



EYES OF BLOOD



Recent goblin attacks near the outskirts of Hulburg prompted Lord Eorl Hulmaster to send a band of mercenaries into the foothills of the Galena Mountains to thin out their numbers.

It was supposed to be an easy task, but it ended in disaster. The band's leader remains trapped in goblin territory with their chieftain as his prisoner. Lord Hulmaster now needs skilled adventurers to retrieve the mercenary and his captive before it is too late.

A Four-Hour Adventure for 1st - 4th Level Characters

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Adventure Code: CCC-RPR-01

ATX
ROLE PLAY RALLY

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INTRODUCTION

Welcome to *Eyes of Blood*, a D&D adventure that is part of the official D&D Adventurers League™ organized play system.

This adventure is designed for **three to seven 1st-4th level characters**, and is optimized for **five 3rd-level characters**. Characters outside this level range cannot participate in this adventure. Players with ineligible characters can create new 1st-level characters or use pregenerated characters.

The adventure is set in the Moonsea region of the Forgotten Realms. During play, the party journeys into the foothills northeast of the city of Hulburg to rescue a mercenary leader and his goblin prisoner. Can the characters find the pair before it is too late?

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. 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.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

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.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

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. 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, 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 for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 3rd-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 particular 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 to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience 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. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. 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.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

DOWNTIME AND LIFESTYLE

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with or add lifestyle expenses.

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. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	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

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

		ADVENTURE LOGSHEET Record each session of play below. Express downtime, which is daily increments. Record certified and non-certified permanent magic items (all magic items except for potions, scrolls, and some wondrous items).	
Hallap Fasketell		Wizard 4	
CHARACTER NAME	CLASSES AND LEVELS	ACTION	
Tom S.	854-789-2386	1	
PLAYER NAME	DIC #	SHEET #	
Lost Mine of Phandelver		Rick L. (349-213-9905)	
Session #	Date	DIM Name and DIC #	
0	08/13/2014	0	0
Starting XP	Starting Downtime	Starting Resonance	Starting # of Magic Items
350	+20	1	0
XP Earned	Downtime +/-	Resonance Earned	Magic Items +/-
350	20	1	0
XP Total	Downtime Total	Resonance Total	Magic Items Total
700	Gold Total		
Adventure Notes/Downtime Activity			
Lost Mine of Phandelver		Rick L. (349-213-9905)	
Session #	Date	DIM Name and DIC #	
1	08/24/2014	1	0
Starting XP	Starting Downtime	Starting Resonance	Starting # of Magic Items
675	+10	1	0
XP Earned	Downtime +/-	Resonance Earned	Magic Items +/-
1,025	20	2	0
XP Total	Downtime Total	Resonance Total	Magic Items Total
1,700	Gold Total		
Adventure Notes/Downtime Activity			
Lost Mine of Phandelver		Rick L. (349-213-9905)	
Session #	Date	DIM Name and DIC #	
2	09/04/2014	2	0
Starting XP	Starting Downtime	Starting Resonance	Starting # of Magic Items
2,475	+10	1	+1
XP Earned	Downtime +/-	Resonance Earned	Magic Items +/-
3,500	30	3	1
XP Total	Downtime Total	Resonance Total	Magic Items Total
6,975	Gold Total		
Adventure Notes/Downtime Activity			
Found a ring of protection.			

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DEATH

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever 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.

Additional Credits

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EYES OF BLOOD

Rikerd Pallas is a good man, and I do not say that about many mercenaries.

—Lord Eorl Hulmaster

ADVENTURE BACKGROUND

The Blood-Eye goblin tribe has grown substantially over the past 25 years. They have increased in size to the extent that they have started displacing nearby tribes of orcs in the Galena Mountains and its foothills. The goblins follow their chieftain, One-Blood, who is said to be over 75 years old, which is well past the normal life expectancy of a goblin.

Wary of the Blood-Eye tribe's growth, aggression, and proximity to Hulburg, Lord Eorl Hulmaster, the fledgling city's ruler, agreed to send a force of twenty mercenaries into the foothills to thin out their numbers. Part of their assignment was to capture the goblin's chieftain and return him to Hulburg. The mercenaries expected an easy mission, but they did not get one. Unlike most goblins, the Blood-Eyes proved to be vicious and capable warriors, and the mercenary force was almost destroyed.

Only the band's leader, Rikerd Pallas, managed to survive the attack, and he did so with the goblin leader as his prisoner. Rikerd has been in touch with Artis Letch, a wizard also hired by Lord Hulmaster, via a pair of magical *sending stones*. The mercenary is seriously injured and trapped within Blood-Eye territory. Unless Rikerd receives help soon, he will likely perish, and his mission will have been for naught.

ADVENTURE OVERVIEW

Eyes of Blood consists of four parts.

Part 1: A Rescue Mission. The characters arrive at Hulmaster manor. Lord Hulmaster asks them to travel to the foothills of the Galena Mountains, rescue Rikerd Pallas, and bring back the goblin chieftain the mercenary leader captured.

Part 2: The Journey There. To reach the mercenary leader, the characters must travel through territory claimed by the Broken Fang orc tribe. Along the way, they encounter the denizens that dwell within the mountain's foothills.

Part 3: The Journey Back. As the characters make their way back to Hulburg with One-Blood in tow, the Blood-Eye goblins attempt a rescue mission of their own.

Part 4: Unexpected Information. The characters encounter a druid and learn Lord Hulmaster's true intentions for the goblin chieftain.

ADVENTURE HOOKS

The characters may already have their own reasons for being in Hulburg, but if not, use the following adventure hooks to draw them into the story.

Summoned. Lord Eorl Hulmaster's advisors inform him that capable adventures are in the area, and he sends an envoy requesting their assistance.

Vengeance. The characters knew one of the mercenaries killed in the expedition. They have come to Hulburg to exact revenge upon the goblins.

Travel. The characters are traveling via ship from one location in the Moonsea region to another, and their boat has docked in Hulburg's harbor for several days to unload and undergo minor repairs. While exploring the town, they learn of the ill-fated mercenary expedition and offer their services to Lord Hulmaster.

Faction assignment: Emerald Enclave. The Emerald Enclave would like to incorporate a local circle of druids known as the Oaken Branch into their organization. Enclave members arrive in Hulburg before journeying into the foothills of the Galena Mountains to make contact with the druids.

About Hulburg

Hulburg has been plundered and razed many times over the centuries, but each time industrious folk have returned to rebuild atop its ruins. While small in comparison to its former size, modern-day Hulburg is undergoing steady growth. The town consists mainly of three distinct areas: Tent City, the Harbor District, and Hulmaster Manor.

Tent City. The bulk of the town rests atop a tall plateau on the northern banks of the Moonsea, with the heights of Thar to the north. A steep and rocky hill blocks expansion to the east, and the stony cliffs along the Moonsea lie to the south.

Known by Hulburg's residents as Tent City, the plateau is home to a haphazard collection of large canvas tents and makeshift wooden buildings.

Harbor District. The lifeline of Hulburg is its harbor, which lies to the south of Tent City along the northern shore of the Moonsea. A large, rocky bluff separates it from Tent City, and travel between the two districts is limited to a steep man-made trail that traverses the stony face of the slope.

Warehouses and rows of docks make up the bulk of the Harbor District, but the area is also home to a tariff office, guard post, and many other smaller businesses built to service ships and their crews.

Hulmaster Manor. Lord Eorl Hulmaster's manor lies a short thirty-minute walk to the northwest of Tent City on the outskirts of the ruins of old Hulburg. The current lord and his trusted retainers live in a small wooden fortress that backs up to a tall bluff. Residents of Hulburg jokingly (and never in the presence of the lord or his retainers) refer to the structure as the Hedge Lord's Manor.

PART 1: A RESCUE MISSION

Expected Duration: 15 minutes

Either on their own or by invitation from Lord Hulmaster, the characters arrive at Hulmaster Manor. If they arrive of their own volition, simply mentioning they wish to discuss the recent mercenary expedition is enough for the manor's guards to grant them an audience with Lord Hulmaster, who is eager to find individuals to rescue the mercenary leader and his captured quarry.

Recent goblin attacks near the outskirts of Hulburg prompted Lord Eorl Hulmaster to send a band of mercenaries into the foothills of the Galena Mountains to thin out their numbers. It was supposed to be an easy task, but it ended in disaster. Rumors in Hulburg say there is more to the story, and they must be true. Just this morning, Lord Eorl Hulmaster posted a summons for capable adventures, and you answered.

After arriving at Hulmaster Manor and announcing your intentions, guards escort you and your companions to a waiting room. Minutes later, a butler retrieves you and leads you to Lord Hulmaster's meeting chamber. A man wearing fine clothes and a serious expression greets you. He is accompanied by a brown-haired half-elf in dark blue robes.

Roleplaying Lord Eorl Hulmaster

At thirty-five years of age, Lord Hulmaster focusses on the accumulation of wealth. He owns the gem mine, most of the warehouses in the Harbor District, and nearly all the legitimate businesses in Tent City. He has a wife and several young children, but they remain in Mulmaster until he can bring Hulburg to heel.

Lord Hulmaster has bold plans for Hulburg but currently lacks the coin to see those plans realized. While not an evil man, his drive makes him a bit insensitive toward the working conditions of the miners and the living conditions in Tent City.

He considers himself better than the characters (except for other nobles), and while blunt, he is not rude or haughty.

LORD HULMASTER'S EXPEDITION

After formal introductions, Lord Hulmaster asks the characters to sit at a long wooden table set with cups and several pitchers of water. As is his custom, he prefers to get straight to the point, and he relays the information below.

- Over the past year, goblin attacks have increased near the outskirts of Hulburg. The Blood-Eye goblins (named for their blood-red eyes) used to stay away from the ruins, but they seem to be getting bolder.

