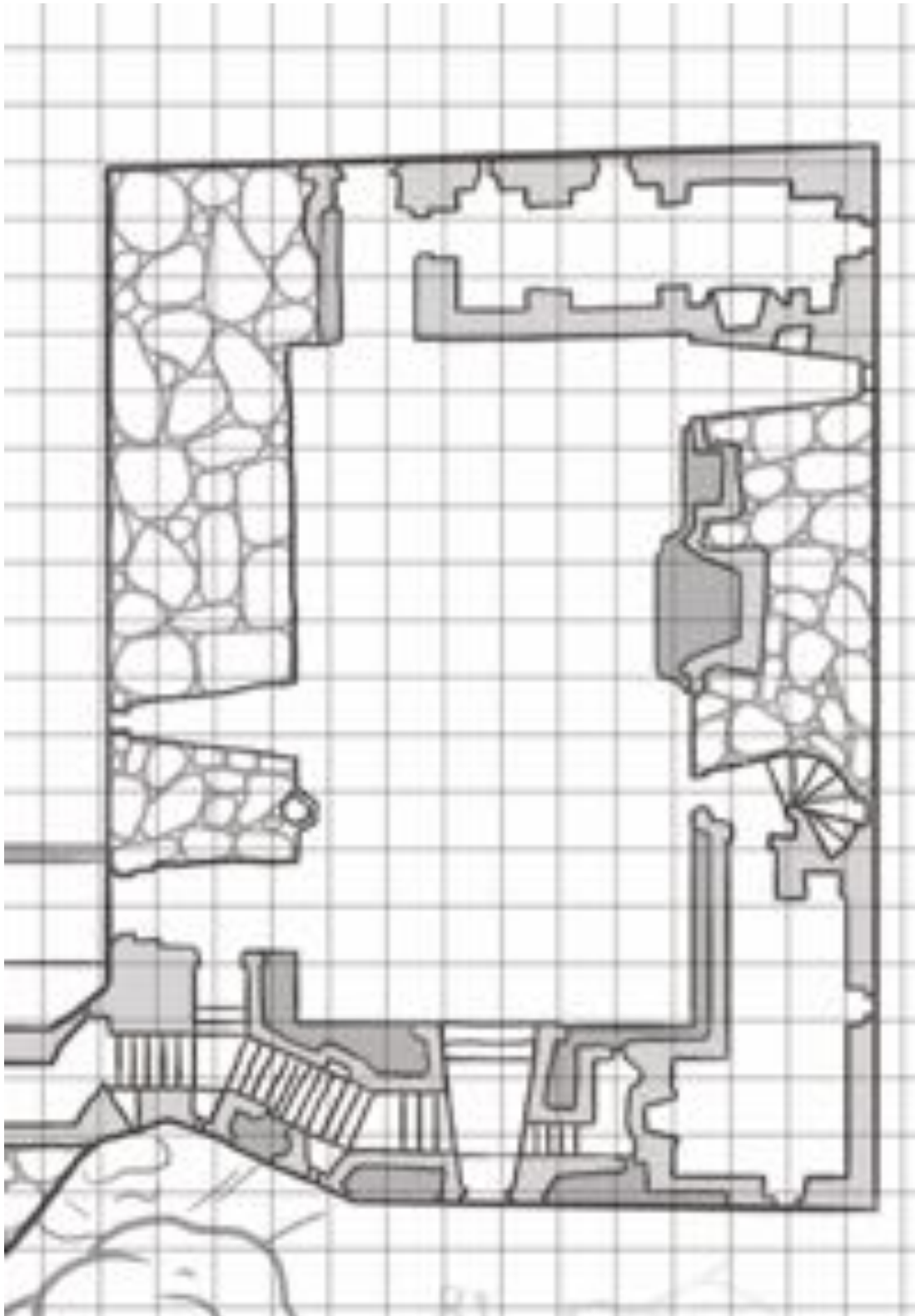
Appendix. Unicorn Glen Map

(1 square = 5 feet)



Appendix. Oreclasp Keep Map

(1 square = 5 feet)



Player Handout 1. Magic Item

RAPIER OF THE DARK HUNTSMAN

(RAPIER OF LIFE STEALING)

Weapon, rare (requires attunement)

This matte-black rapier does not reflect light. It radiates a faint fiendish aura, and turns chill to the touch when within 30 feet of a good-aligned cleric or paladin. Once attuned, the wielder often feels hungry, even if they have just eaten. However, when the life stealing power is used, the wielder experiences an invigorating euphoria and feels satiated. The blade glows dully when it has fed. The description of this item can be found in the *Dungeon Masters Guide*.