



Glister by Light

The mining town of Glister has a problem. The latest caravan only arrived with a part of its supplies. Orcs waylaid them, took much needed goods, and are now making demands that the town return an artifact that is theirs, but the town is unfamiliar with. Help track down information about this artifact and possibly defend the city from an orc invasion!

Part 2 of Kossuth's Kiss

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



SCARAB GAMING CONVENTION

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CCC-SCAR01-01 Glister by Light

Introduction

Welcome to *SCAR01-02 Glister by Light*, 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 town of Glister, a small human mining town. Glister is at the foot of the Galena Mountains, just above Thar.

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

Coming back to where you started is not the same as never leaving.

- Terry Pratchett

Adventure Background

After a recent journey to Glister, Gos, the caravan master found himself lacking some of his wagons. With a threatening message from the Orcs of the Burning Dagger tribe and the frustration of being betrayed by one of his guards, he is looking for aid.

After what started as tenuous negotiations between the half-orc wagon master and the orc messenger of the Burning Daggers, a rogue caravan guard changed the mood by attempting to kill multiple orcs before being discovered. Unexpectedly, undead collapsed the ground under Gos and his guard, leaving the orcs free to commandeer a couple of the wagons from the remaining guards. After dispensing of the undead, Gos and his remaining guards went on to Glister to deliver a message: Return the Kiss of Kossuth to the orcs or they will take it by force. Gos is worried because he has never heard of this artifact – a black dagger with the symbol of Kossuth on the hilt which sprouts flames along the blade when unsheathed – and it is likely the town has not either. He is also unsettled about encountering undead so close to Glister.

Gos asks for a meeting with the town council. They have the rest of this day before the orcs arrive to find out about the dagger and turn it over. He hopes to enlist the aid of former guards or other adventurers to help find out more about this artifact.

After meeting with the town council, it is obvious that no one is aware of this artifact the orcs insist the city has. Preparations for defense must be made.

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. The mines have recently produced new ore seams, and seen an influx of people.

Gos (Goss). A half-orc who runs the caravan and brings the message to the town council.

Sorrep Korial (Soar-EP KO-ree-all). The priest-general of the House of Swords, put in charge of the town defenses.

Lorpek Ascih (Lore-Peck As-key). The herald of the Burning Daggers tribe.

Qo'Thuk (KO-Teh-HUK). The leader of the Burning Daggers tribe. He is desperate to find the artifact.

Adventure Overview

The adventure is broken down into four parts:

Part 1. The characters are made aware that the caravan that runs between Glister and Melvaunt was attacked and an ultimatum was delivered by the wagon master. Glister must return a missing artifact to the orcs or they will attack and take it.

Part 2. The characters spend time looking for information on the dagger and its history and if it has passed through Glister. They are also asked to enlist the help of the Priests of Tempus in defense of the city in the more-than-likely event that the dagger is not found.

Part 3. After finding out that the dagger passed through Glister decades ago and its whereabouts is unknown, the players help the town prepare for the coming battle that will surely occur. The players also possibly do some recon and find that the orcs are more prepared than the town had known.

Part 4. The characters witness the onslaught of the orcs and help defend the city. After a successful defense, they find that the orcs never intended to sacrifice their warriors, but planned on a siege, hoping to wait out the residents as they starve.

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 C)**.

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 that their faction members check with local businesses or persons of note for possible connections within the town. They should also look for anything they may do as faction representatives to help the town. Give the characters the faction **Player Handout 2-6 (Appendix C)** as appropriate.

Part 1: The Ultimatum

Expected Duration: 45 minutes

Key Plot Point. The Burning Dagger orc tribe has sent a demand that Glister return their artifact or face the consequences of their fury.

The town of Glister, a simple mining town, has not portrayed its namesake in many centuries. Now, it is regaining its luster. But it is showing the signs of stress from the recent population influx; refugees from the Moonsea, families, and merchants have arrived looking for opportunities created by the newfound ore veins. While many new buildings are being constructed slowly with the timber coming in from Melvaunt, trash litters many of the smaller streets and people are out and about to leave behind cramped quarters.

If the characters did not travel here in **SCAR01-01 Corrupted Artery**, also read the following:

A runner approaches you. He indicates that Gos Fendhalian, the caravan master from Melvaunt, has asked for adventurers to meet him in the common room of the Snowmelt Inn.

The characters need to meet with Gos, discuss the situation, and accompany him to meet with the town council. During the meeting, the council will reveal their lack of knowledge about the dagger the orcs seek, and will enlist the aid of the characters to try and track down information while they prepare the city's defense. They will also send a request for help with the party to the House of Swords, the local temple of Tempus that resides outside the town walls.

The Town of Glister

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

Layout. The town is wedged within the fork of a cliffside that wraps back into the base of two cliffs. There are some hilly regions and small rises and plateaus inside the town.

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

Smells. There is the smell of fresh timber with an underlying smell of garbage and refuse, 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.

The Green

Many of the main focal buildings of Glister border an open space in the middle of town that is used for various gatherings and events and is called 'The Green'. It may only be green a few months each year, but the name has stuck. There are a few trees and some small rock outcrops in the green.

The Snowmelt Inn

It is late morning, almost noon, when the characters enter the inn.

Stepping through the doors into the inn, you see various displays of local flavor in a large common room; some pickaxes, and mining lanterns, older weapons, and polished shields are hung and displayed on the walls. A bar spans the length of the back wall with taps on one end and a crowded kitchen area on the other. A young dwarf carries a tray to a table of well-dressed folks involved in open conversation. There is another group of patrons huddled quietly in a darker corner off to the side of the hearth.

The Snowmelt Inn and Tavern is a gathering place in a nicer part of the town that caters to the merchants and lesser nobles in the area. Miners are seldom seen in this inn, though not turned away. The inn is owned and run by Jesper and Glenna Hartlen. He runs the bar, she does the cooking, and both take care of the patrons. A young dwarf named Macorden Stotuft waits tables and helps out. Shared sleeping rooms are available for 10 sp a night, including breakfast. There are 4 beds to each room, with a footlocker for storage. Private rooms are available for 1 gp per night, including breakfast.

Players can pick up the following snippets of conversation in the common room:

- DC 10 Intelligence (Investigation) – reveals that the table of people near the door are merchants or work for merchants.
- DC 13 Intelligence (Investigation) – reveals that the table of grubbier looking folks in the shadows beside the hearth are miners or related to the mining work.

- DC 12 Wisdom (Perception) - Players hear concerns from the merchant group about waiting on items that were coming in on the wagons. 15 or higher reveals that a lot of what they are discussing is frivolous items that will turn a good profit (pipe tobacco, spices, etc.)
- DC 16 Wisdom (Perception) reveals some grumbles from the miners about needed supplies to look after families and to take care of those getting injured in the mines.

After some increasing noise from the merchants, one of the miners gets up and approaches their table.

A slightly disheveled man detaches himself from a table in the shadow of the hearth and ambles over to the merchants on the other side of the room. As he gets closer, two men stand up.

"Yer worried over your purse strings," he slurs, obviously drunk. "We 'ave sick people, missing people, to worry about at the mines! All you haughty types putting the press on us!" Some of his colleagues walk up behind him.

"Well, dear fellow, if you would *mine* your own business," replies one of the merchants with what he considers a clever side glance to his friend, "I am sure you would be able to sort it out!"

At this comment, the miner grabs and shoves the merchant back into his table. Chairs slide out, and chaos ensues.

A bar brawl happens at this point. The general purpose of this brawl is to convey the tension that exists in Glistar between the townsfolk due to overcrowding, and costs of supply and demand. Players can either watch or participate if they are so inclined; they can come in on either side, or their own side.

The bartender starts shouting for them to take it outside and be careful of the furniture. He will pull a cudgel from behind the bar and make a half-hearted attempt to corral the fight towards the door. You can go into initiative order if you prefer. No weapons should be drawn, as this is a fight to let off some of the steam between the citizens of Glistar. After 3 rounds Gos walks through the door. If the players have met him before you can use his name instead of description in the following text.

A large half-orc comes through the door of the inn. After looking around for a couple of seconds, he grabs a miner and a merchant, one in each hand, and knocks their heads together. They collapse to the floor, and everyone else takes pause as all eyes follow their slow slide. Things die down quickly as the half-orc approaches other would-be brawlers. The fire in his eyes dies a little as he sees no one else willing to challenge him.

He turns and walks toward a table, taking a seat and signaling the bar for an ale. You can hear the half-orc murmuring to himself as he stares fixedly at the table. Macorden hurries over with a mug, pushing it towards the half-orc at full arm's length. Ignoring the dwarf, he grabs the mug and tosses it back in one go. Setting it down, he sees your group and seems to remember himself. He beckons you over.

Gos is the caravan master (**veteran** stats). He runs the caravan that travels between Melvaunt and Glistar, making a round trip about every three tenday. All players should be somewhat familiar with him, as he is part of how most travelers get to Glistar.

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 are there."