- The Broken Fang orc tribe once claimed all the lands to the east of the city, but over the past several years, the Blood-Eyes have grown in number. Hulburg's scouts report they are starting to make incursions into orc territory as well.
- As a precautionary measure, eight days ago Lord Hulmaster hired the Iron Bannermen, a small group of mercenaries from Mulmaster, to journey into the foothills and thin out the goblins' numbers.
- The band's leader, Rikerd Pallas, and twenty mercenaries entered the foothills. After five days of eliminating small groups of goblins, a large force of the creatures attacked them in the night.
- During the fight, Rikerd managed to pull the goblin's chieftain from the back of his giant wolf, but in the course of the scuffle, they both tumbled into a deep ravine, suffering severe wounds.
- Knowing the fight was lost, Rikerd subdued the goblin chieftain and dragged him from the scene to a cave hidden behind a waterfall.
- Lord Hulmaster only knows what happened, because he sent Rikerd on his mission with a *sending stone*. His hired wizard, Artis Letch, has the other *sending stone*, and they have been communicating daily.
- Rikerd sustained a deep puncture to his left side during the fall. After securing his prisoner, he did his best to patch the injury, but he has lost a considerable amount of blood, and he fears the wound has become septic. He is weak, unable to travel, and in need of rescuing.
- From their communications, Artis Letch has been able to pinpoint the area where Rikerd is hiding. It lies roughly a day and a half east of Hulburg. The quickest route there is through lands still occupied by the Broken Fang orc tribe. (Lord Hulmaster can provide the characters with a map.)
- Lord Hulmaster does not have the time to muster a sizeable force for a rescue, and he fears another large incursion could spark an all-out war between Hulburg and the humanoids of the foothills. For these reasons, he needs a small group of individuals to retrieve Rikerd Pallas and the goblin chieftain, who he has learned is named One-Blood.
- It is imperative that One-Blood be brought back alive. Lord Hulmaster hopes that by interrogating the goblin chieftain, Artis Letch can learn how many goblins are in the Blood-Eye tribe and how best to protect Hulburg from them.
- As this is a dangerous mission, Lord Hulmaster is willing to pay the characters 100 gp each. He considers the payment more than fair and will not negotiate or provide any of the amount in advance.

Assuming the characters agree to Lord Hulmaster's terms, continue to Part 2: The Journey There.

PART 2: THE JOURNEY THERE

Expected Duration: 90 minutes

The area marked on the map given to the characters by Lord Hulmaster lies roughly a day and a half northeast of Hulburg. To reach it, the characters must navigate the foothills of the Galena Mountains and travel through lands occupied by the Broken Fang orc tribe.

THE FOOTHILLS

As the characters navigate the foothills, allow each member of the party to make a DC 13 Wisdom (Perception) check. Characters who succeed or those with a passive Perception of 13 or higher notice a group of orcs hunting several hundred feet ahead near the base of a long, tall ridge. Not enough cover exists for the party to sneak through the area, but if the characters wish to circumvent the orcs, they can do so by descending into a nearby deep ravine that follows the ridgeline for several miles.

If the characters attempt to sneak through the hunting ground using stealth, an **orog (G)** and five **orcs (O)** notice them when they pass within 60 feet and move to attack. If they opt to use the ravine, proceed to the Barely Escaped encounter below.

Adjusting the Encounter

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

- **Very weak party:** Remove one **orog** and two **orcs**.
- **Weak party:** Remove one **orog**.
- **Strong party:** Add one **orc**.
- **Very strong party:** Add one **orc** and one **orog**.

GENERAL FEATURES

The area has the following features.

Light. Daylight.

Trees. The surrounding trees provide half cover.

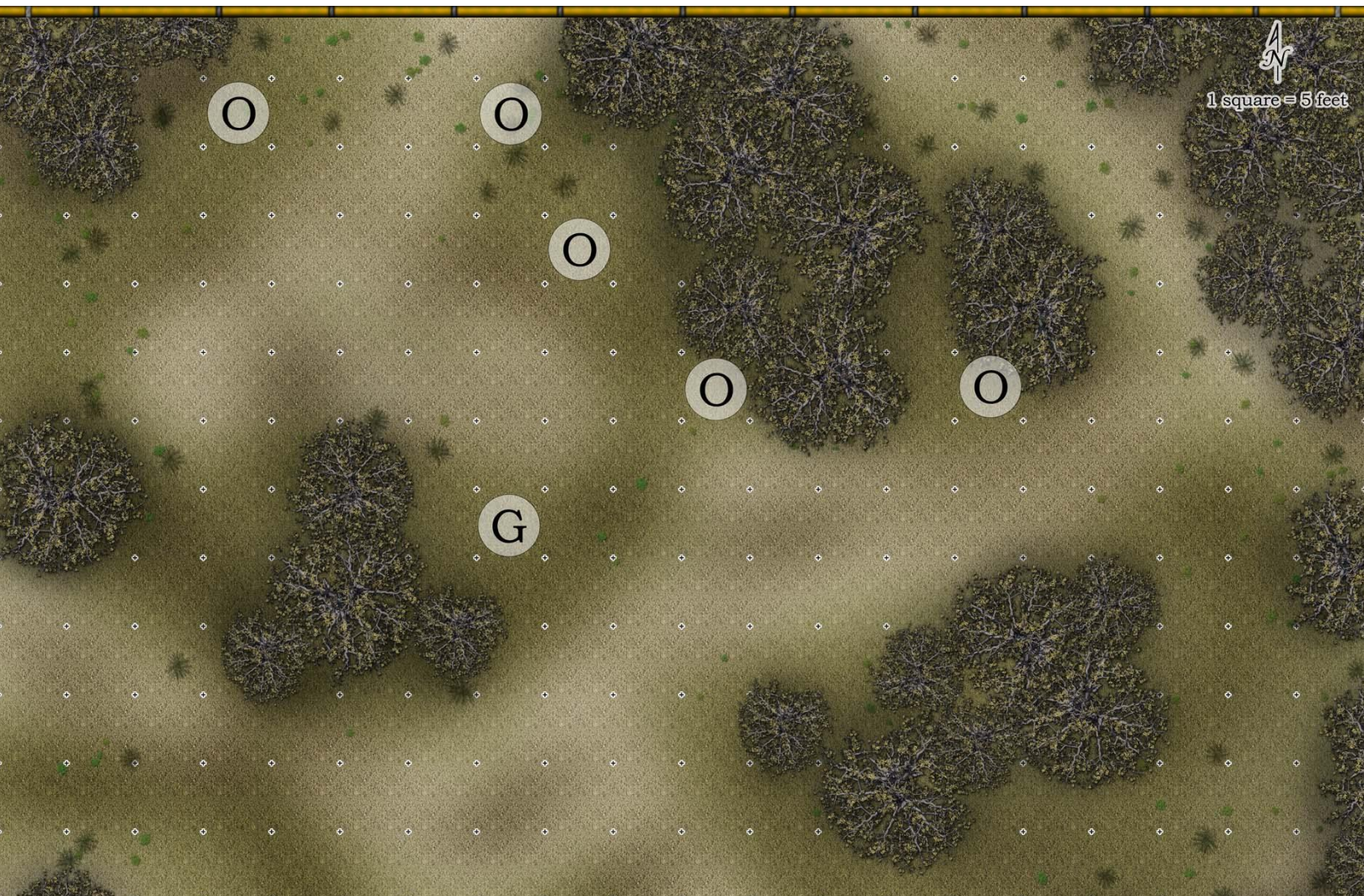
TACTICS

Upon spotting the characters, the orcs and orog close the distance using their Aggressive ability and attack with their greataxes. If they fail to reach the party on the first round, they hurl javelins instead.

The orog targets the character that looks the most threatening, hoping to overpower them and claim the most prestigious kill. The orcs fight in small groups of two or three, targeting a single enemy.

TREASURE

The orcs carry 50 gp in miscellaneous gems. The orog has a *potion of fire resistance* in his belt pouch.



BARELY ESCAPED

The ravine you have been following has grown progressively deeper and narrower over the past mile. Rocks of various sizes litter its floor, making travel slow and difficult. When you round a turn in its meandering path, you spy a man hiding in the shadows created by the ravine's steep walls. Dressed only in loose-fitting breeches, he has long wild hair that covers his head, face, and large portions of the rest of his body. A bloodstained spear lies near him, and the coarse hair on his left shoulder is matted with fresh blood. He eyes you warily, but makes no move toward you or the weapon.

The man's name is Went, and he is a **werebear (W)**. As long as the characters do not insult, threaten, or attack him, he remains calm, but cautious. A successful DC 12 Charisma (Persuasion) check convinces Went that the characters mean him no harm, and he shares the following information.

