



Corrupted Artery

The mining town of Glistar has had a prosperous year, and people have been coming in search of work and wealth. A call has gone out for help in some local matters, but getting there is no easy task. Catch the caravan and travel through treacherous Thar!

Part 1 of Kossuth's Kiss

A 2-Hour Adventure for 1st-4th Level Characters



SCARAB GAMING CONVENTION

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Introduction

Welcome to *CCC-SCAR01-01 Corrupted Artery*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and Convention Created Content for SCARAB 2018.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for a group of **five 3rd level characters**. Characters outside this level range cannot participate in this adventure.

This adventure is set in and around the Thar moorlands, on a caravan route from Melvaunt to Glister, a small mining town at the base of the Galena Mountains.

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

"You step onto the road, and if you don't keep your feet, there's no knowing where you might be swept off to."

- Bilbo Baggins

Adventure Background

Glister is an old human mining settlement at the base of the Galena mountains. It was established during the conquests of the Thar region, but has dwindled over the years to only a few hundred people. The House of Swords – a Temple to Tempus – has been a draw to the devout, but otherwise the town eventually went disregarded by even the orcs of the region.

In recent months, the old mining town has seen a resurgence of interest. Recent seams of copper and iron ore have been uncovered. The news of the seams is drawing miners, merchants, and those looking for odd jobs to the town. There is a lot of new construction and work being done.

With the new attention comes many issues as well. The influx of people has been faster than the local economy can build for, so the town housing is very crowded currently. A lot of the supplies must be imported, as the area is rich in ore and scrub growth, but the ground does not grow crops well, and lumber is also hard to come by. Criminal activity has also been on the rise recently.

Many of the guilds are looking to establish contacts in Glister, sending their members to make contacts. And the council is in need of help; there have been recent sightings of orcs in the region, a threat they have not had to deal with in many years.

Location and NPC Summary

The following NPCs and locations feature in this adventure

Glister (GLI-ster). A small mining town settled by humans between Thar and the Galena mountains. It has recently found new ore seams and seen an influx of people.

Gos (Goss). A half-orc who runs a caravan between Melvaunt and Glister, and has lesser known ties to the Burning Daggers orc tribe.

Sara (Sa-rah). Gos's commander of the caravan guard, she handles all issues with guarding the wagons.

Lorpek Ascih (Lore-Peck As-key). The herald of the Burning Daggers tribe. The tribe is desperate to find their artifact, and he has been sent to give a message to Gos.

Adventure Overview

The adventure is broken down into four parts:

Part 1. The characters go about getting hired on as guards to the routine caravan that travels to Glister out of Melvaunt. This is the best and safest way through Thar.

Part 2. The characters travel on, learn more about Glister in general, and fend off some goblins who are so bold as to attack during the day. They also get to pull duty as sheep dogs and help round up some chickens.

Part 3. A confrontation with the Burning Daggers – an orc tribe about 20 miles from Glister – turns into an almost deadly situation. The tribe is seeking an artifact from Glister and wants Gos to deliver a message. However, a hired guard is caught killing orcs, causing a conflict. Just as they are resolving their differences, the ground literally falls out from under the party as undead attack.

Part 4. With information about the orcs and worry over the undead, Gos and the players arrive in Glister.

Adventure Hooks

A fair fare. With such a growing population, Glister is looking to protect itself and help keep the peace in town. The call for adventurers who can scout the region and help quell rumors of nearby orc activity are much sought after. Give the characters **Player Handout 1 (Appendix D)**.

Of Interest to Us. Many of the factions have taken an interest in the new wealth and growth in Glister and are looking for ways to promote their cause with the town. They suggest to their faction members to get to Glister looking for opportunities along the way. Look for anything they may do as faction representatives to help the town. Give the characters the faction **Player Handout 2-6 (Appendix D)** as appropriate.

Part 1: Preparations

Expected Duration: 30 minutes

Key Plot Point. The characters are to get hired on as guards for the trip to Glistar.

The characters are looking to get to Glistar. They have been advised that the best way to get there is by traveling with others. They have information that a caravan runs from Melvaunt on a regular basis and is always looking to hire on guards. They are advised by their various factions to meet at the wagon house tomorrow morning. After a night in Melvaunt, they go to meet the wagon master first thing in the morning, who is in town and leaving soon.

It's Dangerous to go alone! Players should be made aware that Thar is extremely dangerous, and it is better to travel with a group especially of people who know the region.

A low haze emanates from the trade district and hangs over the city of Melvaunt, marring the rising sun. You are standing outside a low two-story building on the outskirts of the city. In the yard beside the building many wagons are tended to by bustling people making their preparations for a trip.

General Features

The following are general features of the outer district of Melvaunt:

Terrain. The caravan house is two stories, but low, with a large open yard beside it for wagons to set up for a caravan. There is a low haze over everything due to the amount of industrial work that goes on in the city.

Sounds. There is much talking in loud command voices and hushed whispers. There are both worried folk and enthusiastic folk among those preparing to go to Glistar. The sound of various cart animals such as horses and oxen can be heard.

Smells. There is the smell of fresh timber and turned earth, as most of the supplies for Glistar are processed wood and food stock of vegetables and some salted meats.

Get Hired

If the players talk to anyone in the yard, they will be directed towards the main building and told they should talk to Gos Fendhalian, the 'man' in charge. Players may also find out the following:

- Many of the people here run this route regularly. They take supplies to Glistar and bring back the raw ore and some timber for processing in Melvaunt.
- There are also on occasion some people paying to travel to Glistar with the guarded caravan. They plan on finding work there.
- Gos oversees the caravan and the guards. He's a no-nonsense half orc who watches after his caravan.

Once the players head toward the building read or paraphrase:

As you enter through the open doorway into the crowded building, you can see it is packed with supplies and people. In the middle of everything is a desk with a large-framed, grey-green skinned half-orc with a worn expression on his face. He looks up at your approach and addresses you, "We're closed, unless you lot are here for guard positions." He looks back down at the papers in front of him.

Roleplaying Gos Fendhalian

Gos is stern but fair. He is not grim or cruel, but business oriented. He says very little and laughs even less, if at all. He is focused on doing his job and doing it well. It is important to him to see that the caravan is safe and that its wares get delivered. His tone may be harsh at times, but he is always fair. "You want to rest for a bit? Don't we all? We'll rest when we're there."

Gos (**veteran** stats) is the caravan master and is in charge of the warehouse in Melvaunt. He has some underlings who watch over stuff while he is gone. He rides out and back with almost every round trip group to Glistar. The characters can learn the following from him:

- He will pay them 10 gp each to act as a guard on the trip to Glistar. If they do not want to guard, he will charge them 15 gp each to travel.
- Characters can haggle and get up to 15 gp each with a successful DC 14 Charisma (Persuasion) check. Any orcs or half orcs make this check with advantage.
- The trip takes about 9 days to get to Glistar.
- There has been recent trouble on the moors of Thar with goblins attacking travelers near the city, and rumors of orcs and ogres on the road, but no recent attacks.
- The moors of Thar are rough and there is not much there; bogs, ravines, low scrub and lots of

grasses, turning into a lush area of young scrub just before the Galena Mountains.

