



Dawn of the Raven Lord

Barbarian Raids have been disrupting life in the farms outside the mining town of Glisten.

Thrusk Tharmuil, the town's elder has determined that the forces of the Glisten are incapable of stopping the raids and puts out a call for assistance before the farms are destroyed and the barbarian horde sets its sights on Glisten.

Part One of the Save Versus Hunger 2018 adventure series

A Four-Hour Adventure for 11th-16th Level Characters



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Adventure Primer

Adventure Background

In the distant past, the **Warlord Attatarxes**, who was obsessed with the bird-folk such as aarakocra and kenku, used foul magics to gain eternal life. His cruelty attracted the attention of a band of heroes, who battled through his assembled cult and sought to stop the ritual. They were able to do so, but Attatarxes escaped their grasp.

Though his initial ritual was stopped, he was able to complete a secondary ritual, sacrificing the lives of thousands of his followers to transform himself into a powerful mummy lord. Some of his followers managed to seal him in his catacombs deep within the **Galena Mountains**, sacrificing themselves in the process.

Now, he has awakened once more, styling himself **The Raven Lord**, and has gathered a small army of **Uthgardt**, kenku and aarakocra who worship him as a god. This army has been raiding villages near **Glister**, making their way ever closer.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Amil Hetford (knight) An aging man, who still shows signs of a youth spent travelling and adventuring, until he retired to his family home. The de facto leader of Hetford Orchard. He knows why the party is here and is eager to help. He prefers to stand and fight, if the need arises.

Telara Pisacar (veteran) A woman of Turami descent. Her parents fled here when she was a young girl. A widow, she tends a large portion of the cornfields with her three daughters. The villagers value her wisdom, earned from her hard childhood. She is not afraid of fighting for her home, but her primary concern is for the safety of the villagers.

Yosarin "The Girth" Loderr (veteran) Locals call him "the girth", a mountain dwarf from a small holding in the Galena mountains. He is the local smith and claims to be a former adventurer. His shop proudly displays a skin he claims comes from a green dragon he slew but a successful DC 15 Wisdom (Nature) check will reveal as just the skin of a giant lizard, a fact he would likely be embarrassed to see come to light.

Chieftain Grayfeather (berserker) Leader of a tribe of Uthgardt who has begun to question the aims of Attatarxes

Marius Banderkey (knight) Resident of Hetford Orchard, former guardsman who lost several close family members to war and has become reclusive.

Adventure Overview

Characters are summoned to Glister to speak with **Thrusk Tharmuil** about a dangerous wave of raids nearing the city. They set out to investigate and defend one of the villages, **Hetford Orchard**. Once there they find the town on the verge of being raided and begin to prepare to defend the villagers. Finally, the characters stand alongside the villagers of Hetford Orchard in a desperate defense of their home.

The adventure is broken down into 4 parts:

Part 1. Characters meet with Thrusk in Glister and discuss the raids, as well as a recent kidnapping that may be related.

Part 2- The characters arrive in Hetford Orchard and meet several important locals. The locals share their stories and thoughts on the situations, culminating in the arrival of an unexpected guest.

Part 3. The characters decide how best to protect the village and set about making preparations for the coming raid.

Part 4. The raiders descend on Hetford Orchard and the characters find themselves in a vicious fight.

Adventure Hooks

Rumors of Raids. Characters with no faction hear of the raids through the local avenues (tavern rumors, "help needed" postings and the like) and head to Glister seeking fame, fortune, glory and the like.

Faction Letters. The factions send letters to the characters requesting their aid in defending the city of Glister from the attack they fear is coming. They also note that the raids seem to consist of races who are not known for cooperating with each other, especially aarakocra who are not known to take part in such attacks.

Lord's Alliance (Faction Assignment). the Lord's Alliance wishes to investigate the raids as well but wants the group to contact a kenku scribe by the name of **Quillscritch**, who is a member of the LA working directly for the leaders of Glister.

What are you Wearing

This module and the others in the series feature aarakocra wearing heavy armors, which technically inhibits their flight ability. For the purposes of these modules, consider them to be wearing armor made of alternative materials specially designed with the aarakocra in mind, allowing them to fly while maintaining the same Armor Class.

Part 1. Glister

Estimated Duration: 15 minutes

The banquet hall before you is a modest one, with only a single large mahogany table and ten chairs. A lavish meal has been laid out upon the table however, replete with pastries, pies, potatoes, roasted meats, several bottles of wine, vegetable stew. The attendants usher you to seats around the table and motion for you to partake of the foods.

As you begin to serve yourselves, an aged man enters from the back of the chamber. He carries himself in a stately manner, the state emblem of Glister embroidered in gold on his green robe marking him as a high-ranking official. He quietly takes his place at the head of the table, as two servants take his gray overcoat. He nods to your group politely before speaking:

“Greetings friends of Glister” he begins. “As you may have guessed, I am Thrusk Tharmuil, leader of the city of Glister. It gladdens me to see such capable individuals answer the call for aid, even in a smaller city like ours. Now, dine with me, and we will discuss what calamities have brought you before me on this day.”

Thrusk dismisses the guards and sits to eat-welcoming conversation with the characters as he does so. He is fully forthcoming with them over all the information that he knows;

- Glister’s topography makes it difficult to grow enough food to be self-sustaining. Instead, it relies on trade with major cities for much of its stores. In recent years the city has attempted to encourage the growth of farmsteads, but the rough terrain at the base of the Galena Mountains has made for mixed results. A month ago, a farmstead in the Galena foothills was raided by unknown forces- its food stores stolen and all the citizens either killed or captured.
- The second raid followed a week later to the same result, and in the intervening weeks several more farming villages have been hit. Thrusk noticed a pattern – the raids grew ever closer to Glister’s walls. In response, he sent a group of guardsmen and priests to intervene and prevent the next raid. They were unsuccessful; that village, along with its defenders, was destroyed.