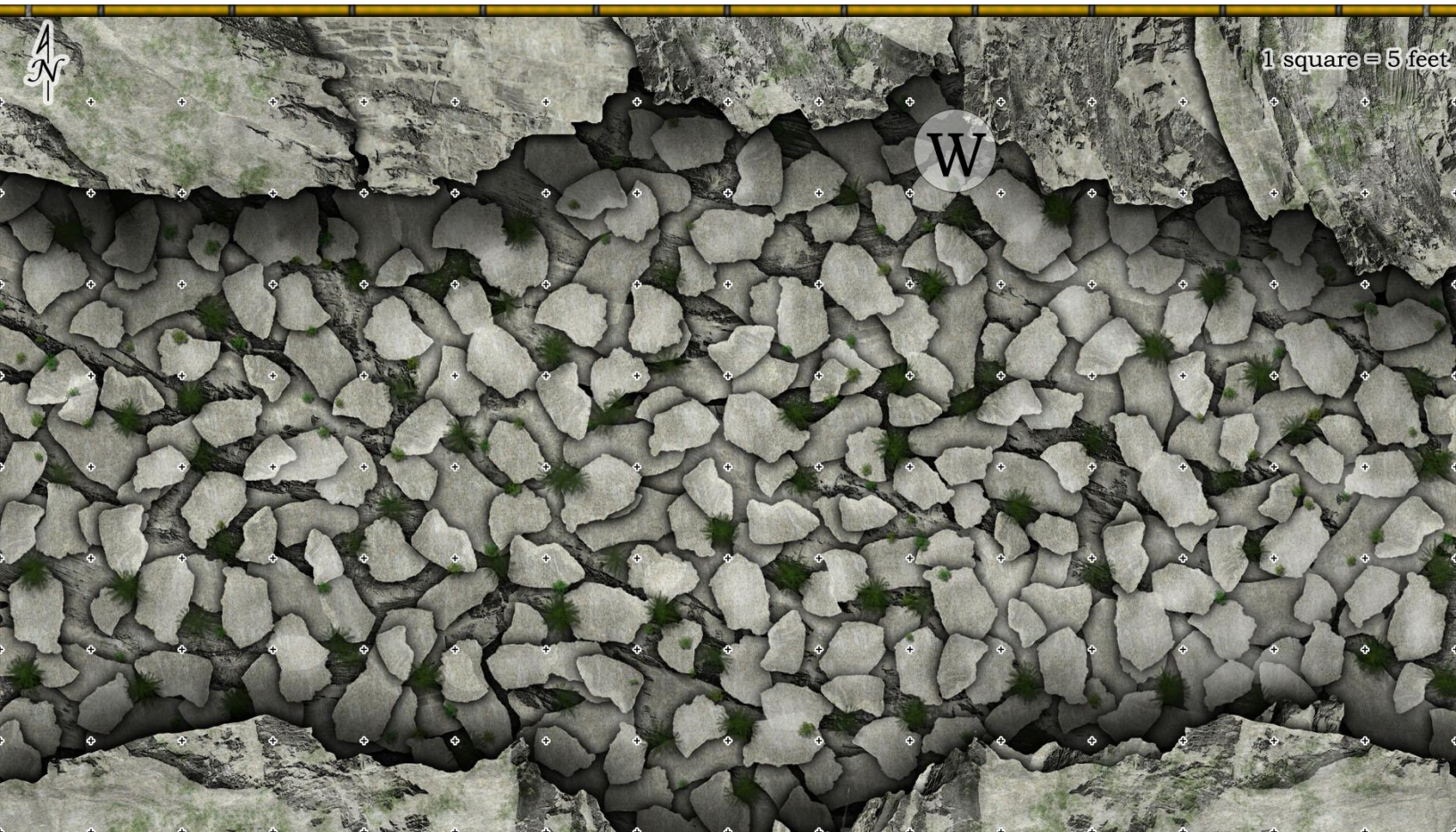
- Went lives a solitary life in the foothills of the Galena Mountains, where he acts as a warden, protecting the local flora and fauna from humanoid and monstrous incursions.
- Recently, mercenaries entered the region and attacked the goblins of the Blood-Eye clan. While Went has no love of the goblins, he decided to investigate. When he arrived in Blood-Eye territory, he found dozens of dead goblins and mercenaries, but the conflict seemed to be over.

Roleplaying Went

Decades ago, Went Darkwood was a ranger of the Misty Forest, sworn to protect his home from the threats of the High Moor. As a young man, he was good at what he did, but he viewed the world as black and white. When a family of werebears entered his forest seeking refuge, and he learned of their true nature, Went slaughtered half their number without a second thought before their clan captured him. To teach the man a lesson, the clan's elder inflicted Went with lycanthropy and left him in his forest. The ranger struggled for many years to control his affliction, often journeying into the High Moor to slake his bloodlust upon the numerous trolls that lived within.

Eventually, the elves of the Misty Forest learned of his curse and drove him from his home. Went wandered for nearly a decade, simmering with a rage he could barely control. He finally made his way to the Moonsea and settled in the foothills of the Galena Mountains. While his affliction still drives him to kill when the moon is full, he has finally found a measure of peace, and he no longer looks to violence as a first solution. He has bonded with the animals and plants of the region, and he considers himself their protector.

- With nothing else to learn, he departed the Blood-Eye's lands and was making his way back to his home in the western foothills when he was attacked by an orc hunting party. (He was in bear form when attacked, but he does not mention this, or his lycanthropy, which he considers no one's business but his own.)
- He fled and eventually circled back to hide in the ravine and tend to his wounds. (He is currently 20 hit points below his maximum).



If a character asks Went about the Oaken Branch, he replies that he knows of their organization. The Oaken Branch has been trying to persuade him to join their cause for years, but in spite of the fact that they seem to have the best interest of the region at heart, he prefers a solitary life.

If the players do not come up with the idea on their own, allow any character who is a member of the Emerald Enclave to make a DC 8 Wisdom (Insight) check. If successful, they realize that persuading Went to join the Oaken Branch could go a long way toward allowing the Emerald Enclave to incorporate the Oaken Branch into their organization. Convincing Went to join the Oaken Branch requires a successful DC 15 Charisma (Persuasion) check. If the party healed any of the werebear's wounds, or if they roleplay the exchange well, grant advantage on the check.

Special. If Went agrees to join the Oaken Branch, all Emerald Enclave party members successfully complete their faction assignment and earn extra renown at the end of the adventure.

If the characters ask Went to join them in their search for Rikerd Pallas and the goblin chieftain, One-Blood, he respectfully declines.

Adjusting the Encounter

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

- **Very weak party:** The **werebear** has a max of 68 hit points.
- **Weak party:** The **werebear** has a max of 100 hit points.
- **Strong party:** The **werebear** has a max of 166 hit points.
- **Very strong party:** The **werebear** has a max of 198 hit points.

GENERAL FEATURES

The area has the following features.

Light. Daylight.

Ravine. The ravine is about 40 feet wide. Uneven rocks cover its floor, making the entire area difficult terrain. Its 20-foot-tall walls are natural limestone. Climbing them requires a successful a DC 10 Strength (Athletics) check.

TACTICS

If the party manages to draw the ire of the Went, he transforms into his hybrid form and attacks. In spite of his bloodlust, he does not use his bite attack, as he fears spreading his lycanthropy to others. He fights until reduced to 30 or less hit points before fleeing.

Note. Went is not carrying the greataxe listed in his stat block, so he cannot use that attack.

AWARDING XP

If the party ends the encounter without fighting the werebear, award them XP as if they had defeated it.

CONTINUING THE ADVENTURE

Once the characters encounter either the orcs or the werebear, continue to the Last Watch encounter.

LAST WATCH

When the characters entered the foothills, they drew the notice of a circle of druids known as the Oaken Branch. The Oaken Branch watches over the area, and the recent mercenary foray into Blood-Eye territory has drawn their attention.

Six days ago, the druids sent operatives to Hulburg to learn Lord Hulmaster's intentions concerning the goblin tribe. Their spy has yet to report back, leaving the Oaken Branch with little information. The druids know the goblin chieftain, One-Blood, was captured during the fighting, but they do not know where he and the mercenary leader are currently hiding.

When the characters entered the foothills from Hulburg, the Oaken Branch tasked one of their scouts, a centaur named Jamorin, with keeping track of the group in hopes of finding One-Blood and his captor. The druids have not made a decision on how or if they will interfere with Lord Hulmaster's plans. For now, they simply desire enough information to make a decision that preserves the natural balance in the region.

As dawn draws near, the embers of your campfire burn low. Even though you are still in orc territory, your rest was uneventful, and you woke for your turn at watch several hours ago.

As the characters rest, the centaur, Jamorin, watches their campsite from a distance. Allow the character on last watch to make a DC 15 Wisdom (Perception) check as they scan the area in the dawn's grey light. If they succeed on the check, read the text below.

While the sun has yet to break the horizon, the black of night has given way to shades of grey. As you scan the area, you spy movement several hundred yards away. Narrowing your eyes, you make out what looks like a horse and rider moving through the scrub brush. After several seconds, you lose track of the form among a copse of trees.

If the characters attempt to investigate the area where they saw the creature, they find hoof prints that appear to be from a horse. If they try to follow the tracks, they quickly disappear in a nearby stream.

CONTINUING THE ADVENTURE

Once the characters are ready to continue their journey, proceed to the Under Attack encounter.

UNDER ATTACK

It is late morning under cloudy skies, and the rolling foothills of the Galena Mountains have taken on a steeper incline as you've traveled. You are halfway up a small rise covered in pine trees when you hear the unmistakable ringing of metal on metal ahead.

If the characters choose to investigate, they see eight **orcs (O)** attacking a **centaur (C)** when they crest the rise. At 80 feet away, they are safe from notice, and it is up to the party to decide if they wish to intervene. If they choose to watch, it only takes a minute before the orcs overcome the centaur. Once it is dead, the brutes dismember it with their greataxes and carry it off for food. If the characters decide to help the centaur, combat ensues.

Adjusting the Encounter

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

- **Very weak party:** Remove four **orcs**.
- **Weak party:** Remove two **orcs**.
- **Strong party:** Remove two **orcs**. Add one **orog**.
- **Very strong party:** Replace two **orcs** with two **orogs**.

GENERAL FEATURES

The area has the following features.

Light. Daylight.

Trees. The surrounding trees provide half cover.

TACTICS

The centaur, Jamorin, recognizes he is in peril, but he does not flee if the party joins the battle. Instead, he fights with glee, complementing the characters when they strike a good blow or fell one of the orcs.

When the characters join the fight, four orcs break off to engage them. The remaining orcs focus their attacks on the centaur. The orcs fight until three or less of them remain before fleeing.