If the adventurers have played **SCAR01-01 Corrupted Artery**, they have just come off the road with Gos and are familiar with what has happened. For those who have not played that module, you can familiarize them with Gos and what has happened at this point by relaying the following:

- He has asked for a meeting with the town council to discuss an "issue" with them.
- He thinks they will need a strong group who can help out with their situation. He wants the characters to come with him to the meeting, and aid the town as asked.
- He will offer the group 50g (DC 16 Charisma (persuasion) 75g) to accompany him.

- He is sure the council will also offer to pay the adventurers for their time.
- He has other issues. He knows there are rumors about part of his caravan not arriving in town. It's true, and he has much to see to in order to try and get his business under control.

If the party were with Gos during the undead encounter, or ask any direct questions about the undead on the road, he will reveal the following. If they did not play the previous adventure, a DC 14 Wisdom (Insight) check, will show that he is holding something back, if they enquire about it, he will explain.

- He plans on doing some research both at the mines and the temples about the undead and the history of the rumors about them within the town.
- He has mostly ignored or dismissed these rumors before now, but he feels it important they be researched a bit more before mentioning anything to the council.
- He asks the players not to mention anything about the undead in front of the council just yet, as the orcs are worry enough at the moment.

Once he has met with the council, Gos has his own affairs to put in order. He needs to go to his warehouse here and try and put things in order and see what supplies he has. He is pretty sure the wagons that were taken will ever be returned, and has his undead research to attend to.

Town Council

The Town Council of Glister consists of three representatives:

Lands Master representing the town's most prosperous personages, the Lands master oversees the town's lands, rents and records.

Mines Master oversees all the mining operations and handles interests of the miners and their families and outgoing goods.

Crafts Master oversees the work of the various merchants and support groups within the town and incoming goods.

As you follow Gos into the town hall, you see three people sitting in conversation around a simple table. Seeing Gos, one of the three, a man in fine clothes sitting at the table motions to him. "Ah, Gos! What news?", he asks, his words slightly slurred. "Rumors do not bode well and... uh... who are your friends?"

he finishes, distracted by your presence. The other two rise to greet you.

These are the council of Glister. First is Adalard DeMourne (**noble**), the Lands Master, who is still seated at the table, looking somewhat bleary eyed, as he has been drinking. Next is Grixia Soulbane (**commoner**), the Mines master. She is dressed in working clothes which contain dirt and dust on them, having just come from the mines. Lastly is Karathia Newhouse (**commoner**), the Crafts Master, who has been overseeing a lot of the new merchants and work going on in the town.

Roleplaying Adalard DeMourne

Adalard is an entitled noble. He lives opulently, claiming it is to impress potential investors in the town. He is pretty much unlikeable, even by his wife, whom he leaves to take care of most of the business while he drinks almost continually.

Quote: "The mines are our lifeblood!"

Roleplaying Grixia Soulbane

Grixia is a fair skinned and dark haired human woman not quite in her middle years. She is constantly on her feet, trying to handle too much at once. She sees to a lot of the mining operations herself, even though she has many competent foremen to handle most things for her.

Quote: "Another problem in the shaft? I'd better go check it out."

Roleplaying Karathia Newhouse

Karathia is a mid-height, slender woman in her early 30's and relatively new to Glister. She has quickly risen in popularity because of her ability to handle people and business and see that agreements are reached. She is genuinely likeable, but ultimately is interested in making sure the wheels of commerce stay greased.

Quote: "I don't blame the miners, I would be upset about the increasing prices, but costs are going up everywhere."

Gos will give the council a summary of the encounter with the orcs. Use as much of the following as is needed.

- The caravan was traveling as normal this morning and was a couple hours out of Glister when it was stopped by a group of orcs from the Burning Daggers tribe.
- They wanted to send a message to Glister; return the artifact or we will take it by force. They will be at the gates of Glister tomorrow.

- They claim the artifact to be a flaming dagger that Kossuth himself gave them. They call it the “Kiss of Kossuth”.
- Someone had joined Gos’ guard ranks with ill intent toward orcs, and while discussions were going on, slipped off and attacked and killed members of the Burning Daggers.
- The orcs were furious at the attack and in their anger, took some of the wagons leaving the town short on some supplies. He considers everyone lucky the orcs didn’t just kill them all right there.
- Gos cautiously avoids mentioning the fight with the undead in front of the council.
- He, the guards, and the remaining wagons all continued to Glister and arrived not long ago.
- He personally has never heard of this dagger before.
- The orcs were a small number. He fears there will be more with them when they arrive.
- They seemed desperate to recover the artifact.

The council will relay the following information to Gos and the party.

- No one on the council is familiar with this artifact that the orcs seek.
- There are recent tensions between the miners and the merchants as the town grows more crowded and people await supplies to continue expanding to make room for everyone. Missing supplies might make things more tense.

Adalard relays the following:

- He has some samples of Adamantine from the mines! He thinks the orcs have heard this news and are after the mines. The other council members appear a bit skeptical about this news.
- The relationship between Glister and the Burning Daggers has been tenuous over the centuries; sometimes at peace sometimes not. But they have not heard much from the orcs in the last few years.

Grixia relays the following:

- She has come from the mines themselves to the meeting as she was seeing to some issues with a new tunnel they have been digging. It is unstable and they were hoping some to use some of the timbers from the latest caravan to help shore it up. She is hopeful that enough timber made it to town.

- She is not yet convinced of any veins of adamantine in the mines. A nugget or two have been turned over to her, but there is no evidence there is any in abundance.

Karathia relays the following:

- Perhaps, the orcs have gotten wind of the growth going on and want the mines for themselves, adamantine or not.
- The records keeper office and the temples may have more information about the artifact, if it indeed ever passed through the town at all.

Development

The council feels the town should be put on high alert. If the orcs are coming, then the defenses need to be in order. They ask the party to do two things for them:

- 1) First, inform the House of Swords of the situation and ask them to help prepare the town.
- 2) Find any evidence or information about this artifact.

Treasure

The council promises to reward the party with 100g. They recommend the party check the following places for information on the artifact

The House of Swords – the council wants to enlist the help of the warrior-priests of Tempus against the impending conflict. If they happen to know anything about the dagger as well, all the better.

The Spur’s Forge – it’s possible that a weaponsmith would have some knowledge of this dagger, and Quodri is an expert.

Town Records – almost everyone who passes through Glister has some information recorded about them. Perhaps Coltus, the records keeper, can find some information in all his heaps of paperwork.

The Hall of Luck – this is the local temple to Tymora. Many visit it on a regular basis and one of the elven priests there has been in Glister as long as anyone can remember.

They encourage the party to go first to the House of Swords outside the town to enlist the help of the warrior priests.

Part 2: What Dagger is This?

Expected Duration: 1 hour 30 minutes

Key Plot Point. Gather information on the Kiss of Kossuth and enlist the aid of the House of Swords in defense of the city.

At this point the characters are free to explore together or separately each of the following areas to glean more information about the situation. While the party can explore in any order they wish, it is recommended for them to start with the House of Swords. Make sure to work in *Encounter: Ogre!* at some point.

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, the God of Fire. 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. They are hoping that by recovering it they will again grow in numbers and become a strong clan within Thar.

House of Swords

The House of Swords is a temple just outside the town of Glister that is devoted to Tempus. It houses about 40 warrior priests as well as teachers of lore and attendants. While this abbey is a fairly good size, and in a very defensible position, it is not large enough to house the population of the town itself, should players suggest it. Also, the priests are very particular who they let into the abbey, even its outer courtyard. While their numbers have grown smaller, the recent influx of people to the town of Glister has also drawn some new recruits to the temple.

Looming on the plateau above you is an imposing sight. Solid walls look down upon a narrow path that winds its way up to a closed gate 30 feet above you. As you start ascending the trail, you feel as if your every movement is being watched.

The abbey is on a side-trail about 400 feet from the town and 30 feet up the side of a cliff. It is obvious that any assailants of the abbey would be fully exposed while trying to climb the narrow and winding path that leads up to the formidable wall.

Finishing the climb to the abbey, you enter an open area in front of the doors about 20 yards across. The sound of metal clashing on metal echoes over the walls before you. As you approach the gate, a voice calls out, “Stand as you are! State your business with the temple.”

Falva Forden, a warrior priestess, guards the gates and is looking for the purpose of the characters’ visit. The characters should present their information to gain entrance. Any character who is a cleric or paladin of Tempus have advantage on any checks to enter or while in the abbey.

- A DC20 Charisma (persuasion) check will get Falva to open the gates and let the party into the inner courtyard. This check is with advantage if there is a cleric or paladin of Tempus in the group.
- If the party mentions the impending orc invasion and the town’s request for help, the check is made with advantage. A potential fight is always welcomed.
- If the party only mentions researching an artifact, the check is made with disadvantage. Not interesting.

If the party persuades Falva to admit them, she will still inquire if any are willing to meet the Champion Challenge. Otherwise, the characters are shown to the outer courtyard. Proceed to the Outer Courtyard section.

If the party is unable to persuade Falva, she asks them if they are willing to meet the Champion Challenge. This is now their only recourse for entry in the temple.

Roleplaying Falva Forden

Falva is tall and lean with light sandy blonde hair, and deep russet skin. She is an imposing person when she wants to be. She is almost always upbeat, and physical in a contact sport way.

