

Adventure Module CCC SALT 1-2

Moor Trouble

A Two-Hour Adventure for 1st-4th level characters

By Derek Gray
Adventure Designer



In the ruins of Hawksroost an expedition sets out, with a key of ancient origins in hand they must into the wilds of Thar. With nothing more than dreams portending the path, will the characters be able to avoid the Man Slayer tribe that destroyed the first expedition and locate the tomb that they have been searching for without getting into Moor Trouble?

Version 1.0

Moor Trouble

After the first expedition to locate an ancient tomb was prematurely ended by monsters, the Search and Locate Treasure Consortium is doubling down. Camp established, they are looking for adventurers to make their dreams come true, but the leader of the Consortium is hiding something. Will the characters be able to avoid the Man Slayer tribe that destroyed the first expedition, help Larazmu settle his internal struggles, and locate the tomb that they have been searching for without getting into Moor Trouble?

*A Two-Hour Adventure for 1st-4th level characters
Optimized for five 2nd level characters*

*By Derek Gray
Adventure Designer*



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CCC SALT1-2 Moor Trouble

Introduction

Welcome, to *Moor Trouble*, a D&D Adventurer's League™ adventure and part of the *Convention Content* for *SaltCon 2017*.

Though optimized for five characters of the second level, characters from level one to four may participate. Characters outside this range cannot take part in this adventure.

The adventure takes place on the Moonsea on the road north of Phlan in and around the region of Thar, in the Forgotten Realms campaign setting.

The D&D Adventurers League

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

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

Preparing the Adventure

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

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read the adventure, taking notes of anything you would like to highlight or remind yourself while running the adventure, such as a way you would like to portray an NPC or a tactic you would like to use in combat.
- Get familiar with the monster statistics in the Appendix.
- Gather any resources you would like to use to aid you in running this adventure, such as notecards, a DM screen, miniatures, player handouts, and battle maps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Armor Class

- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

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

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

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

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the optimized level.

Exclusively for combat and trap encounters, these modifications are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure was **optimized for a party of five 2nd level characters** and has adjustments for groups of various levels by using the below method.

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

You have now determined the average party level (APL) for the adventure. To figure out the party strength for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL 1	Very weak
3-4 characters, APL 2	Weak
3-4 characters, APL 3 or 4	Average
5 characters, APL 1	Weak
5 characters, APL 2	Average
5 characters, APL 3 or 4	Strong
6-7 characters, APL 1	Average
6-7 characters, APL 2	Strong
6-7 characters, APL 3 or 4	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for different party strengths. You are not required to use the suggested changes and adjustments may not be indicated for your particular group.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life.

The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, be sure as you maintain the original spirit of what's written. Remember, you are the *final* arbiter of the game's rules.

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

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players do not finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the session's pacing accordingly.

Keep the Adventure Moving. Feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat and role-play

interactions without getting too frustrated over a lack of information. The Dungeon Master's Guide has more information on the art of running a D&D game.

Spellcasting Services

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

Spell services available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. A character may purchase a **maximum of three spells per day total** unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

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

Acolyte Background

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

Acolytes can call upon spellcasting services in and around the three towns as follows:

Phlan (SALT1-1). Kelemvor

Camp (SALT1-2). Ilmater

Hawksroost (SALT1-3). Ilmater

Death and Recovery

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

Death

A character killed during the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell or similar magic. The penalties that accompany being brought back with a *raise dead* spell linger until the character has taken all the long rests during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Dead Character Pays for Raise Dead. The party can take the dead character's body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp. The body must be mostly whole. No organs or limbs may be missing.

Character's Party Pays for Raise Dead. As above, except that other characters may pay for some or all of the 1,250 gp for the *raise dead* spell. Other characters are under no obligation to spend their funds to bring back a dead party member.

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

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

Adventure Background

The half-orc Larazmu and Norwood Sorrim, the God Whisperer, founded the SALT Consortium (Search and Locate Treasure) to explore the ruins of an ancient tomb Larazmu learned of while studying in Candlekeep. Larazmu sought to invest into rumors of hidden treasures in the northwestern region of Thar. Sorrim saw this as an opportunity to create a permanent shrine to Ilmater in the hometown of a prominent figure in the church, Daern of Hawksroost. Little did they know that the Tomb of Kered was only a façade to hide the entrance to the Broken Halls of Goldahroud.