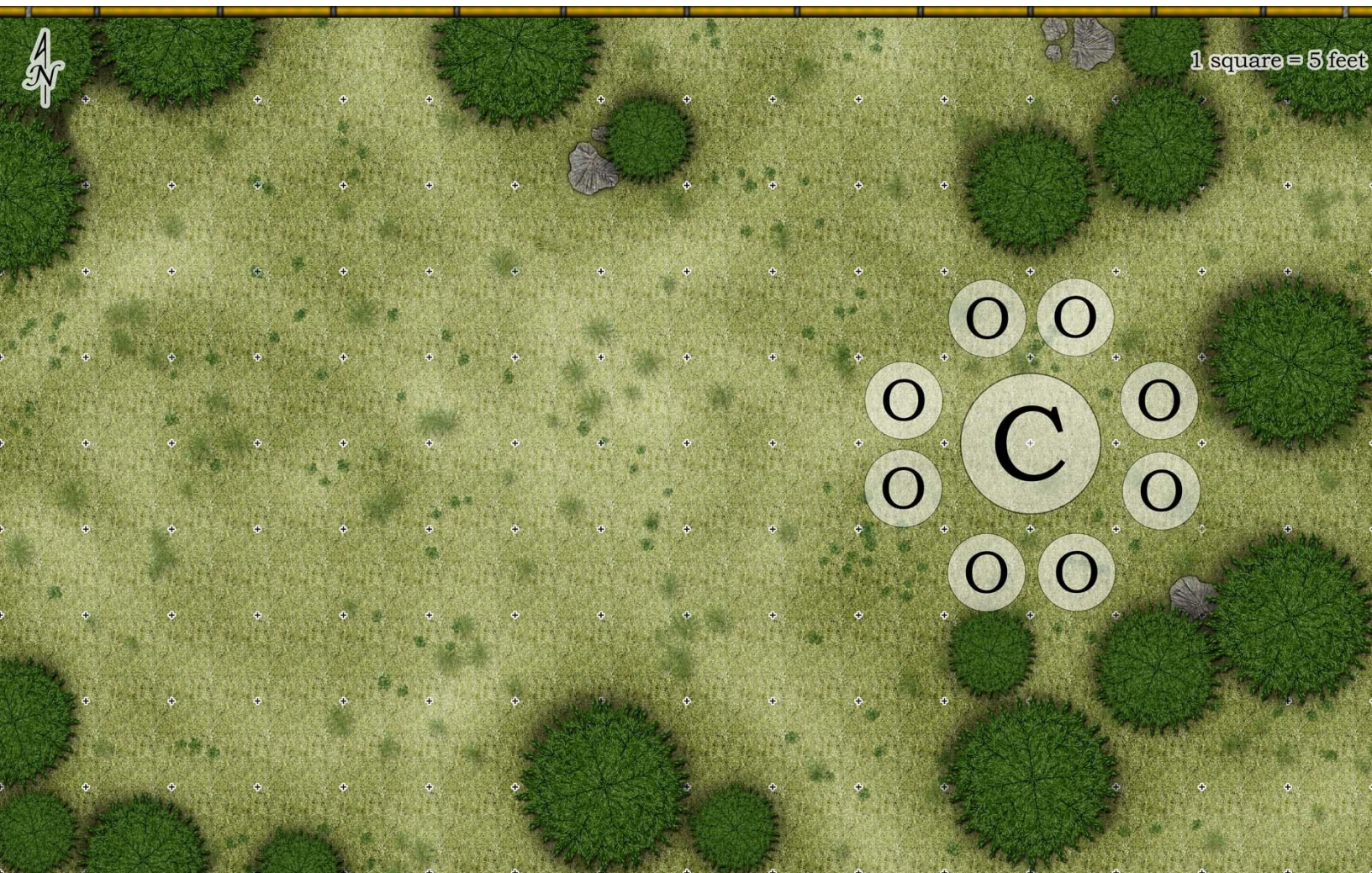
TREASURE

The orcs carry 75 gp in coins between them.

Roleplaying Jamorin

Jamorin has spent his life protecting the woodlands that dot the foothills of the Galena Mountains. While he is a member of the Oaken Branch, his lack of druidic magic means his opinions carry less weight within the organization. In spite of this, he is loyal to their cause, as they have managed to keep relative peace in the region for decades.

The centaur is easygoing and quick to laugh. If the characters come to his aid, he feels indebted to them, which only makes his task of spying on them more difficult.



DEVELOPMENTS

Jamorin speaks Common as well as Elvish and Sylvan. If the characters come to the centaur's aid, he is genuinely grateful. He does not volunteer any information about his mission, but he does not lie either. If asked, he admits to watching the party and states he is curious of their intentions in the region. While not a druid, he also admits to being part of the Oaken Branch, but only if asked directly.

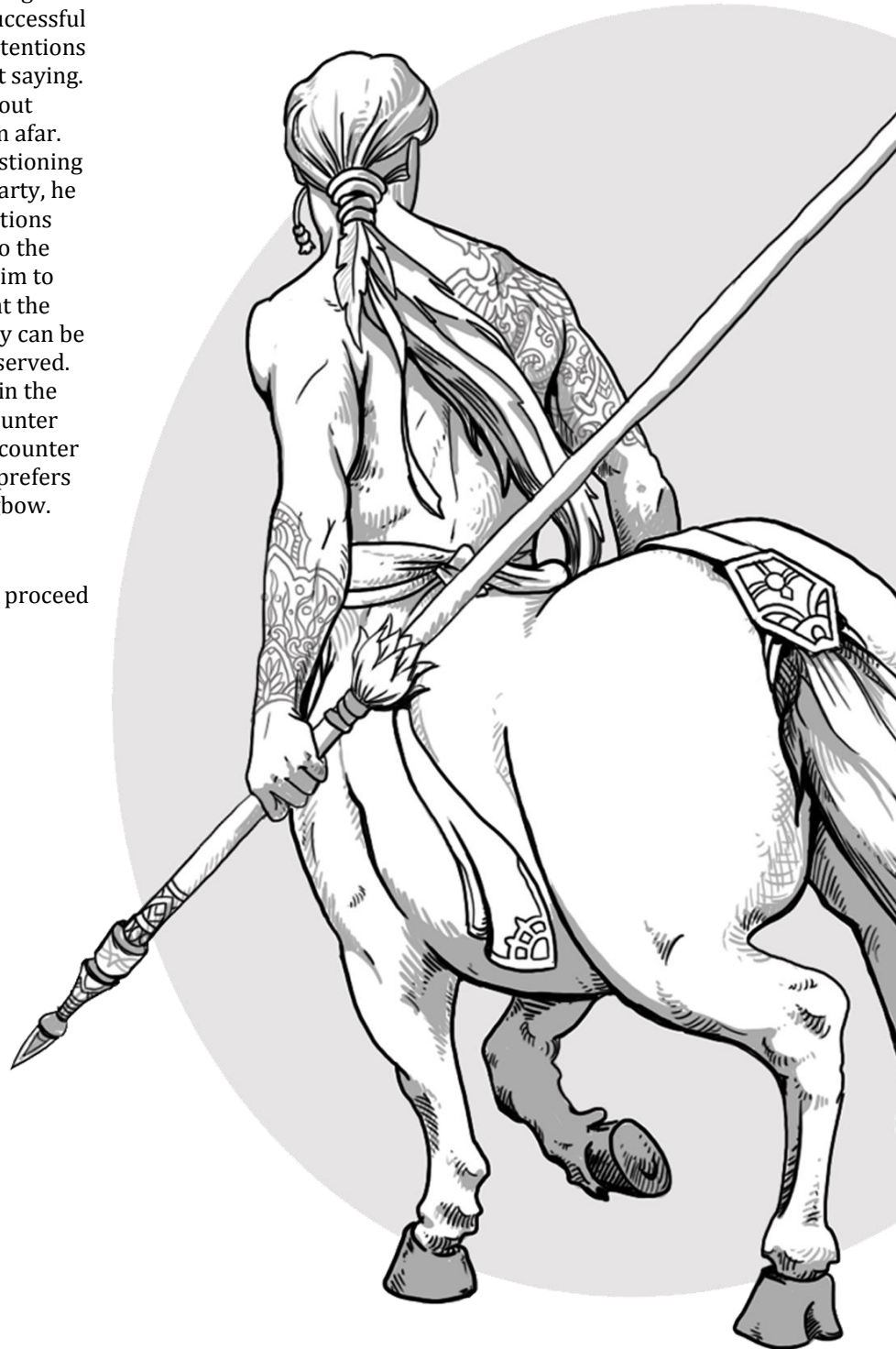
Jamorin offers to guide the characters through the foothills as thanks for coming to his aid. A successful DC 15 Wisdom (Insight) check reveals his intentions are genuine, but there may be more he is not saying. If the party rejects his offer, he departs without incident and continues to observe them from afar.

If the characters insist on relentlessly questioning Jamorin about his reason for watching the party, he finally admits the Oaken Branch has reservations about Lord Hulmaster's recent incursion into the foothills. He also confesses the druids sent him to spy on them. He truthfully tells the party that the Oaken Branch only seeks information so they can be sure the natural balance in the region is preserved.

Note. If the characters allow Jamorin to join the party, consider using the Adjusting the Encounter sidebars to increase the difficulty of each encounter he takes part in. When fighting, the centaur prefers to keep his distance and attack with his longbow.

CONTINUING THE ADVENTURE

Regardless of the outcome with the centaur, proceed to the Water's Edge encounter.



WATER'S EDGE

The clouds that covered the sun earlier in the day have moved off to the south, leaving clear, blue skies. It is late afternoon when you finally arrive at the waterfall marked on your map. As you emerge from the woods, you see a giant vulture running about near the edge of the water. It pauses occasionally to flap its wings or to wade in and out of the deep blue pool and shake the water from its feathers.

The **giant vulture (V)** is One-Blood's personal pet. From high above, it located and followed tracks to the pool in search of its master, but it did not spot the cave beyond the waterfall. When it could not locate a departing trail, it decided to pause to drink, bathe, and sun. It is engrossed in its activity and does not initially notice the party. Any character with a passive Perception of 10 or higher observing the vulture notices a tarnished silver collar around its neck that is set with a blood-red stone.

GENERAL FEATURES

The area has the following features.

Light. Daylight.

Trees. The surrounding trees provide half cover.

Water. The water near the shoreline quickly drops to a depth of 15 feet.

TACTICS

If the vulture spots the party, it immediately attempts to flee, squawking loudly in an effort to draw the notice of any Blood-Eye goblins that might be near. If it gets away, note its hit points, as it returns in the Last Chance encounter to aid in One-Blood's rescue.