- One of the priests managed to escape the raid and make his way back to Glister- bringing strange news – he described a force of Uthgardt barbarians in black feathered armor, fighting alongside aarakocra and kenku.
- Following the priest’s return, a raid occurred on Glister itself. Several aarakocra and Uthgardt scaled the walls unseen at night and broke into several homes, stealing valuables and food. The only kidnapping, however, was a scribe who works in the palace- Quillscritch- a kenku employed due to the value of his memorization skills. This should especially interest any members of the Lords Alliance, who were tasked with meeting with Quillscritch directly.
- Thrusk wants the party to head to the next farmstead on the trail- Hetford Orchard- and see if they can succeed where his guards failed. Thrusk cannot commit any more guards to the task, especially considering the raid on Glister, but he can provide them with horses to hasten the journey and 500 gp upfront to purchase any supplies they require.

Quillscritch

If the party enquires about Quillscritch, Thrusk allows them to visit the scene of the kidnapping. Though it has been over a week, there is still a bit of evidence to be found. The apartment in which he lived, above a local grain shop, shows signs of a vicious fight.

Quillscritch is, in fact, a retired operative for the Lord’s Alliance and managed to seriously injure one of the Uthgardt before he was overcame.

A cursory search with a successful DC 12 **Intelligence (Investigation)** reveals his membership in the lord’s alliance, as well as his keen interest in history and politics. A successful DC 15 **Wisdom (Perception)** check reveals a handful of black feathers beneath a crushed armchair. A successful DC 10 **Intelligence (History)** check, or consultation with a guardsman, reveals this to be an Uthgardt talisman.

Aarakocra Racial Modifiers

Humanoid stat blocks in Appendix 2 are presented in their “baseline” format. Where an Aarakocra racial variant is called for in the module, the following modifications apply:

- Change Speed to 20ft
- Add Fly 50ft

Part 2. Hetford Orchard

Estimated Duration: 30 minutes

The journey to Hetford Orchard takes two days by horse and is uneventful. A map can be found on

Appendix 3: Hetford Orchard.

Hetford Orchard is full of life and color. In the square, children laugh, run, and sing a playful song. Bright green and yellow banners flutter in the gentle breeze, and the skin of a large reptile decorates the eaves over the smith's open-air forge. Not long after you emerge from between two fields of tall corn, you find yourselves swarmed with a dozen children calling to you with excitement- an entourage that follows you to the center of town.

Once a fruit farm, as its name implies, Hetford Orchard has grown over time into the small village in which you find yourselves now. The settlement is roughly circular, with the large well-kept orchard of apple trees encircling about a third of the area and fields growing corn and wheat surrounding the rest.

A stream cuts through the northern edge of the village, separating one of the large buildings from the rest of the village. The largest structure in the area is the house closest to the orchard, a three-story farmhouse that is showing its age. The other buildings lining the town square seem to be smaller homes with shops attached- at first glance you can spot a stable, a leatherworker and a small smithy.

The party is greeted by several important figures in the village as they reach the center of town, Amil Hetford, Telara Pisacar, and Yosarin Loderr.

Amil offers to see the characters to his home, where they can stable their horses and the village elders can meet to discuss the recent occurrences.

During the pleasantries any characters with a Passive Perception 20 will notice that several large birdlike figures are circling the village at a great altitude. Bringing this to the attention of any of the village leaders will solicit a simple knowing nod and a request to speak of it in private. In fact, many of the villagers are aware of the raids, and the circling figures have been spotted now and then over the past few days, heightening nerves in the village.

Any character capable of seeing the 500ft or more (or succeeding on a DC 30 **Wisdom (Perception)** check) will realize they are armored aarakocra (**veterans**) and Uthgardt (**berserker**) mounted on giant ravens (**giant vultures**). If any character attempt to engage them, the village elders urge

caution, and the patrol flies away as soon as they are able.

Once they make their way into Amil's home he invites them to sit so that they can all discuss why the characters are here, and what to do about it. If asked any of the elders can tell the party about the patrols, as well as the faint plumes of smoke they see every evening on the western horizon. All the elders are glad the characters are there to help, but they are torn on how to handle the situation.

- **Amil** believes time is best spent by preparing for the inevitable onslaught. He believes his home is large enough to house the whole village. With a little work, it's fences and manor house could serve as the town's keep, protecting the vulnerable and funneling the attackers into a field of the defenders' choosing.
- **Telara** believes the village could be trained to fight, but feels like that option puts too many of the villagers at risk. She would prefer to lead the adventurers in a preemptive strike on the raiders camp. Her hope is to cripple the raiding party before they reach the village, or at least to do enough damage to make a defense easier. She is also worried that one of the local families, the Banderkeys, refuses to leave their home on the far side of the river and would be isolated. The father, Marius, is a capable fighter as well, and if they could be convinced to join the rest of the village, he would be a great aid. He has isolated himself since the death of his two sons during a raid on the region by giants a few months back, but before that was considered something of a local hero.
- **Yosarin** is boastful in his assertion that he can defend the village from "any bloody birdmen that come calling". He is, however, more interested in selling his goods to the characters if they wish to equip a militia. A successful DC 18 **Charisma (Persuasion)** check can talk him into loaning some equipment to the villagers. The check is made with advantage if a character has noticed the skin on his smithy is not what it appears to be and threatens to reveal the secret.