Series Synopsis

The SALT series includes the trio of adventures SALT1-1 *Rumors of Riches*, SALT1-2 *Moor Trouble*, and SALT1-3 *Broken Halls of Goldahroud*.

In *Rumors of Riches* the characters meet the half-orc monk Larazmu who is on a desperate quest to restore his financial standing and discover the fate of his friend Norwood Sorrim, a priest of Ilmater. The party has the chance to make allies and enemies as they make their way to the base camp of the SALT Consortium and discover the truth to the *Rumors of Riches*.

Moor Trouble picks up after the party has defeated the ogre Bilrog and recovered both a strange key and the Journal of Sorrim. They listen to Larazmu's retelling of dreams that disrupt his sleep and that he believes will lead them to find Sorrim. As the party learns Sorrim's fate, they also find *Moor Trouble* within the Tomb of Kered.

Broken Halls of Goldahroud leads the players into the Broken Halls of Goldahroud, just one of the many cells of Calim's Prison.

Throughout the series, there are opportunities to gain allies. The story awards associated with these recruits inform the effort to rebuild Hawksroost.

Adventure Overview

This adventure continues shortly after the events of CCC SALT 1-1. With the key in hand, Larazmu is looking for a group to head into the moors and to locate the tomb described in the journal. He has been troubled by strange dreams since he arrived, which he discounted originally as stress induced, but believes more now that they are a call of help from Sorrim, the leader of the first expedition who has not been found among the fallen.

Larazmu again calls upon the characters; this time for both business and personal reasons. Not only does he need to gain access to the tomb, and its hoped-for riches, but his friend Sorrim is missing, and the strange dreams drive him to fear sleep. He asks the characters to do no small task, he wants them to head into the outcroppings and boulder fields he has seen in his dream to look for Sorrim, locate an herb that will help him sleep, and find the tomb that will end his money problems.

Adventure Hooks

For each character, offer one or more of the following hooks as to what reason they may find themselves under the employee of the SALT Consortium.

Previous Adventures. If the characters have previously participated in adventures around the Moonsea region, they may have answered the call to explore the swamps and moors of Thar at the behest of a local upstart adventuring company.

Dreams. You have had restless nights. Dreams of voices coming from the moors of Thar beckon to you.

Academic Pursuits. Rumors of an ancient tomb brought you to Thar; there is nothing quite like being the first to document a historical event or place.

Zhentarim: Larazmu has been tardy in paying some of his debts. He has promised that he is about to uncover a tomb of great riches that will solve all his problems. Your faction leaders want you to head north and let him know that we are willing to give him help in locating this treasure so we can be paid. You are also instructed to account for the treasure in the tomb, and report back how much is there so your faction can access an appropriate “tax”

Order of the Gauntlet: A missive arrives for you from the Order. They want you to find Norwood Sorrim, who has done many great deeds for the Order. It is time to repay the good deeds. ([Handout 1](#))

The Emerald Enclave: Larazmu has reached out to the Enclave to inquire if there may be an herbal remedy of some potency to allow one to control their dreams. This is not a usual request, but the opportunity to get some of the rarer herbs that grow within the moors of Thar, while at the same time currying the favor of Larazmu’s patron is an opportunity that the Emerald Enclave is happy to take. ([Handout 2](#))

Treasure Hunters, Adventurers, and other undesirables. Rumor has spread of an expedition into the northern part of Thar that has uncovered a tomb full of treasures, but it rests within the domain of an ogre tribe known as the Manslayers. A brave (or foolish) and hardy band of allies will be needed. ([Handout 3](#))

Part 1. Sweet Dreams are made of these ...

Expected Duration: 30 minutes

Too many abandoned their dreams in the bottom of a mug of ale waiting for one robust enough to drag them and the keg of their desires along. – Sorrim the God Whisperer

Meetup

Expected Duration: 20 minutes

The characters are called upon by Larazmu to discuss with them the potential of a lead to the location of the key that should open the deeper chamber of the tomb.

Remember this should be a culmination of the hooks for the module. Find those of the Emerald Enclave and Order of the Gauntlet factions and give them the proper handouts.

During a convention or other time limited environment getting the group out on the path of Sorrim is the point of this section.

A single campfire lights up the night, a beacon to anyone on the moors looking for trouble. Guards patrol the perimeter but give you no trouble as you pass through. Broken foundations hint of buildings long since pulled down, and already some of that rubble is being used to build rudimentary defenses.