TREASURE

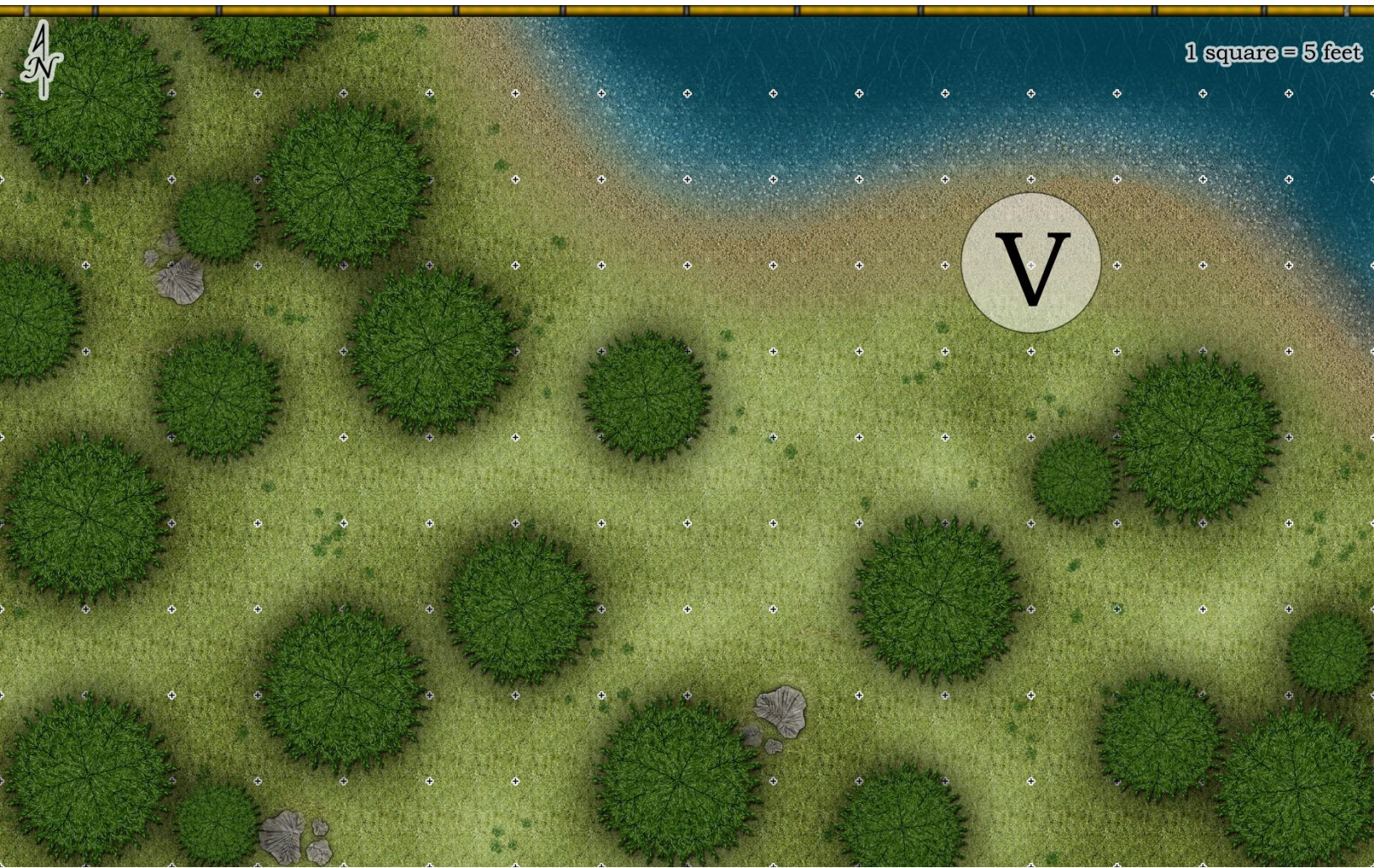
The giant vulture wears a tarnished silver collar set with a sizeable piece of red jasper. It is worth 50 gp.

CONTINUING THE ADVENTURE

The hidden cave where the mercenary leader, Rikerd Pallas, sought refuge lies beyond the waterfall. To access it, the characters must swim below the falls. Doing so requires no special check. Once they enter the cave, proceed to the Untimely Rescue encounter.

Keeping Time

Eyes of Blood is designed to be played in a standard 4-hour convention timeslot. If the first two fights took longer than expected, or if you need to reduce the time required to play the adventure, consider eliminating the wyvern from this encounter and skip the On the Trail encounter in Part 3: The Journey Back. Doing so shortens the adventure without upsetting the story.



About One-Blood

When One-Blood was a young, he was a small goblin known as Reeg the Runt. Reeg was part of a raiding party that overtook a caravan bound for Thentia. Among the bounty of furs, jewels, and other goods was an ancient Nar tome on the art of demonbinding. Since none of the other goblins wanted a book as treasure, the tome was given to Reeg, because he was the weakest and youngest member of the party.

Reeg spent many days and nights studying the text, struggling to understand its strange symbols and complex rituals. After numerous failed summoning attempts, he finally succeeded, but when a leathery black babau demon arrived, it was neither bound by the summoning ritual's magic, nor amused at being called from the lower planes by such a pathetic creature as a goblin.

In true goblin form, Reeg pleaded and begged for his life, swearing fealty to the demon, Arzantilor, and offering his unending service in both life and death. This amused the babau, and instead of killing Reeg on the spot, it offered the young goblin a deal. Like nearly all goblins, Reeg feared his own death and eternal service to Maglubiyet the Mighty One on the plane of Acheron, so he was only too happy to agree.

In exchange for Reeg's service, the demon touched the goblin, turning his eyes blood red. Arzantilor's touch also granted Reeg long life, superior physical strength (for a goblin), and exceptional virility. The demon tasked Reeg with spreading his progeny far and wide, with the understanding that, following his death, Arzantilor would return and transform the goblin's offspring into an army of lesser demons to wreak havoc upon the surrounding lands.

As the years passed, Reeg grew strong. Eventually he challenged and killed the leader of the Black Blade goblin tribe and assumed the role of chieftain. He renamed himself, One-Blood, and because all of his descendants are born with blood-red eyes, he changed the tribe's name to Blood-Eye. Since that time, he has continued his task of spreading his tainted seed to as many goblins as possible.

Note. In spite of the fact that he has been touched by a demon, One-Blood is not a fiend. The demon blood that flows through his veins is not detectable by a Paladin's Divine Sense or any other spell or item that detects or affects fiends.

Roleplaying One-Blood

At over 100 years of age, One-Blood is old for a goblin. The deal he struck with Arzantilor has kept his body going, but his joints ache with pain and his disposition has soured considerably over the past few decades.

Unless gagged, One-Blood regales the party with tales of his misspent youth as they travel, often repeating the same story multiple times in the span of an hour. He boasts about the number of children he has sired during his long life, and even though he has no real feelings for his kin, he does his best to let the characters know how well he has been able to provide for them. Under no circumstances does he reveal the pact he made with the demon.

While not suicidal, One-Blood no longer fears death the way did in his youth. He does not try to escape unless a genuine opportunity for success arises, and if one does, he attempts to cause a distraction to grant his rescuers surprise.

One-Blood's Prattle

Did I ever tell you about the time I tried to make a female hobgoblin my wife? My knee still hurts when it rains...

I used to love to raid. The smell of the blood. The glow of the firelight. But after a 100 years, even that loses its luster, and all you're left with are scars and a bad back!

Back in my day, we fought with clubs, and we liked it! But the younglings today got to have their swords and fancy magic and all kinds of crazy stuff. Now we even have goblin paladins! Who ever heard of such a thing? It's embarrassing!

Sure, YOU call it pillaging. WE call it liberating chickens and cows from their oppressive overlords!

I read a book once. It changed my life.

I've sired over 1,000 goblins in my life. What have YOU done?

What are you looking at? When you get to be my age, EVERYTHING gives you gas!

UNTIMELY RESCUE

By the time the characters enter the cave, Rikerd Pallas has succumbed to his injuries. A successful DC 10 Wisdom (Medicine) check shows a deep puncture wound in his left side that smells strongly of gangrene. The goblin chieftain, One-Blood, is in poor shape, having suffered a compound fracture to his right leg and numerous other scrapes and bruises. He is unconscious and severely dehydrated, but he is still alive. Any amount of magical healing or a successful DC 15 Wisdom (Medicine) check brings him back to consciousness with 1 hit point.

Before the mercenary leader perished, he had enough strength to secure One-Blood to the cave floor with chains, pitons, and a lock, preventing his escape. Rikerd put the key to the lock in his left boot. If the characters search his body, they automatically find it. Otherwise, a successful DC 10 Dexterity (thieves' tools) check allows a character to pick the lock. Alternatively, one or more characters can attempt to pull the pitons from the cave floor with a successful DC 17 Strength (Athletics) check.

Even if the characters heal One-Blood, he remains weak and is no real threat. If fully healed, he has the stats of a **goblin boss** with maximum hit points. Upon seeing the characters, he accepts his fate. He does not try to escape unless an optimal situation presents itself. Under no circumstances does he reveal any information about his past or his red eyes. See the About One-Blood sidebar for more information concerning the goblin chieftain.

If desired, the party can rest in the cave before departing for Hulburg. If the characters performed a successful Wisdom (Medicine) check on One-Blood or healed him using magic, he regains all of his hit points during the long rest. If not, he remains unconscious until his wounds are treated.

PART 3: THE JOURNEY BACK

Expected Duration: 90 minutes

The cave where Rikerd Pallas sought shelter with One-Blood lies inside Blood-Eye territory. To return to Hulburg, the characters need to travel through the goblin's lands and back through territory claimed by the Broken Fang orcs. Unfortunately, the goblins have been out searching for their chieftain and have made their way into the area near the waterfall.

ON THE TRAIL

Once the characters depart the waterfall and begin their journey back to Hulburg, four **goblin (G)** scouts riding **worgs (W)** pick up their scent and quickly move to intercept the party.

It has been several hours since you departed the relative safety of the waterfall and its cave. As you make your way through the foothills, the goblin chieftain, One-Blood, plods along, constantly complaining about the pain in his knees. When not complaining, he repeatedly tells tales of his youth and brags about the children he has sired over his long life.