Quote: “Tempus see our deeds. Anyone can speak; actions define our true selves.”

Champion Challenge

The Champion Challenge is a non-lethal – although possibly scarring – invitation to prove worthiness to enter the House of Swords. The characters should choose one person as their champion. Falva will engage this one person in single combat with the following rules:

- All combat damage is to be non-lethal. Any ranged attacks, or spells that do lethal damage are not allowed.
- Only one person is to be involved in the combat. No outside assistance.
- Incapacitating your opponent or dropping them to zero health declares you the victor.
- Otherwise, the first person with 3 hits on their opponent is the victor. As the DM, you may remove this rule if you wish.

The gate opens, and out steps Falva, wearing leather armor covered by a white tabard emblazoned with a flaming sword. She raises a sword in her left hand as a salute to you and says, "may Tempus favor us in our strength, and strengthen us with the scars of our effort in defeat. Lay on!"

Use **spy** statistics for Falva for this fight. Should the party be foolish enough to try and rush the gate when she comes out, they will be met by a full force of 10 **veterans** who are currently practicing in the outer courtyard. Uninvited guests of the abbey are typically beaten to within an inch of their life and then left outside the gates.

Falva will strike all her blows intending to wound with non-lethal damage as tribute to Tempus. She will look to make three good hits but will knock out players if she has to.

Regardless of who wins, if the player puts up a good fight and no one cheats, she is impressed and admits the characters into the house. Proceed to the Outer Courtyard section.

If the player does not put up a good fight (e.g. lands no blows), or if the party cheats and somehow interfere with the one-on-one combat, Falva becomes disgusted with them. She tells them bluntly that she will relay their message to Master Korial, the priest-general of the abbey, and he will decide to interact with them or not.

Rewards

Reward each party member 100xp if the party fights the champion challenge. If they are able to persuade Falva, award them 75xp each.

Outer Courtyard

The outer courtyard is both a practice area and a general area for guests to the abbey. There is a pagoda and a couple of indoor areas for inclement weather. Most guests of the abbey are not allowed beyond this point, unless they are coming

specifically to the temple itself. There are 10 **veterans** in pairs with various weapons sparring with each other here.

You pass through the gates and see a mixture of tranquility and force coming together in a strangely harmonious way. The outer courtyard is large and open, with cobblestones and green spaces, small trees and weapons. A small fountain bubbles over into a pool that trails into a narrow stream. All about the area are priests of Tempus sparring with each other, the sound of metal and wood clashing as they practice.

The courtyard is abutted by a temple to Tempus in one area and low buildings on all sides except the side where the main gates enter into the abbey. Between two buildings opposite the abbey gates are more gates that lead to the complex's inner courtyard. Falva encourages the characters to enjoy the area as she goes to deliver their message to the priest-general, Master Korial. Players can explore the courtyard but if they approach any of the doors to the buildings or the inner courtyard, two of the priests immediately move to intercept them and warn that these areas are off-limits to anyone without the Master's permission.

Striking Stone

This experience is optional, time permitting. It provides the players a way to demonstrate their prowess with their weapons to the priests.

A most interesting stone sits in the middle of the courtyard. Roughly 5 feet around, it is large, black and worn with time. There are strike marks on its surface and various weapons with unusual blades in a rack beside it.

This is the Temple's Striking Stone. The priests consider it a way for Tempus to show his favor on anyone who enters the temple. Using a special weapon from the rack next to it, priests or guests will strike at the obsidian to see if they can mark the stone or break off a piece. The rack holds all simple and martial weapon types that typically do 1d8 or less damage. However, the blades in the weapons do not have an edge but are squared off. Therefore, any weapon that would do 1d6 or more damage only does 1d6. Other weapons, such as a dagger, would still do their lesser damage amount. There are many marks on the stone, as it has been

used over many years. Priests will encourage the characters to try it.

Any player may attempt **one attack** on the striking stone. It is a DC 18 to leave a light mark. +5 or more will leave a heavy mark with a flashing spark. A critical hit will automatically leave a heavy mark. All weapons except daggers will do 1d6 plus applicable modifiers damage on a hit. Damage of 6 or more will result in a chunk of Obsidian breaking off. Any follower of Tempus may call on Tempus and make their attack with advantage.

If a character wants to use their own weapon, the priests will warn them that striking stone with a blade can dull or break it. If they still want to try, the stone has an AC of 18 and a damage resistance of 10. There is a 50% chance a slashing or piercing weapon will break, and a 15% change a bludgeoning weapon will break.

Treasure

Any chunk of obsidian obtained is worth 25gp. The character may elect to keep it. You also receive the story award **Respect of The House of Swords**.

Lore

After some time, an elderly man comes through the gates of the inner courtyard and moves toward your group. "Greetings, I am Vellard." He says. "Master Korial is otherwise engaged and has sent me to talk with you."

Depending on what the party discussed with Falva, Vellard will talk with them about each topic. Or they may bring up previously unmentioned topics

The artifact

- He recalls there was something quite a few decades ago. A man supposedly came to town and told multiple people he had a gift for Tempus, but he never visited the abbey that Vellard can remember.
- The man was purportedly around for a while, perhaps he worked in the mines? But he apparently moved on, they stopped hearing about him.

The invasion

- The defense of Glister is important to the abbey. The Priest-General has agreed to commit 20 priests to come to the town and assist in organizing and defending the wall. They will

arrive later this afternoon to organize people and prepare.

- In recent years, there had been news that the Burning Daggers were losing numbers. The abbey frequently sends out scouts, and over the last few years have seen little of the tribe nor heard much about them from anyone they come across.
- The townspeople must be prepared to take up arms; Tempus will guide their hands!

Encounter: Ogre!

This encounter takes place at any point when the party has left the main gates of Glister. It can occur as they are leaving or as they are returning. It is intended to occur after they visit the House of Swords. However, if they choose not to visit the house at all, have a council member suggest they go to the gates to check on the defenses on the wall.

As you approach the town gates, you hear a loud shout and running feet coming up the road to town. You see a short human female in bloodied leather armor round the corner with another human and an elf just behind her. The human stumbles and she turns to help him up. Two ogres come into view, closing on them. The first ogre reaches the female as she pushes the man to get up and moving. The ogre's club makes a crunching noise as it collides with her head and she crumples to the ground. The ogre pauses only a moment, then continues after the other two.

The female who went down is Sara, the guard master for Gos's caravan. The other two are wagon drivers. Sara is not dead, but is unconscious. A DC10 Wisdom (Medicine) check even from a distance will see her breathing and twitching slightly. She must make death saves at this point, and is approximately 60 feet away from the party.

The two **ogres** will attack anyone in sight. The few townsfolk that were working outside the gates hurry through the gates of the town. The party can choose to rush through the gates, leaving the waggoneers to be overtaken by the ogres, or they can rush out to the ogres, protecting the waggoneers. If they rush through the gates, they cannot get them closed before the ogres get there, so would still have to defend against the

ogres. After a round, a **half-ogre** also runs in to join the fight.

Adjusting the Encounter

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

- Weak: Remove 1 ogre, add 1 half-ogre
- Strong: Add 1 ogre
- Very strong: Add 2 ogres

If Sara survives through efforts of the party, award each player an extra 50xp for the encounter. She relays the following information (or a waggoneer if she dies).

- After leaving the meeting point on the road, the orcs marched off the road and onto a different trail.
- Many small conversations were going on among the orcs. As she speaks orc, they did not know she understood.
- They have been missing the artifact for many decades and fear Kossuth is angry with them. They have searched for it all this time, but until recently had no leads.
- Their tribe has diminished much, and they hope the diviner was right and that recovering the artifact will help them grow strong again.
- The orcs met up with a large group of ogres and another large group of orcs from the Burning Dagger tribe. Qo'Thuk, the clan chief was there as well.
- She fears they orcs may be enlisting the help of the ogres against the town!
- They escaped the orcs during some confusion and small scuffles when the clan met up with the ogres.
- They were almost to town when they suddenly came upon these ogres who searching for something just off the side of the road in the woods.
- She fears they may still attack, even if the artifact is turned over.

After talking with the party, she will proceed to go and find Gos and report in.

Development

Searching the ogres reveals a very crude map of the town of Glister and some indecipherable writing (it is not Giant). This map has secret markings on it that can only be seen using a candle behind it. The only person in town aware of this is Priest-General Korial, who will arrive later for the

preparations. Studying the map, an Intelligence (investigation) check reveals the following:

- DC12 It appears to be a crude map of Glister, the writing almost appears as chicken scratch.
- DC15 The map seems to also cover some of the area around Glister.
- Sara will recommend that the map be shown to the Town Council, maybe they will know more about it.

Sara intends to find Gos and report all she has learned to him. The waggoneers will make their way to a comfortable bed for a lie down.

Treasure

The ogres had 20 gp between them in various coins and gems, and a *potion of healing*.

The Spur's Forge

No one appears to be currently working the open forge just outside this two-story building. A light bell tinkles as you enter the building itself, you see amazing works of metal all on display as if in a museum. There are weapons of every style, and many intricate metalworks, including mechanical items and worked bridles. Every piece looks exquisite.