As the characters discuss their options with the elders, there is a commotion outside. Any character who looks out the windows or steps outside sees the following:

Several villagers scatter from the town square, screaming as they run and point upwards. Following their gestures, you see a lone Uthgardt Barbarian mounted upon a giant raven slowly circling, closing closer and closer to the ground above town square. In his left hand he holds out a pole bearing a standard. It flaps wildly in the wind, but its message is clear- a stark white banner of truce.

Amil reaches for his sword, but Telara waves for him to stop, looking to the party for what to do next. If the characters attack, the Uthgardt (**berserker**) defends himself and takes to the air as soon as he is able. If they approach peacefully he dismounts and introduces himself as Alardek, a representative of the chieftain of one of the many raven tribes. He prefers to speak with a character of some martial prowess but, failing that, will speak with whoever the characters send forth.

Alardek is well-spoken among the Uthgardt. He claims that their chieftain Grayfeather, is having doubts about their allegiance. Having seen the party entering the village, hopes to gain an audience with them on the matter. Alardek gives them a rough map and a feather token he says will grant them safe passage to the chieftain's tent. If allowed, he then remounts and bids the characters farewell before flying off.

If characters try to have him lead them back he refuses, saying that he was on a routine patrol, and a breach of that will raise too much suspicion. Successful DC 18 **Wisdom (Insight)** checks will tell that he is sincere. If he is attacked, he attempts to flee to his raven. Should that fail, he surrenders.

Part 3. Preparations for War

Estimated Duration: 60 minutes

“What if we...”

Some parties may want to handle the raid in another, unanticipated way. DMs should feel free to let them attempt their plans. In general, though, creative solutions should give roughly the same amount of advantage as one of the other options. NPCs may argue against particularly bad ideas, and strategies should be limited to what's likely to be found here. (Alas, the village does not have an arsenal of bola-launching trebuchets.)

During this section, the characters must choose a maximum of three of the five activities from a list of potential strategies to prepare the village for the coming raid. Each will influence the circumstances of the raid and the challenges that they will face. In addition, the characters should decide on where to muster the villagers who will be taking part in the raid, while the non-combatants flee to Amil's home as the most defensible point in the area.

The village leaders will suggest strongly against any of the villagers being left in the open but held back instead as archery support from a defensible position. The leaders themselves will take whatever posts the characters deem best but prefer to stay near Amil's home to keep the villagers safe. Aside from the village leaders, there are **30 commoners** (non-combatants) and **12 commoners** who are capable of wielding bows.

Use **Appendix 7** to help keep track of the characters accomplish in this section.

Option 1. Training Day

Under Amil's encouragement the party works to prepare the villagers for the coming raid. There are several options for ways the characters can aid the villagers in the preparation- as DM you are free to add more or allow any other clever ideas the players come up with outside of this list. Each character may make one attempt.

Characters with the soldier background or a history of military service can make an appropriate check **Perception, Insight, Persuasion** to watch villagers drill and spot weaknesses or strengths and teach them to improve. The base **DC 12** allows a successful training session. A score of 20 or more allows the session to count as two successes.

Characters trained in **Medicine** can make a check to train villagers who are unable to fight and turn them into a basic battlefield medical squad. A **DC 12**

counts as a success. A score of **20** or more indicates two successes. Giving up a healer's kit counts as a success but does not give a skill roll.

Characters can attempt to improve the armor or weapons available. Characters attempting to do so can either use the appropriate crafters kit at **DC 12** or aid Yosarin in his smithy using either a **Strength** or **Dexterity** check at a **DC 12**.

DMs may grant advantage on any of the skill checks for appropriate class features or backgrounds (Healer feat, etc.)

If the party scores successes equal to half or more of their number (3 successes for a party of 5) then the survival time of the villagers during the raid is extended by 3 rounds and the villagers fight as **guards**.

Option 2. Homefield Advantage

Amil suggests forming a defensive perimeter and funneling the raiders into a field of their choosing. His home is the best location but requires some improvements in order to become strong enough to stop a raid. Characters will need to **gather material**, **fortify the fence**, and **construct a firing blind** to protect the archers.

Villagers can be persuaded to give up supplies by dismantling animal pens and the like. A **Charisma (Persuasion) 15** made by any character will allow them to gain the materials they need.

Following that the party must succeed at a **Strength/ Dexterity 12** check to build the fortifications strong enough to withstand the combat and create a safe firing blind, with a separate check required for each structure.

If they are successful then the characters will have three-quarters cover from missile fire, and the villagers assigned ranged combat will have total cover. The outcome will be obvious to the characters once they finish the task, but even if they fail time will dictate that they move on to another task.

Option 3. All for One

Telara is worried that the Banderkey family will not abandon their outlying home and will be left at the mercy of the raiders. Characters must attempt to talk him out of his decision.

If the characters discuss the matter with Marius Banderkey he outright refuses to consider abandoning his home. A successful **DC 15 Wisdom (Insight)** tells anyone questioning him that he seems much more fearful than he lets on, but that

something else is on his mind. Anyone investigating the area or with a **Passive Perception 18** will notice a broken sword and bow hanging from a wall inside.

On a small table you see two carefully folded cloaks, some personal items and the stubs of two candles, recently burned. A glance outside reveals a family burial plot. Two graves, marked with heavy stones, bear the bright green color of grass that has just begun to come in.