- The caravan gets to Glister and back to Melvaunt about every three tenday. They will take a day or two to unload the supplies and load up the raw materials before setting back out for Melvaunt.
- The caravan leaves in 15 minutes! Get your post information from Sara immediately.

Finding Sara

Entering the yard, you see that everyone is readying their goods and families for the road ahead. The last of morning meals are being finished and wares are being packed away. Looking about, you spot a swarthy looking woman with a sword at her side heading toward you.

"You must be new guards. No one else can look that ignorant of what they should be doing," she says with a smile.

Sara Alkin is a short, swarthy and dark-skinned human female (**veteran** stats). She gives the characters their instructions and positions to take up within the caravan.

- Characters are assigned two to a wagon.
- Characters will range on either side of each wagon within the caravan.
- They can range as far as the next wagon ahead or behind, but should not get too far from their own wagon.
- Do not let your cart out of sight! Sometimes they can get as much as 100 yards apart while on the trail. Mostly they stay within about 20 yards or so. Try to make sure they keep up and don't get left behind.
- The wagons will be moving at a walking pace, so no need for mounts. But feel free to supply your own.
- The group will take a mid-day break to eat, and rest the animals.
- There are also other adventurous types posted up on the other wagons. One or two other new ones as well, but Sara knows the rest.
- There are 8 wagons and vados this trip, not including Gos' lead cart, in the caravan this trip.
- You all will be covering the front wagons, so Sara can 'keep an eye on you'.

Roleplaying Sara Alkin

Sara is jovial and friendly. She seems to get on well with pretty much anyone and ignores any type of simple slight or even the gruffness of Gos. She takes her job seriously, but is quick with a smile and encouraging word

"Not much farther now, you can make it!"

As the group sets out, everyone falls in line and has no problem with the marching orders or the lineup. Many of the waggoneers have run this route before and know the drill.

Part 2: The Road to Glister

Expected Duration: 45 minutes

Key Plot Point. The caravan tracks across the endless moors, fending off an attack, and dealing with an emergency.

If you are under time constraints, much of the guard/waggoner interactions can be omitted. Make sure to introduce the key guards; Farela and Sankaid.

The Long Moor

A few hours after leaving Melvaunt, the terrain changes dramatically.

General Features

The following are general features of the Thar moorlands:

Terrain. The moors are made of constantly changing terrain. Vast swaths of heather, ravines and mesas, and large areas of swampland can all be encountered at different points on the trail. There are very few trees, most of them in small clusters along streams or ravines.

Sounds. Various bird calls can be heard while traveling. Crickets and other insects can be heard at dusk.

Smells. The smell changes vastly from standard dirt, dust, and clay to rotting decay in the bogs.

Weather. Thar is cold, and just gets colder the closer the caravan gets to Glister. Nights are very frigid. The sun in the day provides some warmth, but not overly so.

The moor stretches out before you. Heather sparsely distributed among craggy and rocky terrain. As you progress through the first day, you encounter a vast amount of altering terrain, from high mesas and broken land to swampy areas to clusters of low growing trees in clumps providing some respite from the wind, and cold shadows where the sun's warmth does not reach. The caravan twists and turns through all of this. Sometimes you can see the entire convoy laid out in front and behind you. At other times, you are lucky to be able see the next wagon in the train.

The Caravan Route

While traveling the characters can gather the following information from other guards and waggoneers.

- As the route is old, there are camps along the way for stopping each day. They contain old

firepits and open space enough to bring all the wagons in close together. Many of them have been picked for their lookout spots and defensible positions.

- When stopping for the night, a large central camp fire is set up in the middle of camp with the animals in a perimeter and then the wagons. The posted guards stay outside the firelight so as not to ruin their night vision.
- Camping spots are not a full day apart, so the caravan can typically take it at an easy walking pace. This also allows for any unexpected weather issues.
- Each night the wagons are used to corral the animals. Makeshift pens are set up to separate any animals that do not work well together. Sometimes sheep, chickens, and other farm animals are part of the caravan.
- The caravan starts each day after sunup. Just after dawn, breakfast is made and the camp is struck, everyone pitching in to get on the road.
- A midday break is taken to given time to water and feed the animals and people.
- Gos and Sara work with all the guards to set up a nightly watch. Each player will have a chance to stand a two-hour watch with 3 other guards. Watches are established as soon as camp is made. Players may choose to try and stand watch together.
- Most of the waggoneers sleep in their wagons and set up small cookfires for their wagon group. Other travelers and guards sleep near the larger central fire.

The road to Glister is well established and has been traveled for a long time. Interruptions in the trail have been caused over the years by various orc, ogre or goblin activities, forcing the road to branch around an inconvenience. But any branching paths come back to the main trail eventually. The first day out is uneventful, although party members with high passive perception may spot occasional movement just off the trail or out across the moors. It may be a glint off something metal, or a flock of animals, or the scream of a bird overhead. Feel free to give them any types of sightings that may encourage them to be on the alert or wary.

Guards

If time permits, while on the trip the characters may interact with some of the other guards. Some

have done this route often, and some are new hires, or are guards only for one trip, just like the party. Gauge your play time and introduce as many or as few npcs as you see fit from the list.

Farela Keldodrai – (spy) female Bedine descended human with olive complexion and dark hair, almond brown eyes. She is quiet and reserved but puts on a front of charm when necessary. *Do not tell the players the following, although you may hint at it through conversations:* She does not let anyone know, but she has joined the caravan with the sole purpose of hunting down and killing orcs.

Sankaid the Younger – (gladiator) older, gnarled male human, probably in his 70s. Son of Sankaid the Elder. He looks like he may be beyond his retirement years but fights well when in combat. He does spend a lot of his time riding on the wagon instead of walking, though. Kest'ael, who is leading some horses on this trip, will offer him a horse, which he makes use of from time to time on the journey.

Glees Underbarrow – (knight) male stout halfling, he has hopes of crossing into Vaasa in search of some relatives, who settled there years ago, and he has not heard from them recently. He has a jovial temperament but is very good with a blade.

Rodli Nilin – (scout) male gnome. He has a sister who works in Glistar and is going for a visit. Since he has weapons, he figures it would be better to be paid to help than pay to be guarded. His favorite phrase for the journey is, "I have a sister in Glistar and I missed her!"

K'eckzlth (Ekka) Siatempos – (Cult Fanatic) female Tiefling. Most people cannot pronounce her first name, so she goes by Ekka. She does not have a tail, or horns, but has umber skin and six fingers on each hand. She is seeking the Temple to Tempus that is just outside the walls of Glistar.

Kest'ael – (veteran) a male drow elf. He stands right at 5 feet tall and has a very slight frame. He is working as one of the guards on this trip, but also commands a few horses. He is transporting them as a special order from Elmwood to a minor noble in Glistar.

Roadsters

There are many others on the trip to Glistar. Most are stopping there, or coming back to Melvaunt, though a couple carts are traveling on to Vaasa and beyond. Among those the characters might interact with while on the road are the ones

below. Gauge your play time and introduce as many or as few npcs as you see fit from the list.