You are directed to sit with others around a campfire. A stocky half-orc is among them. As the last of you sit on the benches the half-orc begins to speak.

“My name is Larazmu. With the help of others, we have reclaimed the bodies of most of the first expedition; a full accounting will be done by morning.”

“Hopefully, you do not have friends among them. Until then, feel free to enjoy the food that we have (Larazmu motions to some soup in a pot near the fire) and know that you will need to be able to work with each other if you are to be successful in the mission I have for you come morning.”

“So please introduce yourselves to one another, and I will see you all in the morning, it has been a long day, and I expect more to come before I get a good night’s sleep.”

Have the players present themselves; Larazmu refuses to answer questions currently, only saying he needs the clarity of a night’s rest to give the best answers about the tomb. The characters should take this time to introduce themselves to one another, and if needed they can purchase items from the camp store, eat, or other activities.

Shopping. Due to the edge of the wilderness location of the camp, items are limited to adventuring gear worth a maximum of 10 gp. If anyone in the party has the story award “*One in the hand is worth...*”, the merchant offers gear up to 25 gp, weapons worth 10 gp or less, and armor worth no more than 50 gp.

Scouting. Some adventurers may wish to get a lay of the land prior to taking rest for the night. Their actions show that there is a boulder field to the east by north east, and the surrounding area is devoid of monsters. Very perceptive characters DC 18 **Wisdom (Perception)** will notice shadowed beings out of the corner of their eye past the main camp line. These are brothers of the Yellow Rose who have not given up on mending their relationship with Larazmu and are keeping monsters away.

Morning at the Camp

Expected Duration: 15 minutes

General Features

The general features of the expedition base camp are as follows:

Weather. The expedition base camp sits on the most northwestern edge of Thar. The weather can change quickly with short rain storms frequent around midday.

Light and Visibility. The morning fog still clings low to the grasses and heather. The camp is on a small dry rise with a commanding view of the region.

Geography and Vegetation. Rough vegetation grows around the camp with an odd bush blocking the view every few meters. Among the camp are the ruins of an old village, mostly stone foundations for walls, but several partial stone buildings remain. To the north and east of the camp lies the boulder fields and small hills that hint at the changes that have befallen the land since its creation eons ago. Dark areas in the distance give a sign of the most waterlogged areas that abound in the lower parts of Thar and gives way to the Glumpen Swamp.

You arrive at the center of camp shortly after daybreak, as requested by Larazmu. He is aptly running the daily operation of the camp yet, despite his innate abilities; there seems to be a shadow over his countenance.

He turns your direction, shouts “Hoy there!”, and walks towards you.

Role-playing Larazmu

A half-orc of who seems to have gotten none of the beauty from either of his parent’s races has still managed to find his niche in society. Larazmu is an ugly man with a twisted nose, a heavily ridged brow and stunning red eyes that seem to pierce your soul.

Trait: A True friend. Larazmu will give up everything to protect his friends.

Flaw: Gambler. Larazmu thinks himself a consummate investor. If there is a chance of making some money, he can hardly resist.

“I am glad you have arrived. I thought that you would like to know that Sorrim, the God Whisperer is missing from among the fallen. He was always resourceful, and I have reason to believe he may yet still be alive. That is one of the reasons I have asked you to see me here this morning. Well that, and the business of the tomb.”

Larazmu shifts uncomfortably and seems hesitant for a moment before proceeding.

“Ever since we sent adventurers to find out what occurred here, I have been troubled by horrible dreams. They seem to include Sorrim and the tomb entrance. In my dream, I am right behind him, and we have found the entrance of the tomb. But we are missing the key, this key in fact (lifts a leather strap on which hangs a pyramid shaped item), and a shadow falls over us. We begin to run away from the tomb and into a boulder field. It is then I see him run between a pair of boulders. I stumble as I pass by them, then whiteness begins to cover my vision until I cannot see anything. In the whiteness, I hear a voice, but I do not understand the language it is speaking. I always awaken when it is speaking to me.”

Larazmu’s Dream Details

If asked further about his dream he can remember the following:

- We fled through a swampy area that gave way to a boulder field. Scouts have seen such areas to the east.

- While his dreams have told him about the tomb he wishes for the characters to help find it, and if possible Sorrim. Maybe he knows the location
- The whiteness seemed to cover his sight in lines going from the bottom to the top
- The voice sounded male, and the language was not harsh like orcish, nor melodic like that of an elf.