A successful DC 18 **Charisma (Persuasion)** gets him to open up to the characters and admit that he is afraid of losing his home that has been in the family for generations, because his ancestors built it and are all buried in the fields behind the house. He is afraid that the loss of the home would prevent his ancestors from resting in peace. Most importantly he does not want to abandon the graves and memories of his sons, both of whom were killed fighting a raiding party of hill giants and ogres a few months prior to the characters' arrival.

Another successful DC 20 **Charisma (Persuasion)** will talk him into leaving, though he does so nearly in tears. The check is made with advantage if the characters appeal to the potential deaths of his remaining children, or if a character with cleric levels assures him that they will pray for his ancestors. Characters with story awards pertaining to battling giants will earn his respect if this is mentioned, and gain advantage as well as lowering the **DC to 18**.

Successfully convincing him gives the villagers an extra **3 rounds** of survival during the raid. It also allows the party one use of the **Leadership** trait from the **(knight)** stat-block on the archers in the raid.

Option 4. Enemy of my Enemy

The characters choose to follow up on the requested negotiations with chieftain Grayfeather. Using the map provided they make their way to an encampment of Uthgardt Barbarians. If they approach the gate with the token they were given, then three berserkers approach and lead them to a tent at the center of the encampment. Within they find Chieftain Grayfeather (**gladiator**) flanked by six of his favored guards (**berserkers**).

He greets the party cautiously and asks them if they have come peacefully. Characters who are respectful will earn a modicum of his trust, and he will open negotiations and explain what has come to

be. Disrespectful characters will be ushered out with mumblings of having made a mistake. Any combat here will draw an extra 1d6 **berserkers** every round until the party flees or thirty have arrived.

Grayfeather opens negotiations by asking the party what they know about the forces that are arrayed before them, and what they hope to accomplish by meeting with him. As they have little way of knowing the history of what has occurred, once they finish he will fill in the details. He tells them the following:

Several months ago, a group of adventurers entered the Galena mountains in search of lost riches. One of their number was a member of the Black Raven tribe. The adventurers found a lost mine that had been collapsed. Working for a few weeks to clear the rubble, they found a side passage that lead into a strange temple, older than anything in the area.

They were immediately set upon by undead. Before they were overwhelmed and fled, the tribesman caught sight of a powerful figure within the ruins, a figure who wore the black feathers of our tribal leaders.

Once he escaped he returned to his home tribe and told them what he had found. The Uthgardt sent a small group of tribesmen to investigate and found it to be a tomb they decided was dedicated to one of their long-lost ancestors. The figure introduced himself as Attatarxes, the Raven Lord, and promised them glory for their fealty.

Chieftain Grayfeather is unconvinced. He has never met this Raven Lord, but he is distrustful. The Galena Mountains are not known as **Black Raven** territory, and as far as he recalls never have been, in addition, the Raven Lord seems more interested in using the Uthgardt as expendable warriors than leading them to greatness- his interests seem more in the aarakocra he favors. The Uthgardt seem to be of the same standing as his kenku servants- a tool to be used and discarded more than anything else

If the characters attempt to negotiate his withdrawal from the field, it only takes a successful DC 12 **Charisma (Persuasion)** check to talk him into leaving with his men. Doing so earns the characters the story award **Uthgardt Negotiator**.

Any attempt to discern the forces arrayed before them is met with initial hesitation, but a successful DC 14 **Charisma (Persuasion)** check gets him to open up about the raid. He lets the characters know that the plan is an attack of multiple waves of forces- made up of aarakoca **Veterans**, **berserkers**, **war**

priests and ultimately led by an Uthgardt **Champion**. He does not know of the tactics beyond that, as they are different for every raid. If they inquire about a captive kenku, he directs them to the command tent of the raid leader (option 5, raid 1)

With a successful DC 20 **Charisma (Persuasion)** check he can be convinced to do more than just leave the field, but to aid the village. He does not commit to any specific action, but promises the party that once he knows the battle plan he will aid them during the raid “when the time is right”.

If they convince him to withdraw it will affect the numbers of the Uthgardt present in the battle as noted in that section. If they convince him to aid them, then the kenku raid will be completely nullified, as noted in that section. If needed a map can be found on **Appendix 4: Uthgardt Camp Raid**.

Option 5. The Best Defense

Under the request of Telara, the characters attempt to strike first at the raiders, in the hopes of crippling their combat capabilities. It is not difficult to find the encampment, and characters surveying the area can find two potential targets for a raid but can only choose one.

The raiders are not expecting a counterattack, and as such have minimal watch posted. A successful DC 10 group **Dexterity (Stealth)** check is all that is required to approach unnoticed by using the natural vegetation and terrain as cover.

The first target they can spot is a band of Uthgardt camped on the fringes of the main encampment. A surgical strike here could eliminate one or more leaders in advance of the raid. They can also see a kenku being held captive in a cage near a large tent. moments to wrap up what they are doing and flee (3 rounds at most.) Opening the cage holding Quillscritch requires a successful **DC 20 Dexterity (thieves’ tools)** or use of a key found on the champion. If needed a map can be found on **Appendix 4: Uthgardt Camp Raid**.

Adjusting Raid Number 1

Here are some suggestions for adjusting this encounter, for your group. Changes are not cumulative.