As characters enter, no one is immediately visible. After a minute or so, Bellows comes in from a back room humming to himself and sees the characters. He is very large and not very bright. His size is imposing, but not his demeanor. If anyone asks him any questions he just looks around nervously and calls out 'Quodri!'. She will appear from the back room a second later, holding a small screwdriver and a wind-up gear of some sort. Quodri Nili is the owner and smith here. She is a small gnome, and has a sleek, fit appearance. There is no bulk to her muscles, but characters observing her carefully can see her strength in every movement. She was in the back room having tea with Bellows and her brother Rodli, who just arrived on the caravan with players if they played **SCAR01-01 Corrupted Artery**.

Roleplaying Quodri Nili

Quodri is a female gnome, slightly on the small side. Her eyes are a piercing blue, and she changes her hair color at no set interval. Her size belies her strength and suppleness with working the forges. She is enthusiastic

and always has something she is tinkering with in her hands.

Quote: “Sure, I can ‘fix’ it, but a whole new one won’t have the stress fractures.”

Roleplaying Bellows

Bellows is a goliath who was taken in by Quodri. He is not very smart and knows very few words. He is untrusting of most people, and relies on Quodri a lot.

Quote: “Quodri nice to Bellows.”

Much of the information surrounding the artifact the orcs seek is encased in history and information specific to the Thar region. However, Quodri has actually done research into the Kiss of Kossuth. It has fascinated her ever since she came to Glister about 15 years ago. Depending on how persuasive the party can be, she will reveal varying amounts of information. Roll a Charisma (persuasion) check. If anyone befriends Bellows, they can roll persuasion with advantage.

- She relays that there is a great rift to the Plane of Fire deep beneath the caverns of the orc tribe and an actual ebony flame burning dagger there that is much sought after by Black Flame zealots, but is untouchable. The Kiss is thought to be a concession to the orcs for their defense and devotion.
- DC 14 she will tell them that the Burning Daggers warriors ritually scar themselves yearly by placing a red-hot dagger across their face, leaving a scar that gets uglier each year. As the ceremony involves all their warriors, they use many iron daggers of varying worth. Any wrought iron dagger can be used.
- DC 16 she also says that the “Kiss of Kossuth” is a black iron dagger with flames along the blade. It was rumored to have been given to the Burning Dagger orc tribe by a servant of Kossuth. It was also used in the ceremony on the leaders up until about 40 years ago, when it disappeared. They suspect some thief slipped in and stole it.
- DC 18 she also says the dagger was rumored to be cursed. Information she has gained seems to indicate that a human carried a dagger that fits the description through Glister a year or so after it had disappeared, but only showed it to a few people. No one knows what happened to him.

Town Records

If players opt to come here first due to proximity, you should put a sign on the door ‘Closed for Lunch’, to encourage them to come back later.

The office you walk into is littered with papers and folders everywhere. Cabinets are overflowing, a desk in the middle of the room is buried. Narrow paths of open floor barely allow enough room for your party in here. A halfling is reclining in a chair behind the desk looking up at the ceiling with an unlit pipe clenched in his teeth.

“Oh, hello!” he says, noticing you after a moment. “Welcome to the Records Hall. Well, office, really. Town Records, in any case. Err, how can I help you?”

The Town Records keeps track of commerce and people who stay for any length of time in town, or end up in front of the council, or in the jails, or are of any note in the town. It has been a quiet job most of the time because Glister is not a very big town. The records keeper is Coltus Briarcliff. He is willing to help the party as much as he can. If the party has already been to the House of Swords, they can relay some of the information they got there.

- He ‘filing system’ works very well, but he is the only one who understands it.
- After getting some information from the party, he goes to the back room, and ruffles through some stacks of paper and after about 5 minutes, pulls up some information on a man who was in Glister just over three and a half decades ago and brandished a ‘dagger on fire’ on multiple occasions.
- The man’s name was Taenbrok Jacus. His file reports that he had a few infractions and run-ins with the town sheriffs.
- According to reports, he did have a flaming dagger with him. He also seemed a very troubled person. He always appeared tired and drained.
- One report claims he was going to present the dagger to Tempus. It says he claims he called on the temple many times. There is no mention if he gave the dagger over to them.
- The last report says he was in the Lodestone Tavern drinking heavily and claiming that his dreams had shown him fiery depths and dark recesses of the world. The local sheriff had to

ask him to leave for being rowdy, and there are no more reports of him after that.

Roleplaying Coltus Briarcliff

Coltus is very amicable and friendly, but also very laid back. His filing system is only understood by him and appears to be a wild mess to everyone else. He enjoys a good conversation, but can easily be distracted by his own thoughts.

Quote: “Yes, of course. I can do that for you! What were we talking about?”

Hall of Luck

The House of Tymora (Hall of Luck) is closer to the mining district of town. It caters to the hopefuls in town who are sure that Tymora looks after them.

Approaching the Hall of Luck, you see miners sitting outside in discussions and games of chance. A priestess moves among them talking with some, laughing with others. A high elf with a coy smile walks up beside your party glancing at the priestess and making the comment, “she ministers to them through us. The mines are dangerous, but with the luck of the Lady behind them, they stay healthy. They find new seams, avoid the collapses, and avoid black lung.”

This is Rolaer Dolan, a priest of the Hall of Luck. He will listen intently to anything the party tells him and has the following information to relay:

- Orcs are bad business. The town will need the luck of the Lady if they attack.
- He remembers the flaming dagger and the man who possessed it. He seemed a very weary and troubled person. He visited the Hall of Luck on many occasions, seeking healing from his weariness.

A DC 13 Wisdom (Insight) check will reveal that Rolaer knows more than he has said. He can be persuaded to tell more with a DC 14 Persuasion check, made with advantage if at least 1 gold is given to him. He will reveal:

- The man secretly confessed to have stolen the dagger while in Thar.
- The dagger was stark black. Hilt, blade and guard. Anytime it was unsheathed, flames leapt along the blade.

The more Rolaer learns about the situation, the more concern shows on his face. Before the party

leaves, he bids them wait a moment. He goes into the temple and returns in a moment and hands over a **Stone of Luck** to the most engaging party member. If there are any worshipers of Tymora, they are the obvious choice, otherwise, he gives it to anyone who gave him gold or persuaded information out of him. He tells them all, “may Tymora guard us all and give you her blessings”.

Roleplaying Rolaer Dolan

Rolaer is a thin and pale high elf, he stands 5’2” and has green eyes, but has silvered hair. Pulled back into a tight knot, it is reflective, giving it a mirror-like quality.

Quote: “A gift to the Lady will see your path through another day.”

Treasure

Rolaer gives the group a **Stone of Luck**.

A little Gamble

Time permitting, the players may be interested in trying their hand at one of the various games going on. If so, you can offer them to participate in the dice game, “Last One Standing”. Rolaer will gladly run the game for them.

Each player picks a number 5, 6, 7, 8, or 9 (two players can pick the same number). Each player takes a turn to roll two dice. If your chosen number shows up, you are ‘out’. If on your turn, you roll doubles (both dice show the same number), you are also out. The last person still ‘in’ wins. If the last people are eliminated at the same time (e.g. 3 people had 6 and 6 is rolled), then no one wins and the pot grows.

Players may wager 1 to 5 silver pieces, if miners play, or gold pieces if playing with each other.

Reporting Back

Once the players have gathered as much information as they can, they can report their findings to the council. The council members are still in the Town Hall and are meeting with various groups within the town to establish any other information.

Despite all the information the characters gather throughout town, nothing produces the artifact itself or its whereabouts. The council fears the orcs will deliver on their promise.

If shown the map, the council will ponder its meaning. They think maybe one of the priests of Tempus may know more about it.

The party will be rewarded their 100 gp. They will also be asked to help the House of Swords in any way they can. In return, the council will give them another 100 gp.

Part 3: Preparations

Expected Duration: 45 minutes

Key Plot Point. Decide how to help the city prepare for the coming threat of the orcs.

There is much tension in the people moving about town. Many have not dealt with an orc invasion before. Those who have, have not seen one in some time. Most people seem lost and unsure about what to do.

The sudden sounds of thudding feet marching in unison become audible. In just a few moments, they are loud and resounding about the green. From the gates come a column of men and women in armor and white tabards with a flaming sword on their chest. While most are human, the rest are a strong mix of all races.

At the head of the column is a blue dragonborn with a silver circlet surrounding the helm on his head. Priest-General Sorrep Korial himself has come to aid Glister!

The priest-general will stop his troops on the green, and salute any council members present. At this point, the council should introduce him and the characters to each other. They will then turn the defense of Glister over to Korial.

Roleplaying Sorrep Korial

Sorrep is a large and intimidating blue dragonborn. He has been in charge of the House of Swords for many years. He is no nonsense and blunt and straightforward. His biggest fault is his desire for the fight. He wants to be in the front line of any fight going on, for the greater glory of Tempus.

Quote: "We will make Tempus proud this day and every day!"

While Korial wants nothing more than the oncoming fight, he also realizes the town must be prepared. He asks the characters what they can do to help. As they are talking, they are joined by Rolaer Dolan and Quodri Nili. Take into consideration any suggestions the characters make, as well as the suggestions below.