Sarkine Rockfin – female dwarf who has dark brown hair and eyes and fair skin. She is half owner of Curious Curios and drives a wagon with her wife, Erin Hackol. They carry all types of goods to supply the merchants in town. They typically come to Melvaunt to find things that are specifically asked for by merchants in Glistar, bargain for the best prices, and then sell them to the Glistar merchants.

Erin Hackol – female dwarf with olive skin and almost black hair, who is the spouse of Sarkine Rockfin, and half-owner of Curious Curios. She is a shrewd barterer and is quick with a smile.

Drinzinian Getola – male yuan-ti pureblood. He has red-brown skin and tan, slit eyes. When he speaks, his tongue is distinctively black and forked. He dresses very nicely and drives a vardo style wagon with many ointments and unguents. He also deals in various forms of pipe tobaccos. He is somewhat rude and haughty toward pretty much everyone.

Larborg – male Ulutian human with jet black hair with gray flecks, and a light gold complexion. He stands just over 5' tall. He is traveling with a small cart to go to Glistar and track down game in the nearby Galena Mountains. He has agreed to port some provisions for Gos on the trip out.

Olenia Zweichen – female half-elf with a tanned complexion and sharp green eyes. She always has a knowing smile on her face. She regularly drives a wagon out and back with whatever wares need to be taken and brought back. A lot of times it is vegetables or livestock out, and raw ore coming back.

For the first day of travel, read the following

Your first day passes quietly. Occasionally Gos would send someone off to investigate a noise or something ahead of the caravan, but all was well. The regular guards fall into an easy pace while you and can tell the other new guards are also a bit nervous, given Thar's reputation.

The first night camping is also uneventful. The other guards do not talk much to the new characters, just idle chat around the fires.

Road encounter: Goblins!

After setting back out the next morning, awhile going through a ravine, the caravan gets ambushed. If the characters need assistance during the encounter, allow for it from other guards on the wagon train. At points, you may use cinematic combat for the guard encounters while the characters are fighting, letting the players know what is happening.

Goblins!

The bulk of the caravan has entered a small ravine with both sides sloping in gently. The mists still lie low here, bringing a cold chill back to your skin after the warmer sun of mid-morning. Suddenly the quiet of the ravine is broken by a guttural yodel. Through the mists you see goblins and their dog-like mounts pouring down from the hills on both sides toward the wagons.

Each wagon should be attacked in such a way that there is a goblin or a goblin boss attacking on each side and one Bugbear for every 3 players. For the APL there should be **3 goblins, 2 goblin bosses, 1 worg**, and a **bugbear**. For adjustments, see the *Adjusting this Encounter* block.

The other guards also face off against **goblins** and **worgs** and another **bugbear**. Their combat will finish at around the same time or just before the players; try to keep the players focused on their battle, not the other guards' battles.

Tactics

The goblins or bosses on the worgs and the bugbears immediately race to the wagons and attempt to get inside those with canvas covers or just tarps and steal some goods. As an action a goblin, boss, or bugbear can grab and stash 1d4 pounds of goods into a sack.

Alternately, you can have them try to disable the wagons. Wagons have an AC of 17, with a Damage Threshold of 5 HP. The goblins must do 25 HP of damage to a wagon to incapacitate it.

Treasure

The goblins have a total of 35 gp in various coins and gems, and a *potion of healing*. If no goods were stolen, each player is given an extra 5 gp from the waggoneers collectively as a thank you.

Developments

If a wagon is incapacitated, it will take 1d2 hours to fix. This will delay the group getting into

the final camp that evening, but overall not have much other impact on the day. Party members may take a short rest or help repair the wagon.

If no wagons were incapacitated and no goods stolen, award the party an extra 25 experience each.

Adjusting the Encounter

These are non-cumulative suggestions for adjusting the encounter, according to your group.

- Very Weak: Remove all bugbears, remove 1 worg, replace goblin bosses with goblins
- Weak: Remove 1 bugbear
- Strong: Add 1 worg, and 2 goblins
- Very strong: Add 1 worg and 1 goblin boss

About Glister

In camp that night, nothing eventful happens. But many are more open with the characters, especially if they proved themselves in fending off the goblins. Conversation over dinner and the campfire tells the players more about some of their traveling companions and Glister:

- Some new ore veins have been found and are producing a lot! The entire town seems excited about how much ore they are mining.
- People – especially refugees – are travelling to the town in hopes of work. Either in the mine or in support of the mine. As families come in, they need people there to provide the basic needs, right?
- It's crowded! New buildings are going up in the town, but it's slow work, with most supplies coming out of Melvaunt. The town council are trying hard to keep up with everything, but need more help.
- There has been some trouble recently; rumors of miners disappearing, and orcs being seen in the woods. It's possible some people have wandered off and gotten lost, or just left, but it seems like half a dozen or more within the last month have gone missing.
- Orc tribes have been stirring in the region recently; there was a failed attack on Melvaunt in the last few months, and since then, more orcs and goblins have been seen. And there are rumors that ogres have been seen moving in groups along the roads in Thar.

From other Guards

- Sankaid remembers a time when the route was so dangerous they needed twice as many guards.
- Farela makes a comment about ‘filthy orcs need to know their place’.
- Glee is not looking forward to the harsher coldness in the mountains or in Vaasa.
- Ekka also does not care for the cold, but she is resolute that she must get accepted by the House of Swords, in Glistar. They are a temple of Tempus, her namesake.

Chicken Chase

(if time permits) After a few more days travel, during one of the stops, a tight spot causes two of the wagons to collide together, sending one tumbling down an incline and chickens getting loose. Sara gets everyone to help round up the numerous **chickens** that got loose in the confusion.

Today’s mid-day break is in a more crowded space than most have been. There is a sloping ravine below and a hill close on the other side, making for cramped quarters. Just as the last of the wagons pulls up, suddenly a horse takes fright and bucks. The wagon slides sideways into another wagon, which slowly slips to the cusp of the slope. Before anyone can react, you hear the cracking of wood as the harness breaks and the horses frantically leap free. The wagon’s wheels leave the ground as it tumbles over and slides down the slope of the ravine. About 15 feet down the ravine it comes up against a rock outcrop, which brings it to a halt. Wooden cages filled with chickens have slid ahead of it and crashed into the rocks. Dozens of chickens and puffs of feathers fly up into the air.

This is a modified chase scene. The whole of the caravan has been watching this display; Sara is the first to regroup herself. She sends the characters to gather up the chickens and get them into sacks or crates or tied up, or somehow corralled, while others go after the horses and goats. The chickens are pecking at the ground and generally milling about. Players have 3 rounds to succeed or fail at rounding up at least 1 chicken.

- Players go in initiative order.
- The characters start about 40 feet away from the chickens and up the side of the ravine, which is difficult terrain.

- Anyone using spells such as sleep can impact a large group of chickens, but not all of them.
- Each player has a success condition of capturing one or more chickens. They may assist other players once they have succeeded, or may help right the cart.
- On their turn, they should describe what they are attempting to do. For example:

Get closer to the chicken.

- If a character dashes at a chicken, it will attempt to Fly.
- If a character moves normally, the chicken will Dash away from them while eyeing the character for having disturbed their pecking.
- If the character attempts to stealth or move half speed, roll a DC 12 Dexterity (stealth) check to succeed.
- Stand Still. If a character tries to stand perfectly still, a chicken may approach the player out of curiosity.