- **Very Weak or Weak:** remove the **archer**
- **Strong or Very Strong:** add 1 **archer**

Raid choice number 2 uses the map on **Appendix 5: Supply Raid**. Upon entry the party can choose to sneak towards the supplies or engage the guards outright. The chance to sneak to the supplies requires a **DC 18 Dexterity (Stealth)**. The guards in

the area are 3 aarakocra **veterans**, 4 **berserkers** and 1 aarakocra **war priest**. Once they are overcome, or the stealth is maintained, the characters can loot the supplies, an abundance of crossbows and ammunition, as well as javelins. It is simple to set the rest of the supplies ablaze for any character with ability to ignite materials. Doing so negates any stealth checks and forces combat with any foes remaining in the area.

Adjusting Raid Number 2

Here are some suggestions for adjusting this encounter, for your group. Changes are not cumulative.

- **Very Weak:** change 2 berserkers to **aarakocra**
- **Strong or Very Strong:** add 2 **veterans**

Treasure

4000 gp, potion of healing, potion of invulnerability

Development

The effects of the successful raids will be noted in the pertinent sections

Part 4. Raiding Party

Estimated Duration: 90 minutes

Following the successes and failures of the day, the characters have a chance to take a short rest while they prepare to defend the village from the attack that will surely come soon.

Use **Appendix 7** to help organize the changes for this section

The raid consists of several phases. The first phase is a bombardment of the village to prepare for the attack.

Phase 1. Fire from Above

As you make your final preparations, you hear cries from the outlying homes, and see the villagers running towards their muster points. Looking to the sky, you see dozens of airborne figures converging on your position. At the last moment they break apart into groups, circling the outskirts of the village. As you watch they drop containers to the ground below, areas which immediately begin billowing smoke. As the villagers reach your position to realize with dread the town square is now surrounded by a raging inferno.

The Uthgardt berserkers and aarakocra have dropped payloads of burning pitch on many of the buildings and fallow fields, being careful to avoid the growing corn and wheat.

Within moments smoke covers the area, making everything within 50' lightly obscured and line of sight beyond that impossible. If the characters move to address the fires, Telara grabs one of them and points to the sky, the raid has begun.

As the smoke begins to swirl around you, Telara calls out, pointing to the skies over the orchard to the west. From that direction, nearly two dozen aarakocra descend upon your position, weapons drawn and ready. The battle has begun!

Chaos of Battle

The following chart represents the chaotic flow of the battle, and events that hinder or help the characters. Every **3** rounds roll on this chart, or have a random player roll **1d10**, and apply the listed effect.

If the party is **weak** or **very weak**, have them roll **1d8** instead of **1d10**

If the party is **very strong**, have them roll **1d8 + 2**

Roll	Basic Event
1	Heavy Hit – an ally scores a solid hit- inflict 2d6 piercing damage on any single enemy
2	Favorable Wind – a favorable wind blows some of the smoke clear- the obscurement ends until the start of the next round, in addition, no smoke inhalation saves are required.
3	Distraction – one character gains advantage on their first attack roll this turn (this advantage is a special case a is still applied even when it would normally be negated by the obscurement in the final phase.)
4	Rally – one character gains 1d10 temporary hit points
5-6	no effect
7	Poor Footing – one character must pass an Dexterity (Acrobatics) DC 14 check or fall prone.
8	Dense Smoke – the wind blows a heavy cloud of intense smoke over you; smoke inhalation saves this round are made at a DC 15 instead
9	Momentum Shifts – a random character grants advantage on the first attack targeting him this round.
10	Chaos of Battle – due to the dense smoke and chaos, all characters must pass a Wisdom saving throw or be moved 10 ft. in a random direction (this does not trigger abilities such as opportunity attacks.)

Phase 2. Air Raid

The villagers move to their designated areas and the characters may deploy themselves as they see fit on map on **Appendix 6: Final Raid**. Once they have time to do so, they have one round to prepare before the next phase of the raid begins. 10 **aarakocra** and 6 **aarakocra veterans** and an **aarakocra assassin** launch an aerial attack on the village.

Two rounds later their secret weapon, an **air elemental** comes into the fray from the west. The aarakocra prefer to fight from the air, peppering the field with crossbows and javelins while the elementals enter melee. However, if the party successfully raided the supply camp, each may only fire twice before being forced to land and enter melee instead.

During this phase of battle on initiative count 20 the party may order a volley from the villagers. The

volley effectively allows three attacks with the following stats- +3 to hit, 1d6+3 piercing damage. The damage is increased to 1d8+3 if the characters raided the supplies.

Enemies may target the villagers with ranged attacks unless the fortifications negate that. The villagers defend as **commoners** (**guards** if they were trained earlier.) and for every 4 that are killed the characters lose one attack from the volley action.

Adjusting This Encounter

Here are some suggestions for adjusting this encounter, for your group. Changes are not cumulative.

- **Very Weak:** remove the **air elemental**
- **Weak:** replace 4 veterans with **arakocra**
- **Strong or Very Strong:** add 1 **air elemental**

Phase 3. Sneak Attack

This entire phase fails to occur if the party made a deal for the Uthgardt to support them, as the tribesmen intercept the kenku raid and slaughter them. In that case read the following:

Your attention is suddenly drawn to a commotion to the south. A battle is raging in the field, hidden from view. A kenku, wearing armor covered in vegetation comes running from the tall grass in a panic, only to be felled in one mighty blow by the Uthgardt who comes charging after him. It seems Grayfeather has kept his word.

Otherwise, five rounds after the arakocra appear, the next part of the raid begins. This part will be unnoticed by any characters not posted within the building. Under the cover of the smoke, 30 **kenku** emerge from the southern fields, making for the villagers.