Successes in preparations add conditions that may affect the characters while they are in battle. They may not be aware of how these successes

will impact them until it happens. For example, aiding the Temples will get them an unexpected healing in combat. The full explanation of each condition is listed in part 4. You do not need to tell players if they pass or fail at their tasks, but can roleplay out the thanks from the various groups being helped.

The Forge

Quodri offers to sharpen any weapons. Anyone who wants, can offer to assist in the forge. A DC 12 Strength (Athletics) check succeeds. Anyone with a skill relevant to forges can make the check with advantage.

Success provides the **Sharpened Edge** condition to all party members. Add a d4 to their first weapon damage.

The Walls

Korial suggests the walls should be checked and any weak places should be shored up today so it can settle before tomorrow. A DC 14 Intelligence (Investigation) check succeeds in finding and fixing some spots.

Success provides the **Solid Ground** condition to all party members. Grappling hooks are unable to pull down sections of the wall.

The Temples

Rolaer mentions that both the Hall of Luck and the House of Auril's Breath should prep to receive and care for wounded. They would welcome assistance from anyone willing. A DC 12 Wisdom (Medicine) succeeds in helping prepare bandages and beds in one of the temples.

Success provides the **Toss a Heal** condition to the character. Characters or their party will receive a Healing Word at level 2 from a nearby cleric during combat.

The People

Korial states that the people of Glister are not fighters. But they need some basic weapons skills, for they will need to take up arms if the orcs are to be fended off. A DC 15 Wisdom (Survival) check succeeds in teaching some basic weapons skills to many villagers.

Success provides the **Help a Friend** condition to the character. It provides one Help action to each character involved in melee combat.

A Mission in the Dusk

Shed a Little Light

Note that this interaction and encounter may not ever occur if the characters do not find the map or do not present it to Korial. If the map never came out, you can proceed to 'Rest'.

If the characters show the map to Korial before setting about preparations, he will look at it for a moment, then ask if anyone has a candle. If no party member has a candle, one of the nearby priests produces one.

Korial asks two of you to hold the four corners of the map. He lights the candle with an uttered word and then proceeds to carefully pass it under the map. Slowly, more lines appear under the chicken scratch lines, forming words in Giant. Other markings also appear indicating specific points around Glister.

"Hmm," mutters the dragonborn. "I must study this."

Korial asks the players to see to the preparations and then to return to him once they are done. If the preparations are already done, he asks the players to give him a few minutes with the map. They can get a short rest at this point, if they need one. Once ready, and preparations are done, return here.

Korial says, "The map indicates something above the town, but I can't tell what. I need a group to go and find this trail indicated here and recon the Eastern slopes."

Finding the Path

This mission will be in the dusk, so there will be dim light in effect. If the characters accept, they are given directions to a path about a half-hour's walk that leads up into the mountains. It will still take a DC 16 Wisdom (Survival) check to find the small game trail. Each failed check will take them an additional 15 minutes, with it getting darker. If they fail more than twice, it will be dark with no light, instead of dim light.

Following the trail will take them up a steep path climbing the side of the mountain, but under cover. They will occasionally need to use roots or small trees to proceed up the path.

After climbing for about 45 minutes, anyone with a passive perception of 14 or higher hears a

conversation coming from just above them. The conversation is in orc and is not particularly quiet. To get surprise on the upcoming encounter, the party needs a group Dexterity (Stealth) check of 13 or better. The orcs are not expecting anyone to know they are here.

As you crest the top of part of the path, you see it descends again to a small clearing ahead. Two orcs and a larger orc in plate armor sit here in the dark, having a conversation, though about what baffles even those who speak orc.

If the party does not have surprise also read the following

The larger one suddenly sniffs the air, stands and looks in your direction.

There are two **orcs** and an **orog** in the clearing. They are here to guard the path and will fight to the death. While the players have the high ground, part of the hollow has a steep drop-off on the other side. One of the orcs will focus on trying to push characters off that drop-off. Any player going over the side attempts a Dexterity (Acrobatics) or Strength (Athletics) check to avoid a long fall. The climb DC in all cases is 10, as there are many scrub bushes and branches on the hillside, but it is very steep.

- DC 20 to grab a tree and swing themselves back into the clearing
- DC 15 -19, the character grabs a loose root to stop from falling. It will take half of their next move to scabble up and back into the clearing.
- DC 10-14, the character fell 10 feet, took 1d6 bludgeoning damage and landed in a prickly bush. They must use their action to get free of the bush and use their move to climb 10 feet back to the clearing.
- Otherwise, the character falls 30 feet to a ledge and takes 3d6 bludgeoning damage and is prone. It takes 30 feet of climb movement to get back up. Consider adjusting this to 20 feet for very weak parties.

Adjusting the Encounter

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

- Very Weak: Remove 1 orog
- Weak: Remove 1 orc
- Strong: Add 1 orc

- Very strong: Add 1 orog and 1 orc

Development

If the players search the orcs, they find a note in orc on the orog. If any character reads orc, it reads, "Keep to your post! Make sure the lazy ogres are ready. We will recover what is rightfully ours!"

Treasure

The orcs have nothing, the orog has 15 gp and a gem worth 20 gp.

Ever Onward

The trail continues out of the hollow on the other side. If the characters continue forward, read

The trail continues onward and eventually ends at a low rise that leads to a sheer cliff. Just over the edge you can see lights far below; you are above the town of Glister!

The town itself is now in darkness with many fires lit as people are continuing to prepare. A Wisdom (Perception) check DC12 or a passive perception of 12 reveals a large boulder just this side of the rise and a sound of snoring coming from behind it.

On the other side of the boulder, two **ogres** are in repose, sleeping off the tiring exercise of having recently climbed up here. The party needs a DC 10 Dexterity (Stealth) group check to not wake the ogres, and they will get a surprise attack round on them. If they instead decide to tie them up or otherwise try to capture them, they will get the surprise round, but any actions against the ogres will wake them.

Adjusting the Encounter

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

- Weak: Remove 1 ogre, add 1 worg
- Strong: Add 1 worg
- Very strong: Add 2 ogres

Development

An DC 12 Intelligence (Investigation) of the area shows that the boulder appears to be poised in such a way that two strong creatures could easily roll it over the rise and it would roll down the slope in front of it and fall onto the town below,

wreaking havoc. If the ogres are captured, they will simply be honest and say they were told to push the boulder when they are given the signal. If asked when the signal would come, they respond, when we hear it. They just know their job, and nothing else much. They also know they are still tired from walking up here, and may in fact fall asleep while being questioned.

At this point the characters have found a great threat that needs to be reported back to Korial! They need to start making their way back down now in order to reach the valley in a timely manner.

Treasure

The ogres have 20 gp between them.

Reporting Back

Once the characters bring the information back to Korial, he contemplates it for a minute.

If the players found the ogres and boulder, read the following

"I would guess there are more boulders perched up there. I will send out a team to the other side of the cliffs tonight, Tempus go with them. Now that we are aware, we can be prepared. If ogres are already up there, they may not even wait to ask for the artifact. We will move everyone not fighting into the mines tonight, under cover of the darkness we now have."

If the players did find the orcs, but did not find the ogres or boulder, read

"Curious and unsettling. Why would the orcs be up there? I will send a team to the other side to see if there is a similar group there."

The characters have now stopped the deaths of a great number of people and receive the **Over and Above** story award. Korial's men will take care of two groups of ogres, but not without casualties. They return by the following dawn with two of their party dead.

Rest

At this point the characters are told that they should get some rest and will be called when needed. The priests will keep the watches this night. Players get a long rest here.

Part 4: Orcs at the Gate

Expected Duration: 45 minutes

Key Plot Point. As things come to a head, the characters must decide how best to assist the town in defending itself.

The players should have a long rest by this part and they may have **battle conditions** as well. See the Battle Conditions section for more information.

After a long evening and late night of many preparations, you were finally able to get some much-needed rest. At mid-morning, a runner finds you. The orc host is marching into the field outside the gates. They have a contingent of ogres with them as suspected. You are being asked to join Korial, Gos, and the council on top of the wall.

Party members may be in various places at this point, as it is mid-morning. They could already be on the wall, or looking in on various other activities, or they could be waiting in the common room. They all come together on top of the wall, taking a position beside Gos.

Anyone taking stock of the council members will notice that Adalard is absent. If anyone is asked, they will reply that he probably had a “late night”.

Looking out over the wall, you see a large mass of bodies. Many ogres are intermixed with the orcs. Various banners and flags are displayed over different groups, but a gray banner with a black dagger pointing down encircled by flames is everywhere. As the last orcs move in, a small contingent break off and approach the gates with Lorpek, the herald of the Burning Daggers, and a large ogre in the middle.

“Glister! Our diviner points to you as the obstacle blocking our path to the artifact. We demand it back! We will take it by force if you do not give it.” Lorpek looks along the wall and spots Gos. He shouts something in orc. [if characters speak orc, translate: “Would you betray your tribe for these? Can you not make them give us Kossuth’s Kiss?”] A grim look settles on Gos’ face as he makes no reply.