Larazmu further explains that a root is rumored to grow within the moors that is purported to have the properties to give one a full night of dreamless rest. It is known by its purple blossoms and long green leaves. He offers the party 25 GP if they can locate some and return it to him. If the party negotiates, he will add in a *potion of healing* saying that it is not doing him much good.

If the party asks about reimbursement for finding the tomb or Sorrim, Larazmu offers 150 gp for the safe return of Sorrim, and the party the first choice of any items of power and 30% of the treasure they find in the tomb. Enterprising characters can attempt a successful DC 15 **Charisma (Persuasion)** check to increase their cut to 40% of the wealth, though if they do, Larazmu will lament that there may not be enough to cover funerary expenses as required.

Part 2. Here Comes the Rain Again

Following the general directions given by Larazmu, the adventurers set off toward the boulder fields to the east that the scouts had reported seeing.

For this section choose one if the two options. Be aware of time constraints and the party’s strength as there will be only enough time for a short rest after the encounter.

More than Moors

Expected Duration: 45 minutes

General Features

The general features of the moors are:

Weather. A chilly wind has brought with it early spring showers.

Light and Visibility. The midday rain has begun to fall in sheets reducing visibility by half and granting disadvantage on perception checks using sight.

Geography and Vegetation. The ground has grown more stable the further east you have gone as the moors fall to the south. Boulders ranging from a couple of feet across to nearly 8 ft around cover the area and work in concert with the rain to hinder the character's vision. Plant life breaks through the spaces between rocks, but due to the time of year, there are no blossoms on them.

A particularly skilled naturalist could identify one of the plants as those mentioned in the missive by the

Emerald Enclave, or by Larazmu with a DC 12 **Wisdom (Survival)** or **(Medicine)** check. If they do not, they will have another opportunity later.

Part 2 is an exploration & recovery scenario. If time allows the characters can trigger the fight with the spiders, if not use Option 2: More than Moors.

The rain has turned into a gentle mist, ensuring that everything not protected is soggy. A boulder field has cropped up along the path you have been following, the tops of which glisten with the green of lichen promising a slippery ascent to those who try to get above the rocks.

If a character wishes to climb any of the larger boulders, they can do so with a DC 15 **Dexterity (Acrobatics)** or **Strength (Athletics)** check made with disadvantage due to the slippery lichen the covers the boulders. If they succeed, though, they can see a cocoon resting against a boulder to the side of a fork in the path. A spider crawls over it repeatedly trying to puncture the cocoon but failing. Bright characters can use this to their advantage.

Ahead of you the path splits, with one path going towards a set of boulders and the other around them to the east. Near a nook in the bottom of the boulders here, you see a strange plant with long green leaves and blue petals.

Option 1: More than Moors – Combat

Once the characters have had a chance to examine and remove the flower, the encounter triggers. If they choose to ignore the flower, then the encounter triggers as they discuss which path they want to take.

A faint scraping noise is all the warning you get as you see twelve hairy legs crest the edge of the boulder.

Three **Giant Spiders** attack the party, hungry for food that Sorrim's faith denied them.

Adjusting the Encounter

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

- Very weak party: Remove 1 spider and reduce each's HP to 13.
- Weak party: Remove 1 spider.
- Strong party: Add 1 spider.
- Very strong party: Remove 1 spider and add an Ettercap

Tactics: The spiders are aggressive and hungry. They will use their web when available and attack the nearest restrained character. If more than a single spider attacks a restrained character, there is a 25% chance that the Giant spider will instead attack the other spider as they vie for the new food source.

Treasure: Among the remains of webbing and detritus of the spider's webbing, you find a moonstone pendant 50 gp tied to a rather dingy piece of cloth and

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a bag that looks like a completely tanned rat filled with 50 sp

Option 2: More than Moors – Non-Combat

Allow the characters a chance to examine and remove the flower before the encounter triggers. If they choose to ignore the flower, then the encounter triggers as they begin to move down one of the two paths.

As you round the boulder, you spy a spider, upside down, its legs curled in on itself. Nearby are two others along with the decapitated body of an Ettercap, and the body of an ogre, its skin purpled and bloated from poison and death.

All groups looked to have met a rather violent end. A **swarm of spiders** blankets the ground. They scamper away as you enter the clearing.