Cast a spell. Remember to pay attention to the target of spells. Hold person does not work on animals. Any AoE spells that do damage will kill the chickens in range (they have 1 hit point).

Grapple. Once a player is in an adjacent square, they can attempt to grapple a chicken. Due to the panicky nature of chickens, they get a +4 dexterity bonus added to their roll to contest the grapple.

- Remember that even doing non-lethal damage can kill the chicken if the damage is more than double its hit points (1).
- Working as a group to encircle the chickens will give players advantage on trying to grapple a chicken.

If a character is not stealthed or does not attempt a range spell (such as mage hand), choose an action for a chicken or roll a d20 to determine the action from the Chicken Action table below. Each chicken will take its action as a reaction immediately after a character’s action, either in response to the character’s action or possibly, in some response to nature. Remember to allow for fun! This encounter should move fast.

Chicken Actions

1	Egg	The chicken uses its action to lay an egg.
2-6	Fly	If it did not fly the last round, it will fly away from the closest character as an action and then land. They will not dash when flying.
7-13	Dash	The chicken will take the dash action to get away.
14-19	Nothing	The chicken totally ignores the character.
20	Charge	The chicken charges straight at the character and launches a beak attack.

Developments

After three rounds, each player who has caught an animal is awarded 100 xp. Any player who attempted but failed, gets 50 xp. Any player not attempting to catch one, or assist gets no xp.

The players should also help to right the cart and drag it back up the ravine. It will take an hour and a half to fix the cart and get it back in order.

Part 3: Orc Sign

Expected Duration: 45 minutes

Key Plot Point. Just as the characters are about to reach Glister, orcs seek to parlay with Gos and have him deliver an ultimatum to the town. Things go bad when actions beyond his control go on.

The next few days are quiet, and everyone falls into a routine. Signs of other creatures such as the glint of light on steel or distant horn calls signify the presence of other denizens, but none are seen outright. The time passes slowly and coldly on the road.

Things have been mostly quiet recently. However, the players are about to enter a tense situation. Orcs are planning to stop the caravan and ask for time to speak with the caravan master. As this happens, one of the guards – Farela – is planning to take this opportunity to sneak off and fulfill her desire for revenge on orcs; she is going to scout out individual orcs and attempt to kill them. Gos will ask the characters to come with him as a contingent, but someone may spot Farela slipping off into the woods. Allow the characters

to decide which way they are planning to go. Most or all should go with Gos, but you can allow some to also follow Farela.

If the entire party wants to follow Farela, Gos notices, and sends Sara and Sankaid after her and makes the entire party follow him. Sara is unable to find Farela and returns to guard the wagons. The general flow of this section is shown in **Appendix C**.

It should be clear to the players that in any of the following developments, Gos is unwilling to attack or outright fight the members of his own clan. His will not allow his guards to fight them either. This does not include anything that transpires in the woods, as he is not there.

If the party thinks they can overtake the orcs or wish to fight without help from Gos, the orcs on the road comprise the following: Lorpek is an **Orc Blade of Kossuth**, he has 4 **Orc Claw of Luthics**, 3 **Orogs**, 1 **Eye of Gruumsh** and 10 **orcs** with him on the road. There is this same number and types of npcs in the woods also.

You are nearing the end of your travel; as you set out this morning, Gos says you should reach Glister before mid-day! You began to see signs yesterday that you are leaving the long moors of Thar behind as scrub bushes have given way to more trees and undergrowth, indicating you are entering the foothills of the Galena Mountains.

Not long after breaking camp, the wagons enter a low wooded area. Rounding a corner, Gos reigns in the lead wagon. The others draw up close behind. Up ahead two lines of Orcs stand in the middle of the trail!

In the middle of the front line, one Orc stands with a flag on a pole. The flag displays a blackened dagger pointing down, with flames surrounding its blade, set against a field of white. Another orc stands beside the banner with arms stretched down, palms up; a sign of par lance.

The party can observe the following:

- The orcs have scarred faces. A DC 13 intelligence (investigation) tells them that the scars appear to be in a similar shape to a dagger.
- There appear to be about 15 orcs visible. A DC 13 Wisdom (perception) or Intelligence (Investigation) check tells them that there is movement in the brush around them. Probably more orcs are watching.

- An Intelligence (History) can tell the players various things: DC 12 tells players that the banner represents the orcs of the Burning Dagger Clan. A DC of 16 tells players that these orcs worship Kossuth, the Lord of Flames. DC 18 or higher recalls lore about the orcs going through a yearly ritual of branding their warriors with a dagger across the face. These are cumulative (at 18 the players know all the information given here).

Gos exchanges a few whispered words with Sara and sends her back to gather some guards and move to the wagons. He then takes the characters and a couple of the other guards to meet with the orcs, leaving the wagons back about 40 yards, guarded by Sara and the rest of the guards. Anyone with a passive perception greater than 14 will notice one of the guards (Farela) slip off behind the caravan and into the underbrush.

Parlay you Orc?

Characters going with Gos will follow this path. For characters that went after Farela, go to **Following Farela**.

Gos asks the party to follow him up and form a line a few feet behind him, not speaking unless spoken to. And to not draw any weapons except as a last resort.

As you approach within 15 feet, the orc puts up a hand and says in Common, "that is close enough. You are looking fat, Gos. Riding make you weak."

With a grunt Gos retorts, "I see you have recently rebranded yourselves. The blistered skin befits you. Why is... why are you *here*, Lorpek? What would you have of my simple caravan?"

Roleplaying Lorpek Ascih

Lorpek is the herald of the Burning Dagger tribe. He does not like Gos, but knows he is not allowed to hurt him by order of Qo'Thuk, the chieftain. He antagonizes all non-orcs, although he is not bright enough to do it with cunning.

"I hit you, then we see who clever."

Lorpek and Gos seem to have an uneasy peace between them. They know each other because Gos' mother was from the Burning Dagger clan. They have an agreement with Gos to not raid his caravans or interfere with his work, but Qo'Thuk, the clan chief is looking for Gos to relay a message to Glister. As the two talk and hurl insults, the

party are able to understand the following snippets.

- Glister is accused of possessing an artifact of the clan that was lost many years ago called the Kiss of Kossuth. It is a black dagger with flames along the blade.
- One of their diviners has recently had a vision and stated that Glister is the key to the recovery of the artifact.
- They have not seen the dagger in decades. It disappeared years ago, and their diviner recently had visions about its location.
- The dagger is very precious to the clan.
- They will approach Glister tomorrow and will declare peace if the artifact is returned. They will take it by force if it is not returned.

The artifact – The Kiss of Kossuth

The artifact the orcs are seeking to recover is a flame dagger they believe was given to their clan by Kossuth. It resembles a black flaming dagger that stands in the rift to the Plane of Fire that is deep within their caverns. The dagger in the rift is visible but untouchable. The artifact is smaller, but has the symbol of Kossuth emblazoned on the hilt, and flames run along its blade when it is unsheathed. They are hoping that by recovering it they will again grow in numbers and become a strong clan within Thar.

If no one followed Farela, then jump to the section **Lorpek Reacts**.