Allow each character to make a DC 13 Wisdom (Perception) check. Characters who succeed, or those who have a passive Perception of 13 or higher, hear movement and catch a brief glimpse of a goblin riding a worg in the trees 100 yards behind them. When this happens, the spotted rider pulls a horn from its belt and blows loudly to alert any other goblins that might be in the area. The party can either stand and meet the goblins or attempt to run.

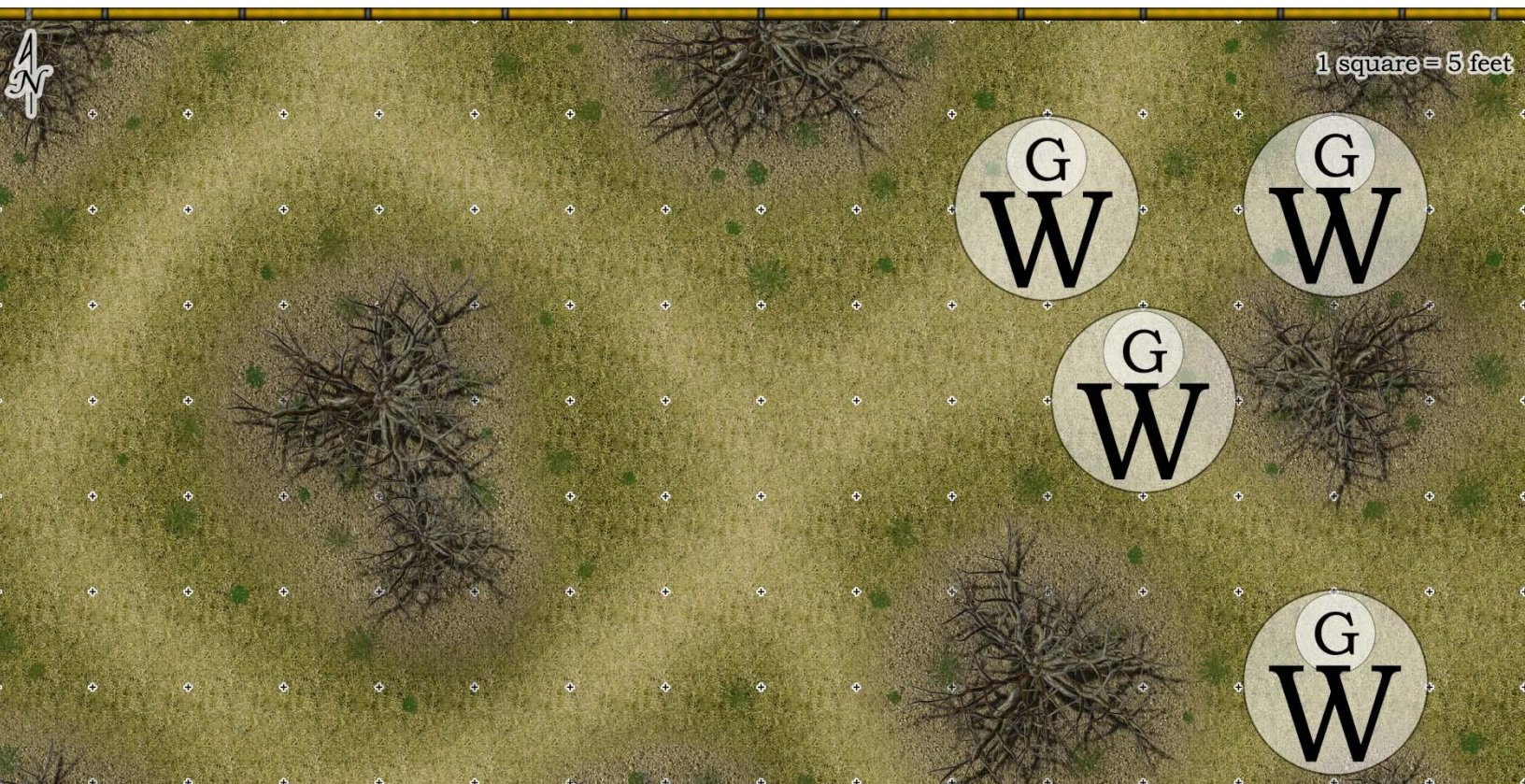
If they choose to fight, the goblins arrive in three rounds. If the party decides to flee, allow each character to make a DC 12 Wisdom (Survival) check as they run through the forest, helping each other along. If half or more of the characters fail, the goblins catch up with the party in patch of thorny trees and attack. If half or more of the characters succeed, they quickly arrive at the edge of a 50-foot-tall cliff with a deep blue river running along its base. If the characters wish to avoid a fight with the goblins, they will have no choice but to jump into the river below. Describe the goblins as fast approaching, and give the players one minute of real time to make their decision. If they decide to jump, allow each character to make a DC 12 Strength (Athletics) check to clear the edge of the cliff and jump far enough outward to land in deep water. Characters that fail take 7 (2d6) bludgeoning damage from landing on underwater rocks near the river's edge. Those who succeed take no damage from the fall. Regardless of the result, the river is narrow enough for all of the characters to swim to the other side (or walk along its bottom if they are weighted down with heavy armor) without the need for any checks.

If the characters decide not to jump, the goblins arrive three rounds later and attack.

Adjusting the Encounter

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

- **Very weak party:** Remove two **goblins** and two **worgs**.
- **Weak party:** Remove one **goblin** and one **worg**.
- **Strong party:** Add one **goblin** and one **worg**.
- **Very strong party:** Add two **goblins** and two **worgs**.



Traveling Companions

If Jamorin and One-Blood are traveling with the party, they must make their own checks to flee from the goblins and jump from the cliff. If a character decides to carry the goblin chieftain, they suffer disadvantage on their checks due to the awkwardness of carrying him while they perform the tasks.

GENERAL FEATURES

The area has the following features.

Light. Daylight (or as appropriate).

Trees. Thorny trees cover the area. Any creature that enters a square containing a tree must make a DC 10 Dexterity saving throw or suffer 2 (1d4) points of piercing damage from the thorns.

TACTICS

Although the worgs have riders, they act individually in combat, with the goblins focusing their scimitar attacks on the same enemy as the worg. For simplicity, allow the worg and its goblin rider to act of the same initiative count.

The goblins and their worgs target the characters nearest to One-Blood. If necessary, they squeeze between the thorny trees to reach him. If the creatures manage to defeat the character(s) restraining their chieftain, a goblin grabs him and attempts to flee on its mount.

The goblins and worgs fight to the death to retrieve One-Blood.

Note. Because of the demon blood flowing in their veins, all of the Blood-Eye goblins have 12 hit points instead of 7.

TREASURE

The goblins carry 25 gp in coins between them.

DEVELOPMENTS

If the characters let the goblins get away with One-Blood, they find the worg's agility and familiarity with the local terrain make it impossible to track. They fail their mission and must return to Hulburg empty handed. If this occurs, the goblins still attack in the Last Chance encounter, but they do so only for the purpose of revenge. Also, the party does not encounter Brella Gladewalker in Part 4: Unexpected Information, and upon returning to Hulburg without One-Blood or Rikerd Pallas, Lord Hulmaster refuses to pay them for their failure.

AWARDING XP

If the characters manage to evade the goblins, award XP as if they had defeated them in combat.

CONTINUING THE ADVENTURE

If the party successfully defeats the goblins and their worgs, proceed to the Last Chance encounter.

LAST CHANCE

As the characters near the edge of goblin territory, Blood-Eye scouts finally locate the party from a distance. In response, the goblins rally a force consisting of two **half-ogres (O)**, four **goblins (G)**, and four **worgs (W)** and make one final attempt to rescue their chieftain. If One-Blood's pet **giant vulture** survived the Water's Edge encounter, it joins the rescue at the start of round three with the express intent of snatching the goblin chieftain from the fight and flying him to safety.

The sun rides low in the afternoon sky as you make your way out of Blood-Eye territory and toward lands occupied by the orcs of the Broken Fang tribe. You are halfway up a steep 100-foot rocky incline dominated by a wide washout when two giant humanoids appear at the top, holding the trunk of a giant tree above their heads. They roar in unison, hurl the log down the hill, and then draw their battleaxes. Heartbeats later, you see the glow of blood-red eyes and hear viscous snarls coming from the woods around you.

When goblin scouts discovered the party moving through their territory, they quickly obtained the services of two mercenary half-ogres named Tronk and Bront. After their earlier failed attempt to rescue One-Blood, the goblins decided to stage an ambush.

When combat begins, roll initiative for each enemy. Tronk and Bront's thrown log acts on the initiative count just before the half-ogres. It is 30 feet long, 2 feet in diameter and rolls 60 feet each round. Any character in its path as it bounces to the bottom of the hill must make a successful DC 12 Dexterity saving throw or suffer 7 (2d6) bludgeoning damage and be knocked prone.

Adjusting the Encounter

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

- **Very weak party:** Remove all of the **worgs** and one **half-ogre**. Add one **goblin**.
- **Weak party:** Remove one **goblin**, one **worg**, and one **half-ogre**.
- **Strong party:** Remove one **goblin**. Add one **half-ogre**.
- **Very strong party:** Add two **half-ogres**.

GENERAL FEATURES

The area has the following features.

Light. Daylight (or as appropriate).

Rocks. Outcroppings of rocks between 1 and 3 feet in height dot the area. The rocks are difficult terrain.

Trees. The surrounding trees provide half cover, but they do not slow movement.

TACTICS

Although the worgs have riders, they act individually in combat, with the goblins focusing their scimitar attacks on the same enemy as the worg. For simplicity, allow the worg and its goblin rider to act of the same initiative count.

The goblins and their worgs target the characters nearest One-Blood. The half-ogres descend the hill and attack the nearest enemies, each engaging a different foe. If the creatures manage to defeat the character(s) restraining their chieftain, a goblin grabs him and attempts to flee on its mount.

The goblins and worgs fight to the death to retrieve One-Blood, but the half-ogre mercenaries flee when reduced to a quarter or less of their hit points.