The charred remains of webbing surround a single cocoon that glows with a divine light. The characters will find that the webbing is difficult to remove, requiring a DC 15 **Wisdom saving throw**, due to the *Sanctuary* spell on the person in the cocoon, and any evil characters are at disadvantage on this check.

If the characters announce themselves or become discouraged, Sorrim will ask who is out there, and drop the *Sanctuary* spell.

Freedom comes with a price.

As the characters remove the webbing, they reveal a human looking to be well over 40 winters old, his dark hair a remainder from younger times. He sits cross-legged with a walking stick across his lap. He smiles at the group as he releases him and struggles for a brief moment to stand. He then begins a martial routine with his staff to work out the aches in his joints

Role-playing Sorrim

A cleric of Ilmater who lost his faith, but had it restored through a harsh and taxing journey to find healing for his sick community. He now seeks to honor his god by building a permanent shrine in the ruins of Hawksroost. He started the SALT Consortium with his friend Larazmu to advance that goal. He also hopes to restore his old friend's faith. He goes by his last name and due to his sometimes-odd behavior and muttering to himself, he has earned the nickname "The god whisperer."

Trait: Faith. Sorrim is dedicated to Ilmater and his tenants above all else.

Flaw: Single minded. Sorrim often forgets the subtleties as he pursues his visions.

"Ah thank you very much for freeing me, I take it Larazmu sent you?"

If asked about how he is still alive or why spiders did not kill him, he simply shrugs and says, "*My time in the*

wrap of the web spinners does not compare to what Daern had to endure in his worship of Ilmater."

The party can take some time to speak with Sorrim about the original expedition, and the end of the other members of his group. He does not respond well to intimidation, and will become sharp with those who attempt it, but is happy enough to share what he knows after a little prodding from the adventurers DC 12 **Charisma (Persuasion)** checks, which are made with advantage if they offer him a drink of some sorts. Feel free to reward good role-playing with additional information from any of the lists below.

What Sorrim shares:

- I found the entrance to the tomb, but so have the ogres. They spread out at night looking for me, so that may be the best time to try to gain entrance.
- The ogres that have come by here looking for me have talked about a shaman, saying "She gonna be mad ..."
- It was during my mad rush away from camp that I stumbled across the tomb. I thought I had the key with me, but I must have lost it along the way. When I arrived at the tomb, it looked like a camp was already set up there, but was empty.
- At times during my solitude, I would talk to myself, though it seemed like someone else was answering. I have always been loyal to Ilmater, but further augury is required to determine if it was he or one of his servants I was speaking too. It was a deep voice, speaking directly to my mind.
- They attacked the camp with a fury we did not expect. The guards on duty fell quickly to the ogres, and I now know why Hawksroost fell to the Manslayers, a most appropriate name. I realized quickly that I would not be able to help fight, and that if my dreams of building a shrine were to become a reality, I had to leave them behind.
- Not sure how I found the entrance, I just ran into it. I tried to get the door open, but when I heard something returning, I ran towards this boulder field to hide and fell victim to the spiders. They covered me in webs, and I realized that through my god, I would be able to survive, concealed by the spiders and kept secret from the ogres.

Sorrim gives the group directions on how to reach the entrance to the tomb. He will grant three players the benefit of an *Aid* spell for their upcoming battle. He will refuse to go with them, instead wanting to return to Hawksroost, and to Larazmu.

If the party chooses to head back to camp with Sorrim proceed to Part 4, this will cause the characters to miss the magic item, though, as well as some treasure, so use Sorrim to encourage them to head to the tomb.

Part 3a. The Entrance at Last

Depending on character choices, they will either run through part 3a or part 3b but not both. If they choose to take a long rest, or return with Sorrim to camp prior to going to the tomb entrance, proceed to Part 3b

If the characters agree to follow Sorrim's directions to the tomb, read below before triggering the encounter.

The sounds of thunder threaten an oncoming storm as you draw near to where Sorrim described the entrance to the tomb to be. The boulder field is gone giving way to the gently rolling hills for which Thar is known.

Lightning strikes the ground not far from you, and you can feel the electricity in the air. The strikes draw your attention to a series of mounds that could easily hide the now apparent fortifications until you are right on top of them. Inside that barricade in between the thunderclaps you hear chanting.