Their orders are to disable and capture as many villagers as they can. They make their way into the farmhouse, entering melee with the villagers. There are 30 villagers in the farmhouse. The villagers will last only **3 rounds** under the onslaught. This is extended by any successful preparations, as noted in the appropriate sections of **Part 3**.

After the first round, if none of them are inside the building, the characters are alerted to the activity and can react. Once party members enter the building, or if they begin there, half of the kenku start by targeting them. While the kenku are engaging the characters, the round count for the villagers progresses at half the pace, until half of the

kenku are eliminated at which point it stops entirely, and the remaining kenku attempt to flee.

Phase 4. Final Push

The smoke grows in intensity, blanketing the area and making every breath burn. Over the sounds of battle all around you comes the unmistakable sound of a horn blowing three sharp blasts. What it means you are unsure of, but you steel yourselves for whatever lies next.

During this phase the characters still have access to the volley action as defined before, if any of the villagers are left. In addition, at the start of every turn, characters must make a DC 12 Constitution Saving Throw or gain 1 level of exhaustion from smoke inhalation. A character may take an action to wrap cloth around their mouth and nose to negate further saves. All of the attackers already have their faces covered as a defense against the smoke, but a character can grapple an opponent and instead pull the mask from their face. In addition, the smoke has increased in thickness, making the entire area under heavy obscurement.

The attack begins 3 rounds after the kenku raid is scheduled to begin and is designed to force the characters to choose between defending the perimeter and moving to save the villagers.

If the **champion** was killed in the leadership raid, read the following:

From the east, more arakocra swoop in from above, diving towards your defensive positions. At their lead is a black-feathered arakocra, a holy symbol etched into his plate mail. From the west another group of arakocra veterans fly above a small group of Uthgardt warriors, charging in a coordinated wave.

To your north, the direction from which the horn sounded, a small horde of Uthgardt come charging from the smoke.

All of them have black strips of cloth wrapped around their mouth and nose and seem unconcerned with the heavy smoke.

Otherwise read this section as the attack begins:

From the east, more arakocra swoop in from above, diving towards your defensive positions. At their lead is a black-feathered arakocra, a holy symbol etched into his plate mail.

From the west another group of aarakocra veterans fly above a small group of Uthgardt warriors, charging in a coordinated wave.

To your north, the direction from which the horn sounded, a small horde of Uthgardt come charging from the smoke. Leading them is a massive Uthgardt in heavy armor, carrying a blade nearly as tall as she is. The horn hanging at her side marks her as the origin of the final call to battle moments earlier.

All of them have black strips of cloth wrapped around their mouth and nose and seem unconcerned with the heavy smoke.

The attacking force consists of three primary arms. The first sweeps in from the east, attempting to get behind the characters. 4 aarakocra **veterans**, 4 **aarakocra**, 1 aarakocra **evoker** and 1 aarakocra **war priest** fly in to try and land behind the defensive line.

From the north a force of 10 **berserkers** led by a **champion** (unless she was slain in the leadership raid) assault the front of the defensive line.

From the west, an assault by another 8 **berserkers** as well as 3 aarakocra **veterans**. Halve the numbers of berserkers in each group if the party negotiated for Grayfeather to leave the field.

Adjusting This Encounter

Here are some suggestions for adjusting this encounter, for your group. Changes are not cumulative.

- **Very Weak:** replace the champion (if present) with a **gladiator**- remove 2 **veterans** from the east group
- **Weak:** remove 2 **berserkers** from the north group and 2 **veterans** from the east group (adjustments occur before halving for negotiations)
- **Very Strong:** add 1 **gladiator** to the west group

To the Death or Not?

This battle is intended to be highly difficult, but winnable. If your table is struggling, or if time is a concern, if you wish to rule that some of the raiders begin to scatter once their leaders fall, it can balance the numbers to a degree. Don't do so in such a way as to cheapen what the characters have accomplished; the danger of loss should be very real, and the players should feel they have accomplished something truly heroic once they win the day.

Treasure

The attackers in each wave carry golden armbands bearing a raven feather emblem. These armbands are worth 100 gp each. Phase 2 carries 7 such

armbands. Phase 3 carries 8 while Phase 4 carries 9 (combined total of 24 armbands.)

The War Priest carries a Scroll of Heal and a Figurine of Wondrous Power (Serpentine Owl).

Conclusion

Estimated Duration: 15 minutes

Once the characters can fend off the attack, they can take stock of the situation they are left with. If the kenku were stopped from taking the villagers, then the villagers offer them 500 gp worth of small change, low quality gemstones, and trade goods (mostly grain, which they offer to transport to Glister for the party). It's clearly been hastily collected and represents most of the town's wealth.

After the battle, if they negotiated for Greyfeather to join them, or leave the battle, they are met with by an emissary requesting another meeting with the chieftain. He tells them he is glad they have won the day but is worried that this is clearly not the end. The raids are being carried out by a powerful figure who calls himself The Raven Lord. He knows the Raven Lord's retribution will come, and it will be terrible. He offers to return with the party to Glister to help them prepare to stop the Raven Lord before he is able to do any further damage.

If they failed in negotiating with the Uthgardt, then Telara brings them an aarakocra she captured. The aarakocra has black inked feathers on his face, and rants about the coming glory of the Raven Lord, and that the region has seen nothing of his rage. Telara suggests taking him back to Glister for further interrogation.