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 will wait for a reply. It may come from Korial, Gos, or the party members. Either way he will be enraged when the dagger is not returned. Read

As if expecting no response, Lorpek motions to the ogre beside him. With an evil smile, it raises a horn to its lips and blows a long loud note. The host behind them bang their weapons together and look up at the cliffs over Glister. Turning to follow their gaze, you see huge boulders come rolling over the cliffs high above and falling to the town.

If the players completed **Mission in the Dusk**, then read the following.

Four large boulders descend upon Glister, and tear through the town, leaving destruction in their path. Dust and dirt rise in a cloud over the city. Korial nods at you knowing that many lives have been saved by your foray into the woods. He turns to look at Lorpek and for a moment you see hesitation in the messenger’s eyes. Then, drums sound behind him and the host outside rushes the walls.

If the players did not complete **Mission in the Dusk**, or they did not find the ogres and boulder, read

Seven large boulders descend on Glister. Panic sets in as people who felt safely behind the wall suddenly find themselves in the path of crushing death. Before you can even react, the boulders have left a path of destruction. You see buildings collapsing and dust and dirt rising in a cloud over the city. With a great cry and an up-thrust fist, drums signal the host outside to rush to the walls.

To Battle!

Let the players take a minute to assess what has happened. The following is discernable:

- Korial will send some runners to help determine the extent of the damage in town. He needs the characters to help in the battle!
- Lorpek joins a contingent of orcs near the sally gate. Parties that wish to assault Lorpek will be able to, using the sally gate encounter.
- Orcs appear to be using grappling hooks on the right side of the wall. With enough force, they

may pull sections out. Korial thinks someone could use the sally gate to launch a sneak attack and disrupt them.

- Orcs are charging the walls with ladders, attempting to climb up and over. They need to be knocked back down.

If the players did not complete Mission in the Dusk

- One of the boulders has crashed into the wall, taking out the upper walkway and weakening the lower section. They could use a hand to fend off the invaders and get some posts into place.

Battle Conditions

Depending on how the players helped prepare the town, they may receive certain boons in battle. One or more of the following Battle Conditions could have been earned. Some apply to an individual and some to the party.

Sharpened Edge

Applies to all party weapons, regardless of damage type.

As you draw your weapons to enter the fight you feel the keen edge on your blade and know that Quodri is possibly the best weaponsmith you've met.

Boon add 1d4 of damage to the first damage from each melee weapon when an attack with that weapon hits. This does not apply to arrows.

Solid Ground

Applies to walls.

Watching a hook come over the wall, you see the stone does not give at all as the hook is drawn tight.

Boon walls have an extra +2 to their DC or Damage Threshold.

Toss a Heal

Applies to party.

A surge of healing power washes over you. As you look around, you see a cleric from one of the temples waving as she dashes past.

Boon one party member receives a heal from a temple cleric during the battle. This can be used once for *each character* that received this Battle Condition. The DM should use good judgement when enacting this boon. This can really revitalize a weak party.

Help a Friend

Applies to all party members.

As you move to take a swing, one of trainees from last night steps up and distracts your target, giving you an advantage against your distracted foe!

Boon each party member can get one Help action in melee combat or while casting a spell with an enemy adjacent to them.

Choose Your Story

The players should choose one encounter as a team from the following list. Each encounter is roughly the same in difficulty so that they may freely choose quickly without much deliberation. The encounter should be very hard, but not impossible to overcome, especially if the players have Battle Conditions.

Once the players finish their encounter they should report back to Korial, who lets them know that the battle is going in their favor and the orcs have been fended off.

Encounter – Breach in the Wall

A boulder has severely weakened this section of wall and the upper portion of it has collapsed. The wall has about a 10-foot gap in it filled with rubble and orcs are trying to both move aside the rubble and rush into the opening and attack the defenders.

A group of 3 **orcs**, an **ogre**, and an **Orc Blade of Kossuth**, and an **orc Spark of Kossuth** are attacking at the gap. Everything within 10 feet of the gap is difficult terrain. Piled rubble leads up to the gap, which is about 8 feet off the ground.

Tactics

The ogre will attempt to shove anyone within 5 feet of her and then loose a chunk of wall to continue to tear down the gap. The orcs try to guard her as she does this. On a DC Strength (Athletics) 17, she pushes a piece loose and it will fall into anyone standing on the rubble leading up to the breach. If the characters have the **Solid Ground** battle condition, the DC is 19. A DC 15 Dexterity (Athletics) is needed to avoid the stone, otherwise, one character takes 4 (1d8) bludgeoning damage.

If 5 pieces of the wall are successfully pushed loose, another orc will join the battle and directly attack the party.

Adjusting the Encounter

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

- Very Weak: remove 1 Orc Blade of Kossuth and 1 ogre, add 1 Orc Claw of Luthic
- Weak: Remove 1 ogre, and 1 orc
- Strong: Add 1 ogre
- Very strong: Add 2 ogres

Encounter – Climbing the wall

A group of orcs with ladders are scaling the wall, 8 orcs, 2 orog, an **orc Spark of Kossuth** and two ogres will try to make the top of the wall. Players must defend the top of the wall. As an action, a player can make a DC 20 Strength (Athletics) check to push a ladder away from a wall. Players get advantage on attacks against orcs on top of a ladder. Regular climb speeds apply.

Each person who successfully aided in any town preparation is awarded an **Alchemists Fire** to use on the ladders and climbers.

Tactics

For this battle, there are 4 ladders; 3 orcs and the Spark of Kossuth will stay at the bottom of the ladders and use readied actions to hurl javelins or spells at any defender trying to push a ladder over. At the top of each odd numbered round (1, 3, etc.), two grappling hooks are thrown over the wall and pulled taut by ogres. The ropes on these can be cut, they have AC 12, 5 HP. On the even numbered rounds (2, 4, etc.), the ogre uses its action to make a DC Strength (athletics) check of 17 to pull a piece of the wall loose. If the characters have the Solid Ground battle condition, the DC is 19. If 3 or more blocks are pulled from the wall, the top becomes difficult terrain.

Characters may also try ranged attacks on the ogres. Any damage of causes the ogre to make a constitution save at a DC of half the damage or 10, whichever is more. On a failed check, the ogre loses its grip on the rope for one round.

Any time a ladder is toppled, any orc on top of a ladder falls and takes 1d6 bludgeoning damage for every 10 feet, maximum 20 feet, or half that on a DC 15 Dexterity (Acrobatics) check. On the next initiative count of 20 a new ladder is added in its place.

Adjusting the Encounter

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

- Very Weak: Remove 3 orcs, remove 1 orog
- Weak: Remove 1 orc and 1 orog
- Strong: Add 2 orcs
- Very strong: Add 1 orc and 1 orog

Encounter – Sally Gate

The players can attempt to exit by the Sally Gate and sneak up on a line of orcs at the bottom of the wall. There are 3 orcs, an **ogre**, an **orc Spark of Kossuth**, and Lorpek (**Orc Blade of Kossuth**) here, defending others holding ladders or throwing grappling hooks. If the party attempt to sneak up, they need a party Dexterity (stealth) check of 13 or better.

Once your foes are defeated, the orcs holding the ladders and climbing the ladders are no longer as well guarded. NPCs on the walls can shoot them easier with arrows, successfully defending the wall.

Adjusting the Encounter

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

- Very Weak: remove 1 Orc Blade of Kossuth, add 1 Orc Claw of Luthic
- Weak: Remove 1 ogre
- Strong: Add 1 ogre
- Very strong: Add 2 ogres

Report In

As you come back to report to Korial, there is a gleam in his eye. "The battle is well fought! Almost, too easily, even. We have stayed the enemy and they are pulling back. Surely Tempus is with us this day. Come, join me on the wall."

He leads you to the top of the wall. The ground below is covered in bodies and the orcs have pulled out of bow shot. Qo'Thuk, the orc chieftain, is standing in front of his troops, looking tired but still strong. AOs you are watching, he sends an orc to the edge of the field. She drives a standard firmly into the ground and walks back to Qo'Thuk.

Korial looks puzzled for a second, then makes a rude retort. "They plan to siege! They never sodding intended to win the battle in the first place. They're going to starve us out!"

At this point Grixia and Karathia join them on the wall, and share the following news.

- Adalard will not be joining them. He was at his mansion when the boulders fell, and he was crushed inside his home.
- Some of the granaries were crushed by a boulder. With that and the missing wagons, our food supply will be short in less than a week.
- The thundering impacts of the boulders caused the weak mine tunnel to collapse. Some were injured, and some others were lost in the cave in.
- The collapse exposed a hidden passage that seems to lead deeper into the mountains. No one knew it was there or where it goes.

Conclusion

The party has helped the town discover information about the Kiss of Kossuth and helped prepare for and defend against the attack of the Burning Daggers. The council is down one member, but is grateful to the characters for all they have done.

Now the orcs are playing the waiting game, while there appears to be more under the mines than anyone knew. The council and Master Korial consider the strange tunnel wonder if it might provide an answer. The council may yet have another job for the party. The adventure is continued in the next SCAR module!

Treasure

The party is awarded 100 gp for all the help they leant in preparations and during the battle.