Following Farela

The characters must roll a DC 13 Dexterity (stealth) check to follow Farela without being discovered. There is a lot of commotion, but she is on the lookout to try and slip away without being noticed.

It will take them a couple rounds to find her. As they do, read the following.

As you spot Farela up ahead, you see she has circled around and is sneaking up behind an orc, with blades out.

Her intentions should be clear; she is planning to sneak up and assassinate the orc. The players can react in many ways, generally they are probably going to do one of the following:

1. Attempt to stop her. Go to Farela Fight
2. Attempt to join her. Go to Farela Force
3. Do nothing. Go to Farela Flounder

Roleplaying Farela Keldodrai

Farela is a Bedine descendant who was born in the cold climes of the Moonsea. She has an olive complexion with dark hair and almond brown eyes. Her features are hard. She seldom talks with anyone in the caravan and does not really seem to care for social conversation. She has a vengeful wrath against orcs, and has used the caravan as an excuse to travel through Thar to hunt down and eradicate any orcs she can find. "I'd love some wine, did that filthy orc drink from the bottle?"

Farela Fight

If the characters either shout out, or sneak up on her, they are going to provoke her into a fight. Most likely the result of the interruption will draw the attention of the orc. Add the **orc** in the initiative. On his first turn, he will use his action to blow a horn to summon other orcs, assuming something is going awry, unless a player has somehow convinced or intimidated him to keep quiet (DC 16). Being close by, 2 more **orcs** and an **orog** arrive at the beginning of round 3.

Farela attacks viciously and fights as hard as she can, shouting curses and betrayal at the party. If captured, she still struggles while conscious.

If alive, the orcs will insist on taking Farela to Lorpek. They will also insist on taking all characters. The characters must convince the orcs they were not aiding Farela with a DC 12 Charisma (persuasion/intimidation), or else be bound by the orcs and have their weapons taken away. Proceed to **Lorpek Reacts**.

Farela Force

If the characters come up beside Farela, somehow indicating they will assist, they are all able to quickly dispatch the lone orc. Farela wishes to pursue killing other orcs as well.

However, they are spotted leaving the scene and 3 **orcs** and 2 **orogs** overtake them. If they refuse to surrender, the orcs take them by force. Farela will not surrender. The orcs will deal non-lethal damage, intending to knock players unconscious. If the characters appear to be winning, bring in more reinforcements; another orc or orog each round.

Their hands are bound and their weapons are taken from them. They are then taken to Lorpek. Proceed to **Lorpek Reacts**.

Farela Flounder

If the characters simply watch, Farela slays the orc and is so focused, she does not know they are

there. She moves on to find another one, but she has been observed by another orc and is ambushed before she can get very far.

3 **orcs** and 2 **orogs** ambush Farela, calling for her surrender, but she refuses to surrender. The players may come in on her side or the side of the orcs. The orcs will attempt to knock unconscious anyone who is fighting against them. If characters wish to try and stay hidden and watch, they must make a DC 15 Dexterity (stealth) check each round they wish to stay hidden.

Once the fight is over, the orcs take all known players (conscious or otherwise) to Lorpek. If they helped defeat Farela, they can convince the orcs they had no ill intentions with a DC 12 Charisma (persuasion) check. If they fought the orcs or fail the check, they are bound and their weapons taken from them. Proceed to **Lorpek Reacts**.

Lorpek Reacts

At this point, Gos and Lorpek have been in discussions and Gos has agreed to deliver the message to Glistar, although he is concerned about the motives of the tribe. He has been trying unsuccessfully to get more information from Lorpek about the dagger. As Gos did not grow up with the tribe, he is not familiar with the dagger, although he knows of Kossuth and the dagger in the rift.

Depending on what has transpired, read or paraphrase from the following, using the first part in all cases and then branching after that:

Sounds of shouts and the snapping of branches interrupt the proceedings. All hands go to weapons, but none are drawn, showing the discipline of the orcs.

If Farela was found alone, read

Two orcs come through the brush dragging a bloodied human woman between them. As she looks up, you recognize the face of Farela; disdain and anger marring her features.

If some characters went after Farela and she is alive, read

A group of orcs comes through the brush dragging a bloodied human woman between them, with members of your own party right behind! As the woman looks up, you recognize the face of Farela; disdain and anger marring her features.

If some characters went after Farela and she is dead, read

A group of orcs comes through the brush dragging a bloodied corpse, with members of your own party right behind! As they drop the body in front of Lorpek, you recognize the features of Farela; her dead eyes staring angrily into the void.

If character tries to draw their weapon, Gos will immediately tell them to stop and not draw it.

Lorpek jumps to assumptions and reacts angrily. If Farela is alive, use the following.

“What is this?” shouts Lorpek. “We talk, but you secretly attack my lookouts?”

Gos’ temper flares. “I made no such attack! This is a hired guard”, he says, his voice growing louder as he continues, “who should have been guarding my caravan as instructed!”

Farela spits blood onto the ground in front of Gos. “Sod your caravan and your stupid guards!” she says. “You should be fighting these beasts, but you’re one of them!” She struggles against her restrainers, shaking loose from one of them. Suddenly a dagger appears in her hand and she launches it at Lorpek, shouting, “filth!” Lorpek swats at the dagger, deflecting it from its course. One of her captors responds by driving his own dagger deep into her side. She glares at you in hatred and disgust as she falls to the ground, the light leaving her eyes, their open empty glare continuing to point in your direction.

If Farela is dead, use the following.

“What is this?” shouts Lorpek. “We talk, but you secretly attack my lookouts?”

Gos’ temper flares. “I made no such attack! This was a hired guard”, he says, his voice growing louder as he continues, “who should have been guarding my caravan along with those others, as instructed!”

If characters were with Farela, then, whether they are bound or not, both Gos and Lorpek turn to them and demand that they explain themselves. They may convince the two that they were trying to stop her with a DC 14 Charisma (Persuasion) check. If the orcs saw any character attack an orc, the check is made with disadvantage. It is made with advantage if the characters are unbound, as

the orcs were convinced earlier that their intentions were not maligned.

If the persuasion is successful, their weapons are handed back to them. If they were bound, the orcs untie them.

If the persuasion was not successful, the weapons are thrown at Gos’ feet and the orcs demand justice. They intend to maim or kill the characters!

Unheaval

Just as the characters are either returning to Gos or about to be slain, the entire area is thrown into an uproar as undead rise up and attack everyone.

If the orcs do not intend to slay any characters, read the following:

As tempers calm down, Lorpek and his orcs prepare to leave, stepping back a few paces. One orc steps forward to the body of Farela to check that it lies properly dead. As he bends over the body, a plume of dust explodes beside him as a sickly gray hand bursts through the dirt, grabs the dead body and proceeds to pull it into the dry earth. The body appears to implode on itself, then suddenly the ground can be seen to be crumbling around it, engulfing the luckless orc and your entire party!

The area collapses into a sinkhole and you find yourselves tumbling in a shower of dirt and dust, coming to an abrupt stop against a rocky floor. As everything settles, you see eyes in the gloom moving toward you.