If the characters failed to protect the villagers, then Thrusk is highly disappointed and any of the surviving leaders are deeply saddened by what has happened. They urge the characters to press on against the Raven Lord in their memory. In such a case, the characters receive **0 renown** from the adventure.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **4** advancement checkpoints and **4** treasure checkpoints.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Figurine of Wonderous Power This serpentine statuette of an owl can become a giant owl for up to 8 hours. Once it has been used, it can't be used again until 2 days have passed. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence. This item can be found in **Appendix 1**.

Story Awards

Characters playing the adventure may earn:

Uthgardt Negotiator. You successfully negotiated a peace with an Uthgardt chieftain before the battle of Hetford Orchard. Chieftain Grayfeather offers his expertise as an offer of good will, and will remain a valuable point of contact in the future. More information can be found in **Appendix XX**.

DM Reward

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs are featured prominently in this adventure:

Amil Hetford – (knight) an aging man, who still shows signs of a youth spent travelling and adventuring, until he retired to his family home. The de facto leader of Hetford Orchard. He knows why the party is here and is eager to help. He prefers to stand and fight, if the need arises.

Telara Pisacar – (veteran) a woman of Turami descent. Her parents fled here when she was a young girl. A widow, she tends a large portion of the cornfields with her three daughters. The villagers value her wisdom, earned from her hard childhood. She is not afraid of fighting for her home, but her primary concern is for the safety of the villagers.

Yosarin “The Girth” Loderr – locals call him “the girth”, a mountain dwarf from a small holding in the Galena mountains (veteran). He is the local smith and claims to be a former adventurer. His shop proudly displays a skin he claims comes from a green dragon he slew but a Nature 15 check will reveal as just the skin of a giant lizard, a fact he would likely be embarrassed to see come to light.

Chieftain Grayfeather – (berserker)- leader of a tribe of Uthgardt who has begun to question the aims of Attatarxes

Marius Banderkey (knight)- resident of Hetford Orchard, former guardsman who lost several close family members to war and has become reclusive

Attatarxes (At-ta-TARK-seas). The **Raven Lord** A former warlord who sought immortality and was defeated by a group of determined heroes. Eventually succeeded in a second ritual to become a mummy lord instead, gaining a semblance of that immortality he had sought. He was sealed in his tomb by some of his followers when they realized what they had done, but has reemerged and raised a large cult of followers once again.

Appendix 2: Creature Statistics

Aarakocra

Medium humanoid, neutral good

Armor Class 12

Hit Points 13 (3d8)

Speed 20 ft., fly 50 ft.

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

Skills Perception +5

Senses passive Perception 15

Languages Auran

Challenge 1/4 (50 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

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

Archer

Medium humanoid, any

Armor Class 16 (Studded Leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Archer's Eye (3/day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Air Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Assassin

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Berserker

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 3 (700 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Evoker

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 66 (12d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The diviner has the following wizard spells prepared:

Cantrips (at will): *fire bolt* *, *light* *, *prestidigitation*, *ray of frost* *

1st level (4 slots): *burning hands* *, *mage armor*, *magic missile* *

2nd level (3 slots): *mirror image*, *misty step*, *shatter* *

3rd level (3 slots): *counterspell*, *fireball* *, *lightning bolt* *

4th level (3 slots): *ice storm* *, *stoneskin*

5th level (2 slots): *Bigby's hand* *, *cone of cold* *

6th level (1 slot): *chain lightning* *, *wall of ice* *

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

Actions

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

Giant Vulture (Raven)

Large beast, neutral

Armor Class 10

Hit Points 22 (3d10 + 6)

Speed 10 ft., fly 60 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages Understands Common but can't speak it

Challenge 1 (200 XP)

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

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

Actions

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

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

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

Gladiator

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

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

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Kenku

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

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

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

War Priest

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The diviner has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