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 Min: 900 / Max: 1,200

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
Orc	100
Orog	450
Ogre	450
Orc Claw of Luthic	450
Orc Blade of Kossuth	1,100
Orc Spark of Kossuth	450

Non-Combat Awards

Task or Accomplishment	XP/Character
Saving Sara	100
Champions Challenge	100

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
Ogre!	20
Investigating payment	100
Chunk of Obsidian	25/ea
Mission in the dusk- orcs	35
Mission in the dusk- ogres	20
Payment for fighting	100

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*.

Stone of Good Luck

Wondrous Item, uncommon (requires attunement)

This smooth stone has a rainbow of colors throughout its opaque surface, and a small hole in one end such that it could be put onto a necklace or leather thong. While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws. 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 awards:

Respect of The House of Swords. The priests of Tempus respect those who show the ability to resolve issues with a weapon. You have impressed them by carving off a piece of the Striking Stone. You may call upon the House of Swords in Glister and get the same services as provided by the Acolyte background. Copies of this information can be found in **Player Handout G: Story Awards**.

Over and Above. You have saved the lives of many people in Glister by your recon mission and the knowledge gained. Everyone in the town knows of your deeds and shows you respect. You gain advantage on Charisma skill checks when dealing with anyone in the town of Glister. Copies of this information can be found in **Player Handout G: 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.

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.

Adalard DeMourne. Human minor noble who is council member as Lands Master of Glister. He is typically drinking and complaining of being in Glister.

Grixia Soulbane (*Gricks-ee-ah*). High elf who is a council member as Mines Master of Glister. She is a working council member, and feels she needs to oversee many of the issues that go on in the mines.

Karathia Newhouse (*Car-aye-thee-ah*). Human female who is a council member as Crafts Master of Glister. She tries to be the mediator within the council and tries to balance everything as best she can.

Taenbrok Jacus (*Ten-brock Jay-cos*). Human who purportedly brought the Kiss of Kossuth to Glister many years ago. Not much is known about him, except he seemed a very troubled soul.

Rolaer Dolan (*Roll-air DOH-lan*). High-elf priest of the Hall of Luck (Tymora). He is probably the oldest living member of Glister.

Master Sorrep Korial. Dragonborn high priest of the House of Swords. He is revered and feared both in Glister and in the temple itself.

Quodri Nilin. Smith at the Spur's Forge. She is very fastidious in her work, and does very intricate, detailed work. Her small size and delicacy in her work can easily fool people into thinking she is not strong, but she is very strong.

Appendix B. Statistics

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

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

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage.

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 (orc), 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, Orc

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.

Orc Spark of Kossuth (Eye of Gruumsh)

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 11

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.

Kossuth's Flame. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

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

Cantrips (at will): guidance, resistance, thaumaturgy

1st level (4 slots): bless, command

2nd level (2 slots): augury, spiritual weapon(spear)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 3 +1d8) piercing damage or 12 (2d8 +3) piercing damage if used with two hands to make a melee attack.

Appendix C. Player Handouts – Adventure Hooks

Player Handout 1: A Fair Fare

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!

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!

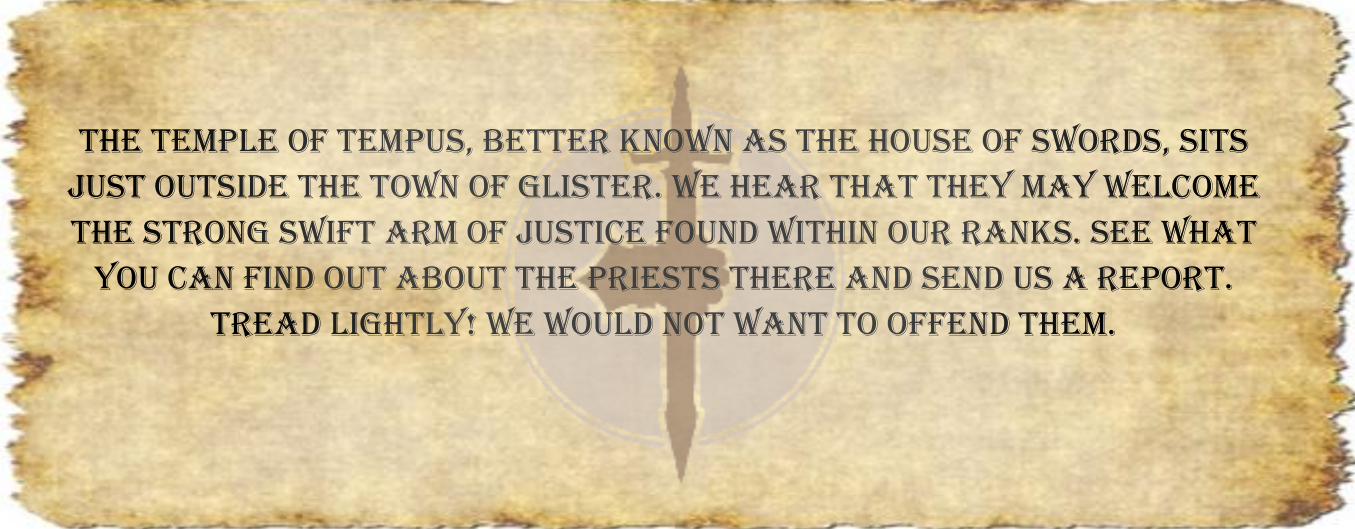
Player Handout 2: Harpers

Glister has recently become of interest to many people. A lot of new trade there has bolstered the interest of less-than-reputable sorts. Seek out a contact who knows what fair really means. Perhaps a good inn keeper...



Connections. Glister has recently become of interest to many people. A lot of new trade there has bolstered the interest of less-than-reputable sorts. Seek out a contact who knows what fair really means. Perhaps a good inn keeper...

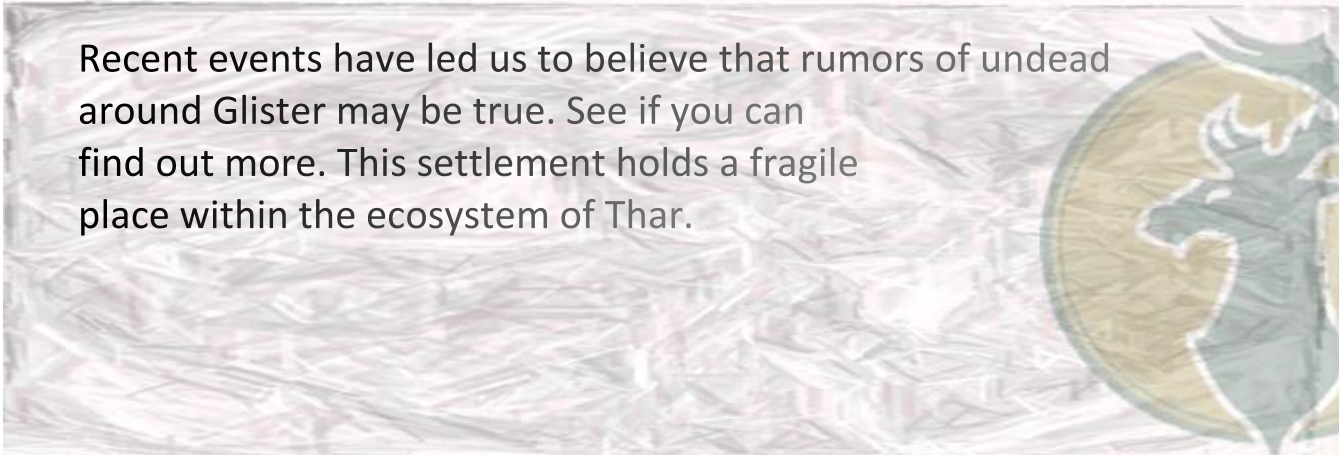
Player Handout 3: Order of the Gauntlet



THE TEMPLE OF TEMPUS, BETTER KNOWN AS THE HOUSE OF SWORDS, SITS JUST OUTSIDE THE TOWN OF GLISTER. WE HEAR THAT THEY MAY WELCOME THE STRONG SWIFT ARM OF JUSTICE FOUND WITHIN OUR RANKS. SEE WHAT YOU CAN FIND OUT ABOUT THE PRIESTS THERE AND SEND US A REPORT. TREAD LIGHTLY! WE WOULD NOT WANT TO OFFEND THEM.

Justice in Tempus. The Temple of Tempus, better known as the House of Swords, sits just outside the town of Glister. We hear that they may welcome the strong swift arm of justice found within our ranks. See what you can find out about the priests there and send us a report. Tread lightly! We would not want to offend them.

Player Handout 4: Emerald Enclave



Recent events have led us to believe that rumors of undead around Glister may be true. See if you can find out more. This settlement holds a fragile place within the ecosystem of Thar.

Undead Near Glister! Recent events have led us to believe that rumors of undead around Glister may be true. See if you can find out more. This settlement holds a fragile place within the ecosystem of Thar.

Player Handout 5: Lord's Alliance



WORD HAS REACHED US THAT THE TOWN OF GLISTER
MAY BE IN TROUBLE FROM NEARBY ORCS! GET IN
THERE AND LET THEM KNOW THAT THE ALLIANCE IS
MAKING CONNECTIONS AND WORKING TO FIND OUT MORE.
HELP ANY WAY YOU CAN.