If the orcs do intend to slay one or more characters, select the first character and read the following:

Lorpek and his followers move back a few paces as you are drug forward and thrown down over the corpse of Farela. You hear the ring of steel as everyone else watches him draw an ugly black blade from its sheath. Suddenly a plume of dust explodes beside you as a sickly gray hand bursts through the dirt, grabs the dead body under you and proceeds to pull it into the dry earth. The body appears to implode on itself, then suddenly the ground can be seen to be crumbling around it, engulfing you, the orc, and your entire party!

The area collapses into a sinkhole and you find yourselves tumbling in a shower of dirt and dust,

coming to an abrupt stop against a rocky floor. As everything settles, you see eyes in the gloom moving toward you.

Undead have collapsed an area beneath the party, two **orcs**, and Gos. The area falls into an underground cavern approximately 15 feet down and 30 feet in diameter. However, Lorpek and his other retinue did not fall into the hole. All characters must make a DC 14 Dexterity (acrobatics) check, or land prone.

Consequences of their actions. If the character's hands were bound, the check from falling is with disadvantage. These players must also free themselves from their bindings with a DC 20 Strength (Athletics) check, or another player may use their action to cut the bonds. It will also take these players 1 action to find a weapon among all the debris.

The party must face off against three **zombies**, one **ogre zombie** and a **wight**, while Gos and the other orcs face off against three **ogre zombies**.

Adjusting the Encounter

These are non-cumulative suggestions for adjusting the encounter, according to your group.

- Very Weak: Remove the ogre zombie and the wight, add 1 Ghoul
- Weak: Remove 2 zombies
- Strong: Add 1 zombie
- Very strong: Add 1 ogre zombie

During the battle, the other orcs fall, slain. If the players are not having a difficult time, then Gos will have a hard time with the last zombie ogre and need the players to help. If the players are having difficulty, then Gos finishes off his ogre zombie and joins the party to help.

Tactics

The undead have no real tactics other than to attack and kill anyone who fell into the hole. If a character dies, one of the undead will use an action to try and drag the body into the dirt.

Treasure

One of the zombies was a merchant and still has a pouch containing 150 gp. The bodies of Farela and the other orcs are missing, but there is a gold trimmed dagger on the ground half buried in the dirt. Anyone looking around would notice the dagger with a DC 10 Intelligence (investigation) check. Inspection show it is a *+1 ornate dagger*.

Developments

Once the battle is over, the party find that Sankaid is just getting to the hole. If the party look around or try to loot the corpses, they find that the orcs and Farela are no longer there. Unknown to the party, the undead are working for a Death Knight and are instructed to bring all fresh corpses in if they can.

All the walls of the hole are solid stone, there are no tunnels or secret doors. Other guards show up and help Sankaid get everyone out of the hole. Sankaid does not have good news.

- They would have gotten over to help out quicker, but Lorpek's group blocked their way.
- Lorpek and his gang decided that they were owed something for all their troubles. They came over and took two of the carts, along with the drivers.
- They figured Gos and the others would be ok, but if not, they said something about tell Glister they'll see 'em tomorrow?
- Unknown to Lorpek, Sara was disguised as a waggoneer and got taken with them.
- They were going to try and stop Lorpek, but many more orcs came out of the woods, and Sankaid knew better than to try and fight them all, although he argued profusely.

Part 4: Arriving

Once everyone recovers, Gos will round up the remaining caravans and set back out for Glister.

With a look of concern on his face, Gos gets everyone organized and starts the caravan back on the road. He breathes out in a heavy sigh, "we have a message to deliver." He pauses for a moment the quietly continues, "And news of undead as well, it seems."

The hole that was opened is half off the road and leaves a narrow area that the wagons can pass by on.

If players tracked Farela, Gos demands to hear the full story of what happened. He will listen and ask questions to make sure he understands everything.

Gos will also relay the following information to the party:

- They are to continue to Glister and he is to deliver the message to the council. The orcs will be at the gates of Glister tomorrow to receive the artifact.

- Qo'Thuk is the clan chieftan of the Burning Daggers clan. Lorpek is his 'messenger boy'.
- Gos has an agreement with the clan, which is why his caravan has been so successful and seldom attacked. Something has changed for Lorpek to be so bold to take wagons.
- Sara was with the wagons. With any luck, she will be ok.
- DC 15 Intelligence (insight) shows that Gos is obviously keeping some thoughts to himself.

A DC 14 Charisma (Persuasion) will coax the following out of him as well:

- The undead are a whole different concern. He has heard rumors around Glistar for years about undead, but never really believed them.
- The clan chief himself is on his way to Glistar. That is highly irregular. Likely their entire fighting force is assembled.
- There must be more at play here than he knows, they seemed almost desperate to recover the dagger.
- The supply wagons are likely lost. With any luck, the clan will let the waggoneers live.

Glistar

Glistar is a small town of around 500 people. The following are general features of town of Glistar:

Terrain. The town is wedged within the fork of a cliffside that wraps back into the hills. There are some hilly regions and small rises and plateaus inside the town. There is a large area in the middle of town called the green, where most assemblies happen, whether festivals or meetings or even an open air market occasionally.

Sounds. There is the sounds of business conversations and casual talk all along the streets. There are a couple people on mounts, but most are on foot.

Smells. There is the smell of fresh timber and building, some smell of baked goods in the merchant district, and a crisp cold in the air that reminds the brain that winter is never far away.

After less than couple hours on the road, Gos has fallen into silence. You finally see a fortified wall between two mountainous cliffs ahead. The wall of Glistar looks to be made of stone with parapets and many defensible positions. As you get closer you can see 20-foot high walls with gates that are opened out.

Anyone with a passive perception of 12 or higher notices what appears to be a walled complex off to the right of the town about 400 feet and about 30 feet up the cliffside. The road has an offshoot about 40 yards before the gates that leads to the House of Swords, a Temple of Tempus. The warrior priests of Tempus have always maintained their own abbey and are on very good terms with the town itself.

The city wall looks mostly in good repair, and about 20 feet high, but appears as if it is currently being worked on, scaffolding can be seen along some of it. The wall is about 8 feet thick. The outermost wall is made of cut stone, but a lot of the support behind it is a mix of stone and wood.

The guards let out a small cheer at seeing the caravan, as many people look forward to its arrival. However, when Gos draws up next to the gate and dismounts, they realize something is wrong.

Gos takes a few minutes with the guards and asks them to assemble the town council; he has urgent business with them. Various runners leave the guard posts to find the council members.

He then leads the wagons through town to his warehouse in one of the back areas, near the mines. After all the wagons come into the yard, he calls the guards together.

"Thank you for finishing the trek. I hired you do a job that you did well, even though we are here without all our carts. You stood toe to toe with the Burning Daggers and lived to tell of it! It is not common such a large host of orcs to be on the move these days, especially with their chief. I have your pay here, and would ask you to stay close. The town may have need of your services very soon. I am planning to go to the Snowmelt Inn after I have put things in order here."

Conclusion

Each character is given 10 gp (or 15 gp if they negotiated) for their service to Gos. If they did not attempt to fight any orcs, they have earned Gos' respect and his trust, and are always welcome to join his guard group on the caravan route. In addition, the characters are given the Story Award **Gos' Roadies**.