The barricade provides full cover to both the monsters inside and prevents the creatures from seeing the characters until the encounter triggers. Tgrizish, the **Eye of Gruumsh**, is in the middle of a ritual. Her **Orog** lieutenant stands behind guarding over the shaman, but clearly is mesmerized by the ritual. A DC 15 **Intelligence (Arcana)** check reveals it as some evocation spell, but beyond that, it seems foreign to even those that know the rituals of Gruumsh. As the Characters enter in the area protected by the barricades, an alarm is triggered that snaps the **Orog** from his daze, prompting him to charge the characters.

Adjusting the Encounter

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

- Very weak party: Remove the Orog, and the Eye of Gruumsh has no available spell slots.
- Weak party: Change the Orog to a Half-Ogre.
- Strong party: Add 2 Ogres.
- Very strong party: Add 2 Ogres with 70 Hit points and the Orog has 62 hit point

Tactics: The attackers are being guided by the being eluded to by Sorrim, the one who is calling for help in the dreams. This means the creatures act abnormally tactful, with Orog leading the way with his high Armor Class, and allowing the Ogres to take on the softer units that may harm the **Eye of Gruumsh** or interrupt her rituals. The first turn the **Eye of Gruumsh** takes a breath, shouts out "Ti Vras," and summons a *spiritual weapon* in the form of a scimitar to aid in the assault. She becomes involved in the fight when the Orog has lost more than 15 hp. Should the **Eye of Gruumsh** die, feel free to have the **Ogres** run if the fight seems too difficult.

Treasure: The shaman directed her minions to attack the original camp, and their more valuable items are among the treasure.

- A silver holy symbol of Ilmater (12 gp)

- An iron-bound chest with 74 gp, 108 sp, and 20cp
- A yew quarterstaff with a bloodstone set on one end (55 gp)

After the battle, the characters can open the tomb using the key Larazmu has given them at the beginning of the adventure. When they do read the following aloud.

A small breeze blows in from behind you as the tomb door swings open, light plays off the dust motes showing that the interior has not been disturbed for thousands of years. A solitary coffin lies on a dais in the middle of the room; a mace that seems out of place among the dusted ruins draws your attention. You have found the Tomb of Kered!

The tomb's main treasure is the mace, but should the characters open the coffin; they will be surprised to find it empty save some small bags of glass stones and 250 silver coins.

Skip to Part 4

Part 3b. Why Chance it?

Depending on character choices, they will either run through part 3a or part 3b but not both. If they choose to take a long rest, continue here and skip part 4. The players return with Sorrim to the camp without issue. Larazmu is encouraged and thankful for the return of his friend.

Larazmu and Sorrim talk about the wealth they will find in the tomb and asks the characters to join them as guards to the tomb the next morning. During the night, a loud noise in the distance awakens the camp. Even if the characters leave right away, they will not make it until early dawn. The entrance to the tomb lies in ruin. Evidence indicates that a ritual was the source of the destruction.

The tomb has no natural light source, but from the light of the early morning, they can see a destroyed coffin, on top of a raised dais. A disappointed Larazmu thanks the character for their help. He offers the characters free lodging in a guard tent, and dinner until the next resupply group leaves for the south.

Part 4. Conclusion

Only use Part 4 if the party participated in Part 3a.

The adventurers return to camp and report to Larazmu on the contents of the tomb. Larazmu greatly crestfallen informs the adventurers that they can keep all the treasure they found in the tomb, as the coin is not enough to keep his debtors at bay. After a night's rest, Sorrim and Larazmu with five **Guards** arrive at the tomb if the characters have chosen not to return to camp before that.

They congratulate the characters on a job well done, and lament with them about the empty nature of the tomb. Sorrim offers the adventurers a place to stay until a caravan can head south for Phlan. As for the SALT Consortium, Larazmu hopes to find something of worth in the markings of the tomb, maybe another treasure map perhaps. He freely admits he won't be welcome around the Moonsea due to his debts, but with Sorrim back his dreams have become much more mundane.



Rewards

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

Experience

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

Combat Awards

Name of Foe	XP per Foe
Ettercap	450
Giant Spiders	200
Half-Ogre	200
Ogre	450
Orog	450
Orc Eye of Gruumsh	450
Swarm of Spiders	100

Non-Combat Awards

Task or Accomplishment	XP per Character
Rescue Sorrim	50

The **minimum** total award for each character participating in this adventure is **450 experience** points.

The **maximum** total award for each character participating in this adventure is **600 experience** points.