Glistner Threatened. Word has reached us that the town of Glistner may be in trouble from nearby orcs! Get in there and let them know that the Alliance is making connections and working to find out more. Help any way you can.

Player Handout 6: Zhentarim

What makes this town tick? They have needs, surely. Do our supply chains have what they need, and at the right price? Search out the town and see where a good contact may be made for a base of operations.

Just a little off the top. What makes this town tick? They have needs, surely. Do our supply chains have what they need, and at the right price? Search out the town and see where a good contact may be made for a base of operations.

Appendix D. 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

Respect of The House of Swords

The priests of Tempus respect those who show the ability to resolve issues with a weapon. You have impressed them by carving off a piece of the Striking Stone. You may call upon the House of Swords in Glister and get the same services as provided by the Acolyte background.

Over and Above

You have saved the lives of many people in Glister by your recon mission and the knowledge gained. Everyone in the town knows of your deeds and shows you respect. You gain advantage on Charisma skill checks when dealing with anyone in the town of Glister.

Appendix E. Player Handout – Magic Items

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

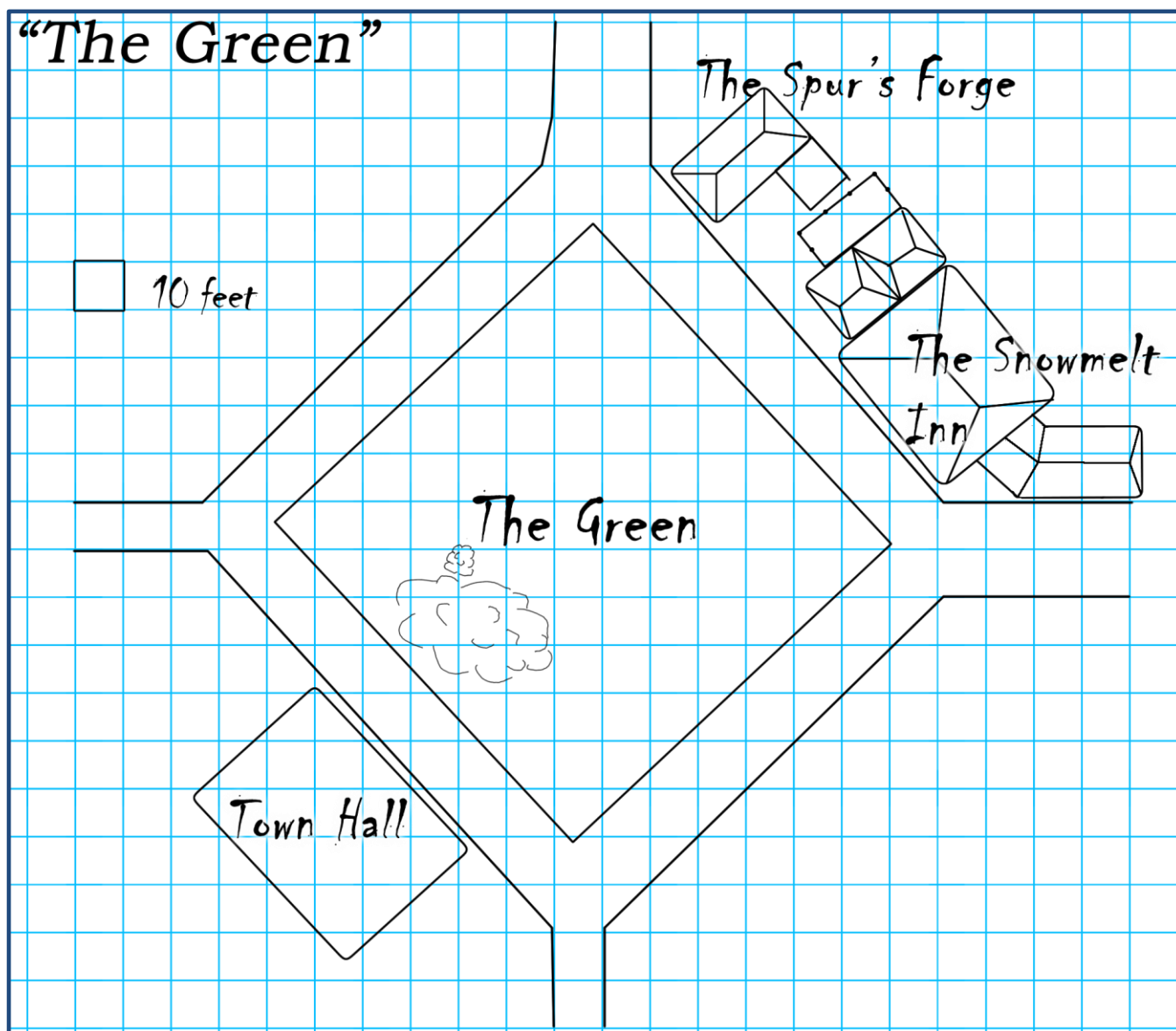
Stone of Good Luck

Wondrous Item, uncommon (requires attunement)

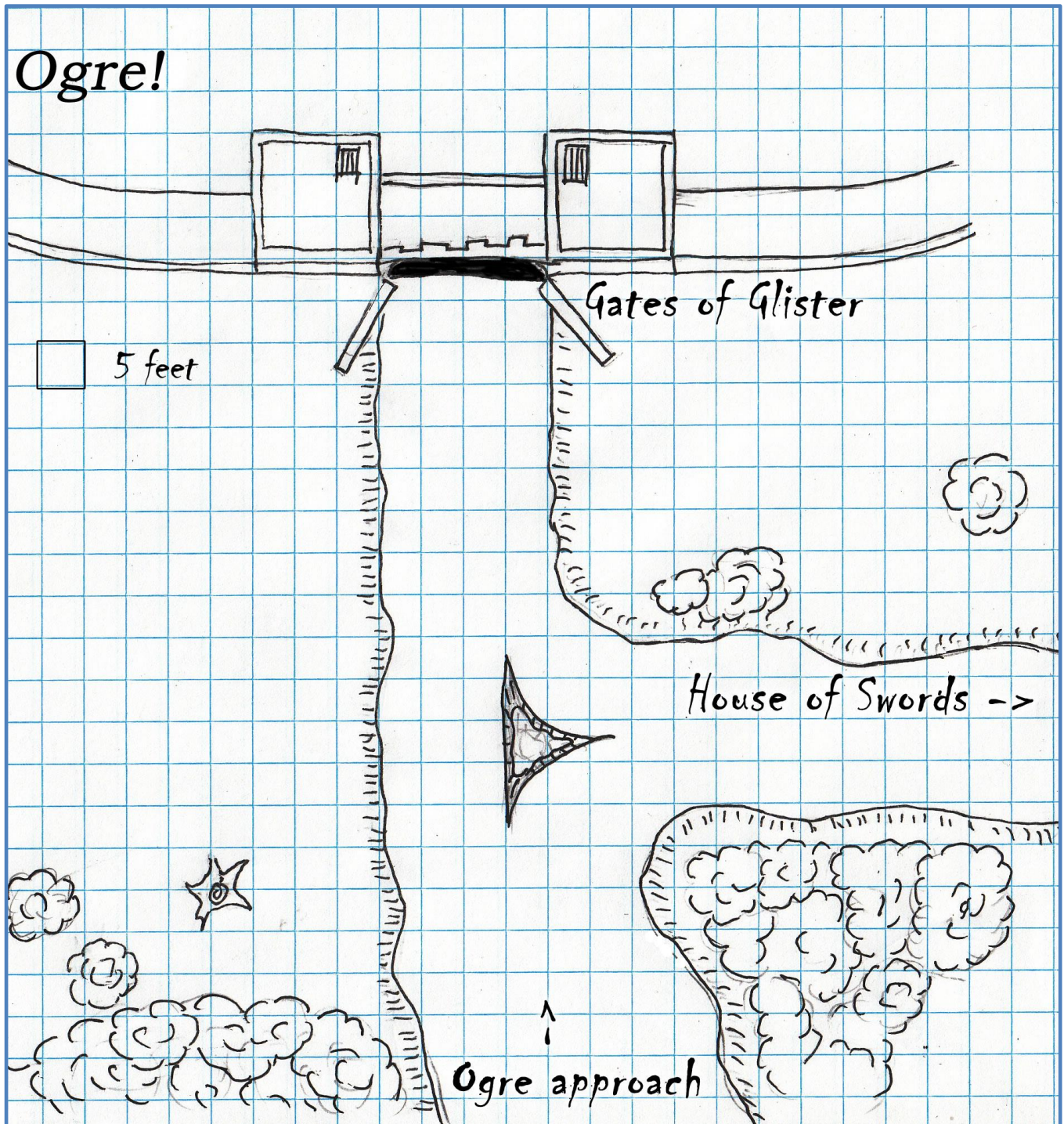
This smooth stone has a rainbow of colors throughout its opaque surface, and a small hole in one end such that it could be put onto a necklace or leather thong. While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

Appendix F. Maps

Map 1 – The Green



Map 2 – Ogre Encounter



Wall Breach

 5 feet