The characters are now free to roam about Glistar. The next module (CCC-SCAR01-02 *Glistar by Light*) picks up where this one leaves off.

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

XP per Character

Minimum: 450

Maximum: 600

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

Combat Awards

Name of Foe	XP Per Foe
Goblin	50
Worg	100
Goblin Boss	200
Bugbear	200
Orc	450
Orog	450
Orc Claw of Luthic	450
Orc Blade of Kossuth	1,100
Ogre Zombie	450
Zombie	50
Wight	700
Ghoul	200

Non-Combat Awards

Task or Accomplishment	XP/Character
Preventing goblin theft	25
Rounding up the chickens	100
- Trying but failing	50

Treasure

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

Treasure Awards

Item Name	GP Value
Guarding the caravan	10 or 15 ea.
Saving the wagons	5 ea.
Goblins!	35
Zombies	150

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

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

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

+1 Ornate Dagger

Weapon (dagger), uncommon

This undersized dagger has a blackened blade with fuller running almost its length with gold trimming on the handle. It is very light and could easily be tucked into sleeve or boot. You have a +1 bonus to attack and damage rolls made with this magic weapon. A description of this item can be found in **Player Handout: Magic Items**

Potion of Healing

Potion, uncommon

This item can be found in the Player's Handbook.

Story Awards

During the course of this adventure, the characters may earn the following story award:

Gos' Roadies. You can use your connections with Gos to get a discount on an item while in Glister. You can spend 5 downtime days to earn a 10% discount on the purchase of any one weapon or armor from a merchant in Glister. Once you have used this Award, cross it off your list. Copies of this information can be found in **Appendix E. Player Handouts - Story Awards**.

Player Rewards

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

DM Reward

In exchange for running this adventure, you earn downtime, XP, and gold as described in the *Adventurers League Dungeon Master's Guide*.

Appendix A. Dramatis Personæ

The following NPCs are featured prominently in this adventure.

Gos Fendhalian(*Goss Fend-HAL-ee-an*). A half-orc who runs a caravan between Melvaunt and Glister, and brings the demand from the Burning Daggers to the town council. He is gruff and quiet, but fair. He does well with the caravan, very few know his mother is from the Burning Daggers Orc clan.

Sara Alkin (*Sa-rah ALL-kin*). Commander of the caravan guard, she handles all issues with guarding the wagons. She is a short, swarthy and dark-skinned human. She is jovial, but takes her job seriously.

Lorpek Ascih (*Lore-Peck As-key*). The herald of the Burning Daggers tribe. He makes up for his lack of intelligence by being aggravating. He has been sent to give a message to Gos that is to be delivered to the council of Glister.

Farela Keldodrai (*Fa-rell-ah Kel-DOE-dray*). She gets herself hired on as a guard on the caravan. But in reality, she is out for vengeance against all orcs and orc kind. She somewhat hides her disdain around Gos, but may let it slip when he is not around.

Sankaid the Younger (*San-Kade*). He is a gnarled old man who is small and wiry and looks way beyond retirement age. However, he seems to be Sara's most trusted guard, and an extremely competent fighter.

Appendix B. Monsters

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.

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 that rely on 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.

Goblin Boss

Small Humanoid, Neutral Evil

Armor Class 17 (Leather Armor, Shield)

Hit Points 21 (6d6 + 0)

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 60ft, , passive Perception 9

Languages Common, Goblin

Challenge 2 (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 Attack* Attack: +4 to hit, reach 5ft, one target *Hit:* 5 (1d6+2) Slashing Damage

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

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	13 (+1)	8(-1)	11(+0)	9(-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

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

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Chicken (Raven)

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 1)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14(+2)	8 (-1)	2 (-4)	12(+1)	6(-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

Actions

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

Eggs. Once per day, the chicken lays 1 egg. Eggs may be eaten, or left under the chicken. When there are 12 eggs, the chicken stops laying eggs for 21 days. At the end of 21 days, they hatch, and emerge as chicks. A dozen eggs, or a single chicken, can typically sustain one humanoid for one day.

Clumsy Flyer. A chicken cannot sustain flight for more than one turn.

Orog

Medium humanoid (orc), chaotic evil

Armor Class 18 (Plate)

Hit Points 43 (5d8 + 20)

Speed 30 ft.

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

Skills Stealth +7 Survival +2 Intimidation +5

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

Multi Attack. 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.

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.

Orc Claw of Luthic

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (0)	15 (+2)	11 (0)

Skills Intimidation +2, Medicine +4, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 2 (450 XP)

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

Spellcasting. The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will): guidance, mending, resistance, thaumaturgy

1st level (4 slots): bane, cure wounds, guiding bolt

2nd level (3 slots): augury, warding bond

3rd level (2 slots): bestow curse, create food and water

Actions

Multiattack. The orc makes two claw attacks, or four claw attacks if it has fewer than half of its hit points remaining.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage.

Orc Blade of Kossuth (Ilneval)

Medium humanoid (ore), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Skills Perception +3, Insight +3, Intimidation +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Ore

Challenge 4 (1,100 XP)

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

Foe Smiter of Kossuth. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

Actions

Muftiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Kossuth's Command is available to use, the orc can use it after these attacks.

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

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.

Kossuth's Command (Recharge 4 -6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