Treasure

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

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided up according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure

Name of Treasure	GP per Item
Moonstone Pendant	50
Ratskin bag of coins	5
Holy Symbol	12
Chest of coins	85

Bloodstone Quarterstaff	55
Tomb remnants	25
Rescuing Sorrim	150
Sleeping Flower recovered	25

Permanent Magic Item Distribution

D&D Adventurer's League has a system in place to determine who is awarded permanent magic items at the end of a session.

Each character's logsheet contains a column to record permanent magic items for ease of reference.

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

Mace of the Silent Oasis (+1 Mace)

Weapon, uncommon

This Mace, the only item of power found in the Tomb of Kered is covered in filigree depicting a palm lined oasis with the palm leaves converging to hold the head to the mace. The water in the oasis seems to have been shaped into specific patterns that may have been words at one time, but the language escapes magical and mundane means of translation.

Downtime

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

Renown

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

Order of the Gauntlet characters who help facilitate the return of Norwood Sorrim to base camp, earn **one additional renown point**.

Emerald Enclave characters that return the herb to Larazmu, earn **one additional renown point**.

DM Rewards

You receive **150 XP, 75 gp, and five downtime days** for running this session.

Ettercap*Large beast, unaligned*

Armor Class 13

Hit Points 44 (8d8+8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15 (+2)	13(+1)	7(-2)	12(+0)	8(-1)

Skills Perception +3, Survival +3, Stealth +4**Senses** darkvision 60 ft., passive Perception 13**Challenge** 2 (450 XP)**Actions****Multiattack.** The ettercap makes two attacks: one with its bite and one with its claws.**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.**Web (Recharge 5-6).** *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.**Giant Spider***Large beast, unaligned*

Armor Class 14

Hit Points 26 (4d10+4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2(-4)	11(+0)	4(-3)

Skills Stealth +7**Senses** blindsight 10 ft., passive Perception 10**Challenge** 1 (200 XP)**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.**Web Walker.** The spider ignores movement restrictions caused by webbing.**Actions****Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.**Web (Recharge 5-6).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).**Half-ogre***Large Giant, any chaotic alignment*

Armor Class 12 (hide armor)

Hit Points 30 (4d10+8)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 11**Languages** Common, Giant**Challenge** 1 (200 XP)**Actions****Battleaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage, or 14 (2d10+3) slashing damage if used with two hands to make a melee attack.**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.**Ogre***Large giant, chaotic evil*

Armor Class 11

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 42 (5d8+20)

Speed 30 ft.

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

Skill Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

Actions

Multiattack. The orog makes two greataxe attacks.

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

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

Orc Eye of Gruumsh

Medium humanoid (orc), chaotic evil

Armor Class 16 (ringmail, 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)

Skill Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 10

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.

Gruumsh's Fury. 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 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.

Swarm of Spiders (Centipedes)

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	13(+1)	10(+0)	1(-5)	7(-2)	1(-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Player Handout 1

We've found the key! Lexi wants to wait for the others to arrive before we open it. I say it's not worth reporting if we don't know what's on the other side. I was told to follow order, so we wait. In the meantime, I have sworn to keep the key close to me.

Drathar, that Harper nuisance, returned to us with news of another group of orcs running on the moors. He said these had ogres with them, but I am not worried, the tomb has been undisturbed for centuries, so I don't think these will be an issue.

With that in mind please send additional members of the Order, as Larazma has again begun to deal with the Zhentarim. I worry that my good friend has gotten himself in a bad way. There are rewards for those brave enough to aid the Search and Locate Treasure Consortium, no reason it shouldn't benefit some of our ranks.

- Sorrim

Player Handout 2

Windstalker Borrim

I recall some time ago you speaking of an opportunity to process an herb found in Thar for a quite potent concoction that allows one to feel rested. I turned you down at that time due to the time and danger associated with such an endeavor. However circumstances have led me to Thar, and it is my hope that you will send a Summerstrider, or at least a Springwarden to join an expedition where they may come across such herbs. I will of course send you the usual fees for such a request.

- Larazma of the SALT Consortium, disciple of the Yellow Rose

Adventurers Wanted



The SALT Consortium is looking for intrepid adventurers to brave the wilds of Thar in search of a rumored hidden tomb with enough treasures to make anyone wealthy.

Join in the quest for the Secret Tomb of Kered as part of the SALT Consortium, simply meet one of our patrols at midday where the North Glister Path meets Toranth's March

Maps:



I SAVED THE WORLD Today

N



□ = 5 Feet