Note. Because of the demon blood flowing in their veins, all of the Blood-Eye goblins have 12 hit points instead of 7.

TREASURE

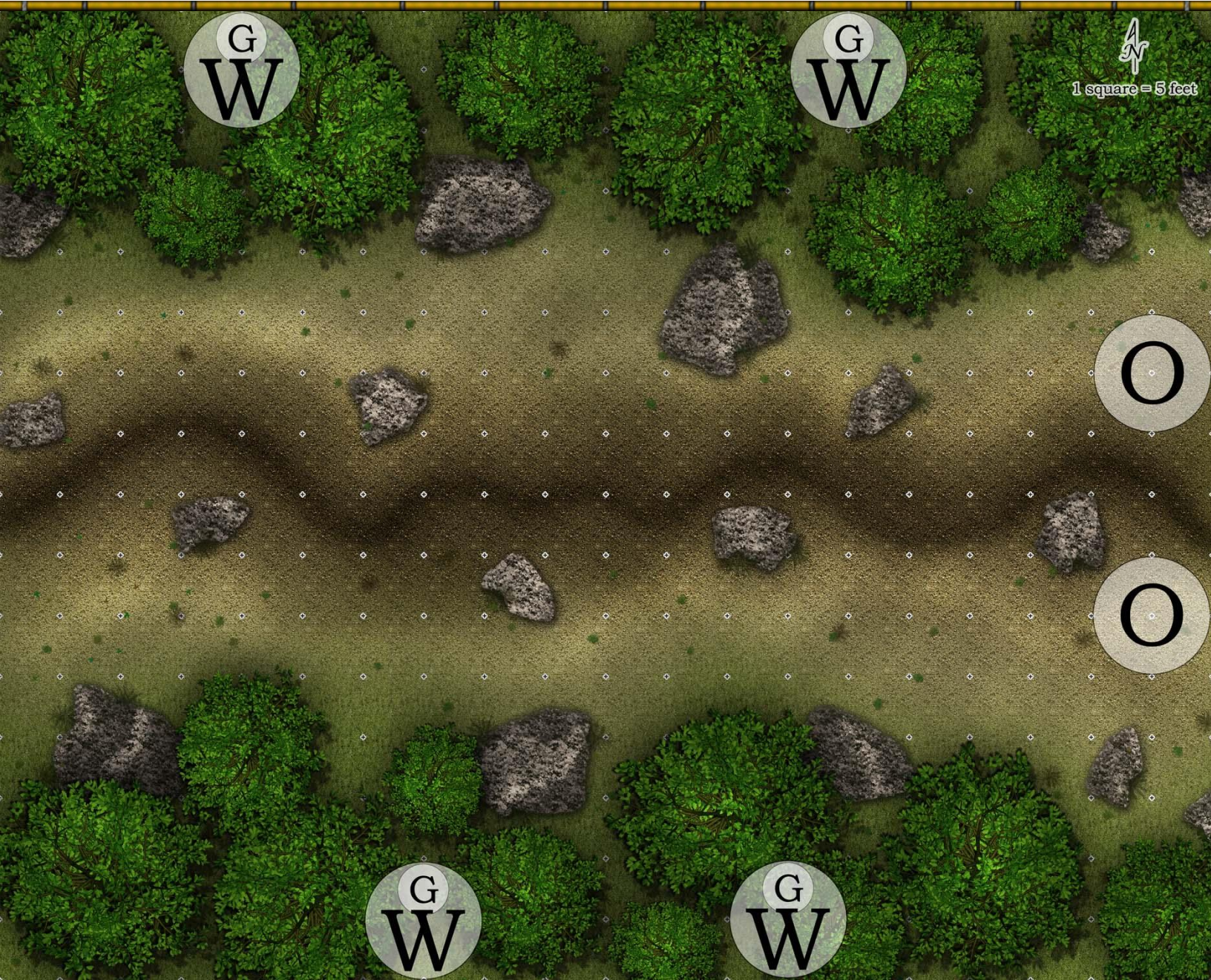
The goblins carry 25 gp in coins between them. One of the half-ogres (your choice) carries Rebel's Yell, a +1 battleaxe (see the appendix for details).

DEVELOPMENTS

If the characters let the goblins get away with One-Blood, they find the worg's agility and familiarity with the local terrain make it impossible to track. They fail their mission and must return to Hulburg empty handed. If this occurs, the party does not encounter Brella Gladewalker in Part 4: Unexpected Information, and upon returning to Hulburg without One-Blood or Rikerd Pallas, Lord Hulmaster refuses to pay them for their failure.

CONTINUING THE ADVENTURE

If the party survives the goblin ambush, proceed to Part 4: Unexpected Information.



PART 4:

UNEXPECTED INFORMATION

Expected Duration: 30 minutes

Having successfully evaded or defeated the goblins, the characters make their way out of Blood-Eye territory. As night arrives, they find themselves back in lands claimed by the Broken Fang orc tribe. Unfortunately, they are still half a day from Hulburg, and travel through the foothills at night is both dangerous and impractical.

BY THE FIRE'S LIGHT

As you pushed into the lands of the Broken Fang orc tribe, darkness fell, forcing you to stop your return journey to Hulburg and make camp. You and your companions are readying bedrolls and preparing for rest when a female voice calls out from beyond the edge of the firelight, "Please stay your weapons, adventurers. The Oaken Branch wishes you no harm. I am Brella Gladewalker. I come with information about the goblin chieftain, One-Blood, and your quest for Lord Hulmaster. May I enter your camp?"

Any character who makes a successful DC 15 Intelligence (History) check knows the Oaken Circle is an organization of druids and other woodland creatures that operate in the foothills of the Galena Mountains. Read the text below if the characters allow Brella to approach.

Seconds later, a woman wearing an antlered headdress and long green robes approaches your fire. She leans upon a plain wooden staff and says, "Thank you for allowing me to speak. I have news from Hulburg. I'm afraid you may not have been given all of the facts when you agreed to your mission."

The **druid (D)**, Brella Gladewalker, and her two **black bear (B)** companions come bearing information about Lord Hulmaster's true reasons for wanting the goblin chieftain alive. If Jamorin is still traveling with the characters, he nods to her when she approaches, but says nothing. Brella feely shares the following with the party.

- When Lord Hulmaster's mercenaries entered the foothills, the Oaken Branch sent scouts to track them. They also sent an operative of their own to Hulburg to learn more about the expedition.
- The Oaken Branch's scouts reported that the mercenaries slaughtered many villages of goblins before the Blood-Eyes gathered a large enough force to fight back.

- After the battle, they learned the goblin chieftain was missing and started their own search, but they could not locate One-Blood or the mercenary leader.
- When the characters entered the foothills, the Oaken Branch sent Jamorin to watch them, hoping they would lead him to the chieftain.
- The Oaken Branch only wanted information so they could make a decision on how best to maintain the balance of power in the region.
- This morning, the druids' operative returned from Hulburg. Through overheard conversations (while wildshaped into a spider), the operative learned that Lord Hulmaster's hired wizard, Artis Letch, is a necromancer. Artis plans to use the goblin chieftain's blood to develop a magical plague that will wipe out the Blood-Eye goblins completely.
- Fighting and raiding are common among the humanoids, and their actions generally hold the balance of power throughout the region in check. This is why the druids did not interfere with Lord Hulmaster's original mercenary expedition, but the Oaken Branch cannot ignore genocide.

DEVELOPMENTS

Brella asks the characters to turn One-Blood over to her or kill him on the spot so that Artis Letch cannot use the goblin for his plan of mass extermination. The Oaken Branch has no desire to fight the party, and if money is their only concern, Brella is prepared to match Lord Hulmaster's offer of 100 gp each and pay them the same amount in gems. A successful DC 15 Charisma (Persuasion) check even convinces her to pay an additional 50 gp per character.

If the characters refuse to turn over One-Blood, or if they did not allow Brella to approach the campsite in the first place, she gives a shrill whistle and calls her two black bears from the surrounding trees. She then attacks. Brella has no desire to harm the characters. Her main goal is to kill One-Blood and prevent his delivery to Lord Hulmaster.

If Jamorin is present when Brella attacks, he does not attack the characters. The centaur still feels beholden to them for saving him from the orcs, and he only attacks One-Blood.

If the party decides to turn the goblin chieftain over to the Oaken Branch, Brella happily pays them the agreed upon amount in emeralds. If Jamorin is present, he thanks the characters one final time for their rescue before departing the campsite with Brella and One-Blood.

Special. If any characters are members of the Emerald Enclave, turning the goblin chieftain over smooths the way for a discussion with the Oaken Branch and fulfills their faction assignment.

Adjusting the Encounter

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

- **Very weak party:** Remove both **black bears**.
- **Weak party:** Remove one **black bear**.
- **Strong party:** Replace both **black bears** with **brown bears**.
- **Very strong party:** Replace both **black bears** with **brown bears**. Add two **brown bears**.

GENERAL FEATURES

The area has the following features.

Light. The campfire provides bright light in a 20-foot radius and dim light for an additional 20 feet.

Trees. The surrounding trees provide half cover.

TACTICS

Brella begins combat with *longstrider* already cast upon herself, increasing her speed to 40 feet. On the first round, she casts *entangle* and tries to restrain as many characters as possible in its area. She then attacks One-Blood with her *shillelagh* and heals herself as needed using *cure wounds*. The black bears attack One-Blood directly, hoping to kill the goblin as quickly as possible. If the druid or her animal companions make melee attacks against the characters, they do so with non-lethal force, and attempt to knock them out, instead of kill them.

Once Brella and her allies kill the goblin chieftain, they flee the combat, wanting nothing more to do with the characters.

Note. Because of the demon blood flowing in One-Blood's veins, he has 36 hit points instead of 21.

TREASURE

Brella carries a small pouch containing twenty-one emerald gemstones worth 1050 gold pieces.