Ogre Zombie

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

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

Actions

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

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

Actions

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

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

Actions

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

Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

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

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

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

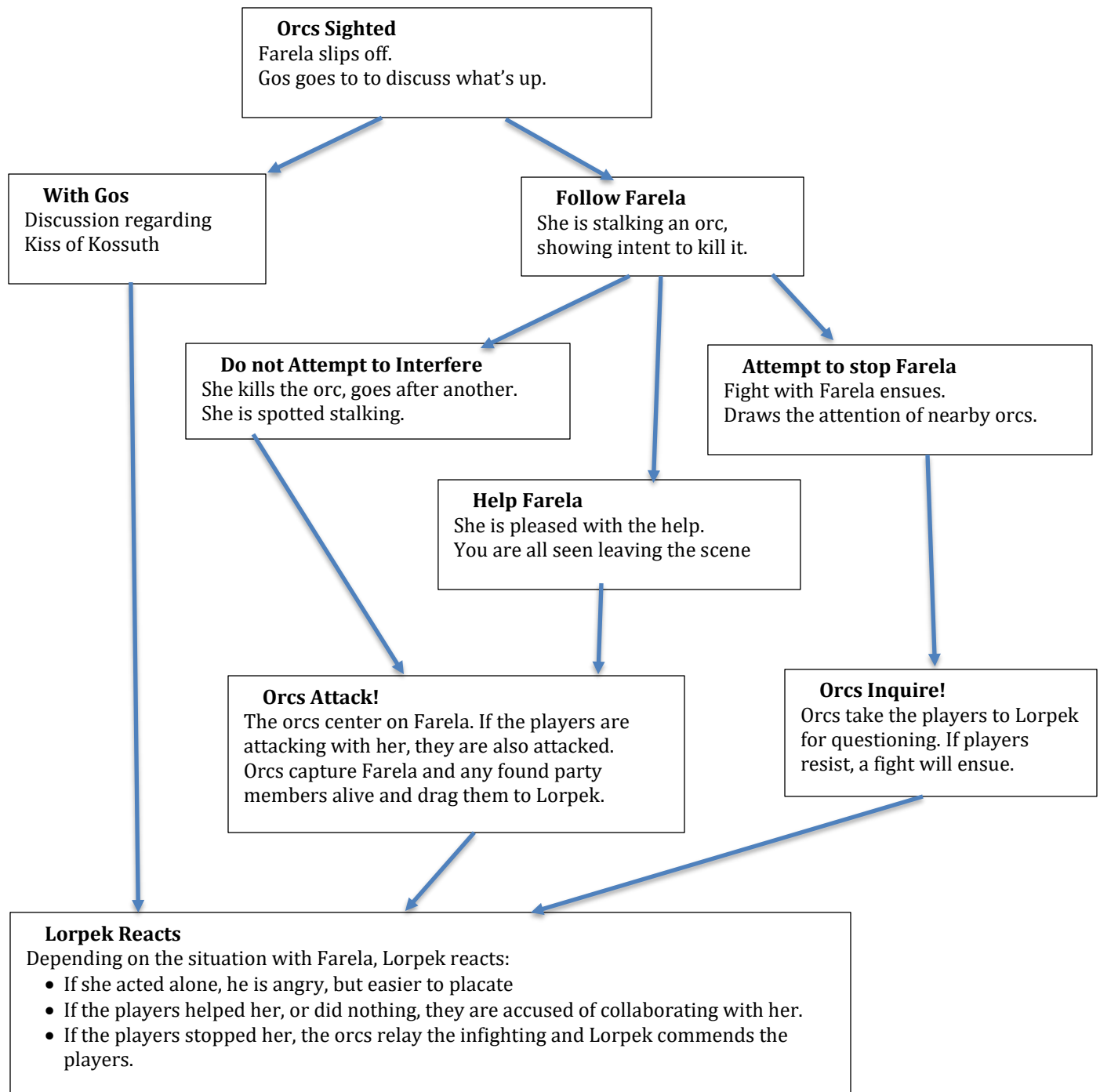
Challenge 1 (200 XP)

Actions

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

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

Appendix C. Orc Encounter Flow



Appendix D. Player Handouts – Adventure Hooks

Player Handout 1: A Fair Fare

J O B S !

GLISTER IS GROWING AND NEEDS YOUR HELP! HELP US ORGANIZE, KEEP ORDER, SCOUT THE SURROUNDING AREAS, AND OVERSEE A PROSPEROUS YEAR! QUALIFIED SEEKERS SHOULD OBTAIN PASSAGE WITH THE GLISTER ROUTE CARAVAN OUT OF MELVAUNT. DO NOT TRAVEL THAR ALONE!

The Glister Town Council

Jobs! Glister is growing and needs your help! Help us organize, keep order, scout the surrounding areas, and oversee a prosperous year! Qualified seekers should obtain passage with the Glister Route Caravan out of Melvaunt. Do not travel Thar alone!

Player Handout 2: Harpers

We have new information. Glister has recently become of interest! A lot of new trade there has bolstered the interest of less-than-reputable sorts. Seek out a way to travel safely through Thar and get to the town.



We have new information. Glister has recently become of interest! A lot of new trade there has bolstered the interest of less-than-reputable sorts. Seek out a way to travel safely through Thar and get to the town.

Player Handout 3: Order of the Gauntlet

IT HAS COME TO OUR ATTENTION THAT SOMEONE IS SEEKING REVENGE AGAINST ORCS FOR THE SLAUGHTER OF THEIR FAMILY. VENGEANCE IS ONE THING, BUT SOURCES SAY THIS INDIVIDUAL HAS ALREADY GONE BEYOND REPAYING THE DEBT AND IS WRONGFULLY PURSUING ALL TRIBES IN RETRIBUTION. INFORMATION SAYS THEY ARE HEADING FOR THAR. WHILE THE ORDER HAS NO LOVE FOR ORCS, UNCONTROLLED SLAUGHTER IS NOT WORTHY OF ONE OF OUR MEMBERS. TRY AND JOIN THE CARAVAN FROM MELVAUNT TO GLISTER AND SEE IF YOU CAN CATCH WORD OF THIS INDIVIDUAL, OR BETTER YET, THE PERPETRATOR THEMSELVES!

Wrongful Vengeance. It has come to our attention that someone is seeking revenge against orcs for the slaughter of their family. Vengeance is one thing, but sources say this individual has already gone beyond repaying the debt and is wrongfully pursuing all tribes in retribution. Information says they are heading for Thar. While the Order has no love for orcs, uncontrolled slaughter is not worthy of one of our members. Try and join the caravan from Melvaunt to Glister and see if you can catch word of this individual, or better yet, the perpetrator themselves!

Player Handout 4: Emerald Enclave

There have been reports of undead activity near Glister. Many rumors have been passed down over the years, but now we have confirmed reports. Find the Caravan that leaves from Melvaunt and see if you can confirm these rumors; but try not to raise any alarms among others if you don't need to.

Undead Near Glister? There have been reports of undead activity near Glister. Many rumors have been passed down over the years, but now we have confirmed reports. Find the Caravan that leaves from Melvaunt and see if you can confirm these rumors; but try not to raise any alarms among others if you don't need to.

Player Handout 5: Lord's Alliance



NEW GROWTH HAS COME TO THE OUTLYING TOWN OF GLISTER. SO HAS OVERCROWDING AND RUMORS OF ORC ACTIVITY! FIND A SAFE ROUTE THROUGH THAR, AND GET TO THE TOWN AS ASSESS THE SITUATION THERE, TO SEE HOW THE ALLIANCE MAY SERVE THE CITY.

Glistar Amok. New growth has come to the outlying town of Glistar. So has overcrowding and rumors of orc activity! Find a safe route through Thar, and get to the town as assess the situation there to see how the Alliance may serve the city.

Player Handout 6: Zhentarim

The town of Glistar has recently been undergoing a resurgence of growth. Opportunity abounds! Get to the town and see if perhaps the Black Network can establish a contact. Beware! Thar is full of dangers! Find some means of traveling with a group. We hear a half-orc in Melvaunt runs a caravan out there every 3 tenday. Perhaps he has need of 'guards'.

Our Slice. The town of Glistar has recently been undergoing a resurgence of growth. Opportunity abounds! Get to the town and see if perhaps the Black Network can establish a contact. Beware! Thar is full of dangers! Find some means of traveling with a group. We hear a half-orc in Melvaunt runs a caravan out there every 3 tenday. Perhaps he has need of 'guards'.

Appendix E. Player Handouts - Story Awards

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

Gos' Roadies

You can use your connections with Gos to get a discount on an item while in Glister. You can spend 5 downtime days to earn a 10% discount on the purchase of any one weapon or armor from a merchant in Glister. Once you have used this Award, cross it off your list.

Appendix F. Player Handout – Magic Items

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

+1 Ornate Dagger

Weapon (dagger), uncommon

This undersized dagger has a blackened blade with fuller running almost its length, with gold trimming on the handle. It is very light and could easily be tucked into sleeve or boot. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Appendix G. Maps

ORC ENCOUNTER MAP