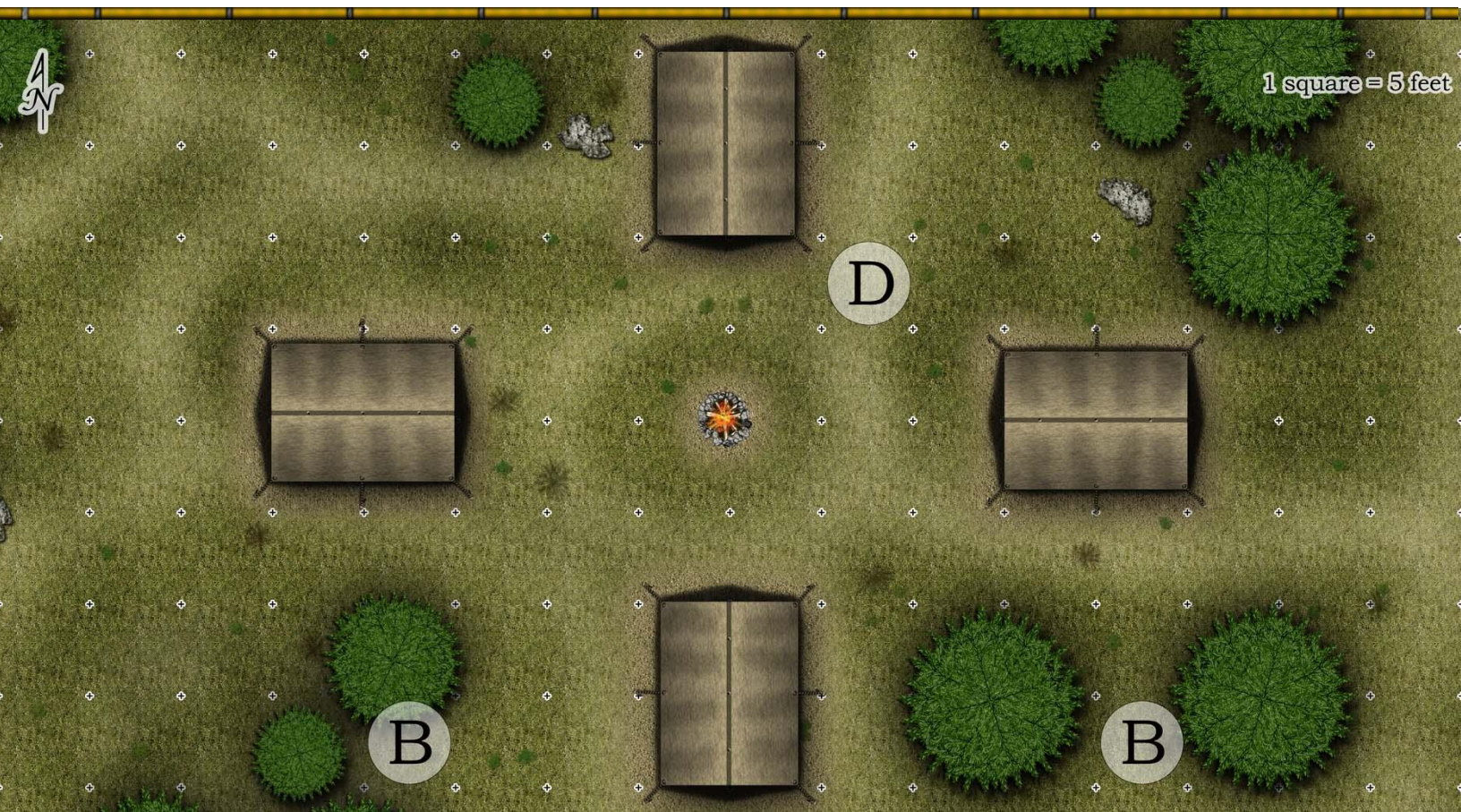
CONCLUSION

If the party returns to Hulburg with One-Blood, Lord Hulmaster pays them the agreed upon 100 gp each. If the characters confront him about his plans to make a magical plague that will wipe out the goblins, he does not deny it. He explains that after examining and interrogating several Blood-Eye goblins taken near the outskirts of Hulburg, Artis Letch was able to determine that trace amounts of demon blood flow through their veins. Artis has also learned that none of the goblins in the region had red eyes until One-Blood rose to power. While the creatures are not fiends, they are certainly not natural. Given Artis' findings, Lord Hulmaster feels his actions, while extreme, are justifiable for the security and stability of Hulburg. It is up to each character to decide if they agree or disagree.

If the party returns to Hulburg with One-Blood's corpse, Lord Hulmaster is disappointed. He conveys the information above and expresses serious concern for Hulburg's safety. In spite of their failure, he still pays the characters 100 gp each, hoping Artis Letch can make some use of the goblin's body.

If the party returns without One-Blood or his corpse, Lord Hulmaster is furious. He considers their contract void and refuses to pay the party for their appalling failure.

Proceed to Rewards to wrap up the adventure.



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

Combat Awards

Name of Foe	XP per Foe
Black Bear	100
Brown Bear	200
Centaur	450
Druid	450
Giant Vulture	200
Goblin	50
Goblin Boss	200
Half-Ogre	200
Orc	100
Orog	450
Werebear	1,800
Worg	100

Non-Combat Awards

Task or accomplishment	XP per Character
Evade the goblins by jumping off of a cliff	same as defeating the encounter

The **minimum** total award for each character participating in this adventure is **900 XP**.

The **maximum** total award for each character participating in this adventure is **1200 XP**.

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.

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. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Orc hunting party gems	50
Orcs attacking centaur coins	75
Giant vulture silver collar	50
Goblin scout coins	25
Goblin ambush coins	25
Brella's emeralds	1050
Lord Hulmaster's payment	100 per character

REBEL'S YELL

Weapon (battleaxe), uncommon

You gain a +1 bonus to attack and damage rolls made with this magical battleaxe. In addition, the weapon has the War Leader minor property, which allows you to use an action to cause your voice to carry clearly for up to 300 feet until the end of your next turn. (See the Player Handout for more details.)

POTION OF FIRE RESISTANCE

Potion, uncommon

When you drink this potion, you gain resistance to fire damage for 1 hour.

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

All faction members earn one renown point for participating in this adventure.

Emerald Enclave characters earn one additional renown point if convince Went to join the Oaken Branch or if they turn One-Blood over to them.

DOWNTIME

Each character receives **10 downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **400 XP**, **200 gp**, and **10 downtime days** for running this session.

APPENDIX: MONSTERS

BLACK BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

BROWN BEAR

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

ACTIONS

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

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

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

CENTAUR (JAMORIN)

Large monstrosity, neutral good

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Elvish, Sylvan, Common

Challenge 2 (450 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

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

DRUID (BRELLA GLADEWALKER)

Medium humanoid (human), neutral

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

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

Senses passive Perception 14

Languages Druidic, Common, Sylvan

Challenge 2 (450 XP)

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

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

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

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with two hands (or 6 (1d8+2) with *shillelagh*).

GIANT VULTURE

Large beast, neutral evil

Armor Class 10

Hit Points 22 (3d10 + 6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages understands Goblin but can't speak

Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

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

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

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

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

HALF-OGRE

Large giant, chaotic evil

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

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

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The orog makes two greataxe attacks.

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

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

WEREBEAR

Medium humanoid (human, shapechanger), neutral good

Armor Class 10 in humanoid form, 11 (natural armor) in bear and hybrid form

Hit Points 135 (18d8 + 54)

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

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

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered

Senses passive Perception 17

Languages Common (can't speak in bear form)

Challenge 5 (1,800 XP)

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

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

ACTIONS

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

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

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

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

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks for hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



ADVENTURERS LEAGUE

PLAYER HANDOUT: REBEL'S YELL

REBEL'S YELL

Weapon (battleaxe), uncommon

You gain a +1 bonus to attack and damage rolls made with this magical battleaxe. In addition, the weapon has the War Leader minor property, which allows you to use an action to cause your voice to carry clearly for up to 300 feet until the end of your next turn.

HISTORY

Prior to the War of the Silver Marchers, Conarg Skullslasher of the Uthgardt Griffon tribe underwent a spirit quest to find the axe of his tribe's greatest chieftain, Kralgar Bonesnapper. After nearly five years of roaming the north, the barbarian finally located the weapon and reclaimed it by defeating a sea hag near Luskan named Mirta Spleencarver. He returned to his people a hero and quickly ascended to the position of chieftain himself.

Throughout his rule, Kralgar Bonesnapper struggled endlessly to fulfill his goal of conquering and ruling one of the great cities of the North. When the orcs and giants rallied against Luruar, Conarg saw a chance to fulfill his dream and become the greatest Uthgardt chieftain that ever lived. He used the axe's unique properties to inspire his kin to ally with the orcs and giants in War of the Silver Marches.

Unfortunately for Conarg, the Griffon tribe came to an untimely end fighting the dwarves of Mithral Hall, Citadel Adbar, and Citadel Felbar, and his axe was lost on the field of battle. It later resurfaced in the Moonsea region.



WE SWOOP IN WITH FURY THAT NO ONE CAN TAME,
PAYING HOMAGE TO THAT WHICH GIVES US OUR NAME.
IN THE HEAT OF THE FIGHT, WE LET LOOSE OUR RAGE,
RELEASING A WRATH THAT CANNOT BE CAGED.
OUR BEAKS BATHED IN BLOOD AND OUR TALONS IN RED,
OUR AXES RAISED HIGH, WE LEAVE NOTHING BUT DEAD.

-Uthgardt Griffon Tribe Battle Song

RESULTS SHEET

The results of *Eyes of Blood* may influence future events in or around Hulburg. Check the box below that best describes the outcome concerning the goblin chieftain, One-Blood. Once complete, please give this sheet to the convention organizers.

☐ The party returned One-Blood to Lord Hulmaster alive and collected their reward.

☐ The party returned One-Blood to Lord Hulmaster dead and collected their reward.

☐ The party turned One-Blood over to the Oaken Branch.

☐ The party or the Oaken Branch killed One-Blood, and his corpse was not returned to Lord Hulmaster.

☐ The goblins rescued One-Blood, and the party failed their mission.

☐ Other. (Please describe below.)