Actions

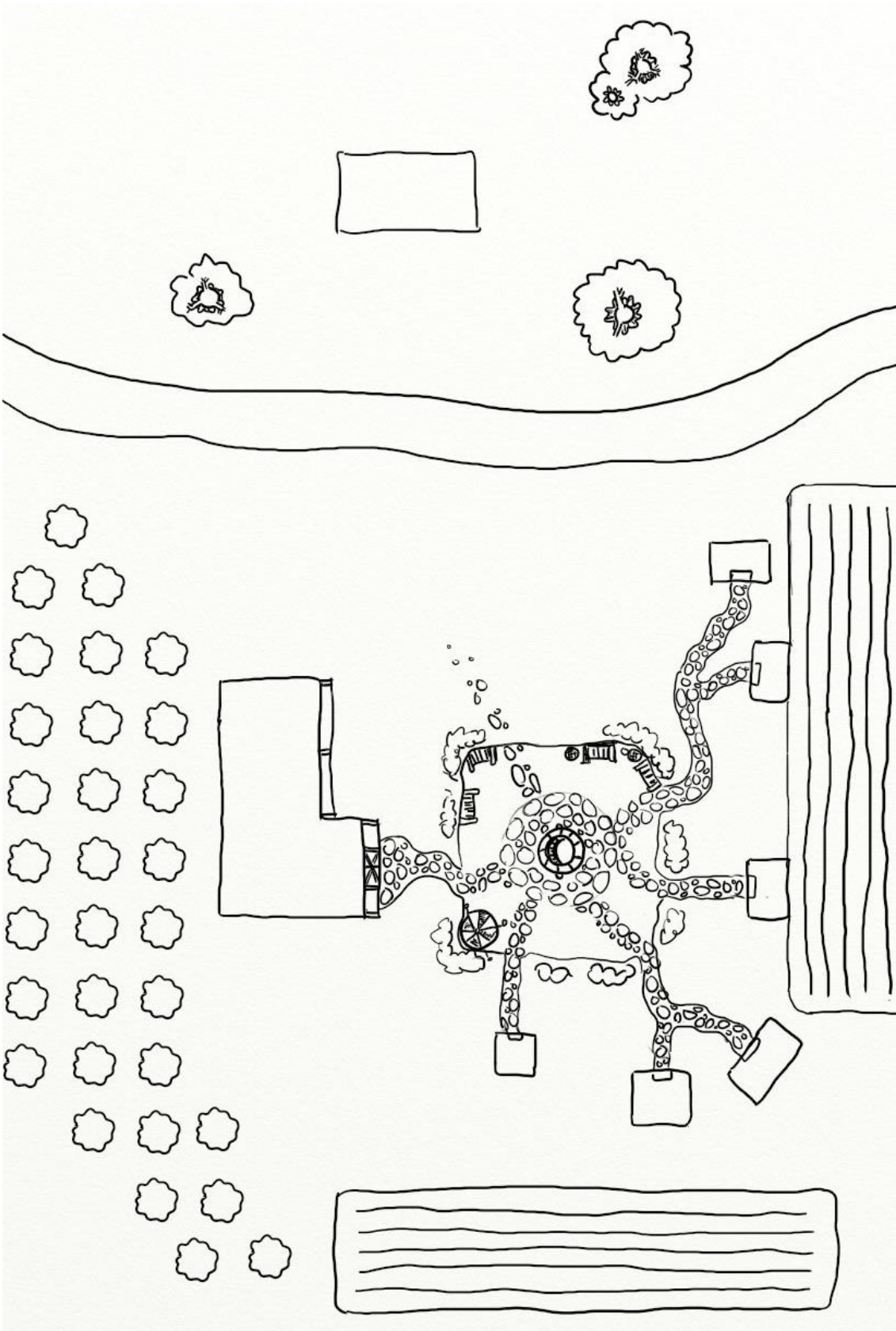
Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

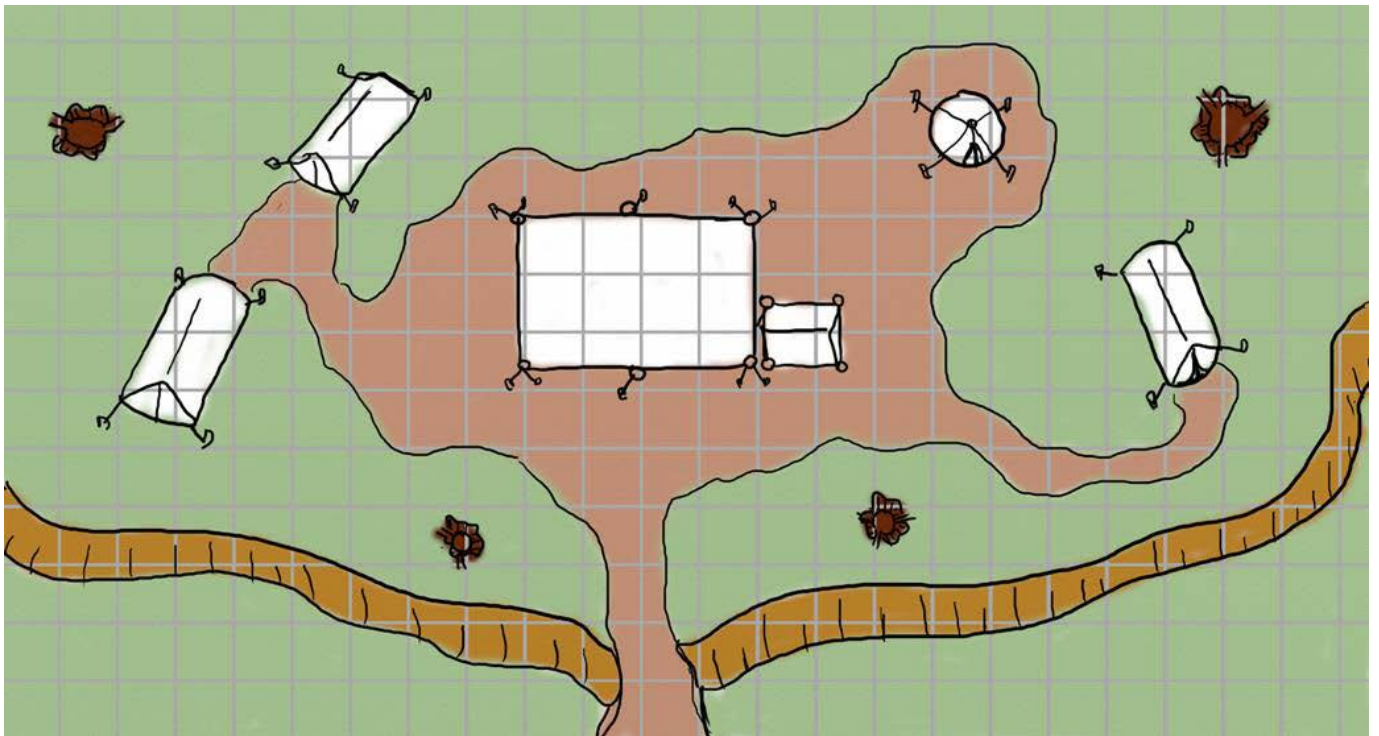
Reactions

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

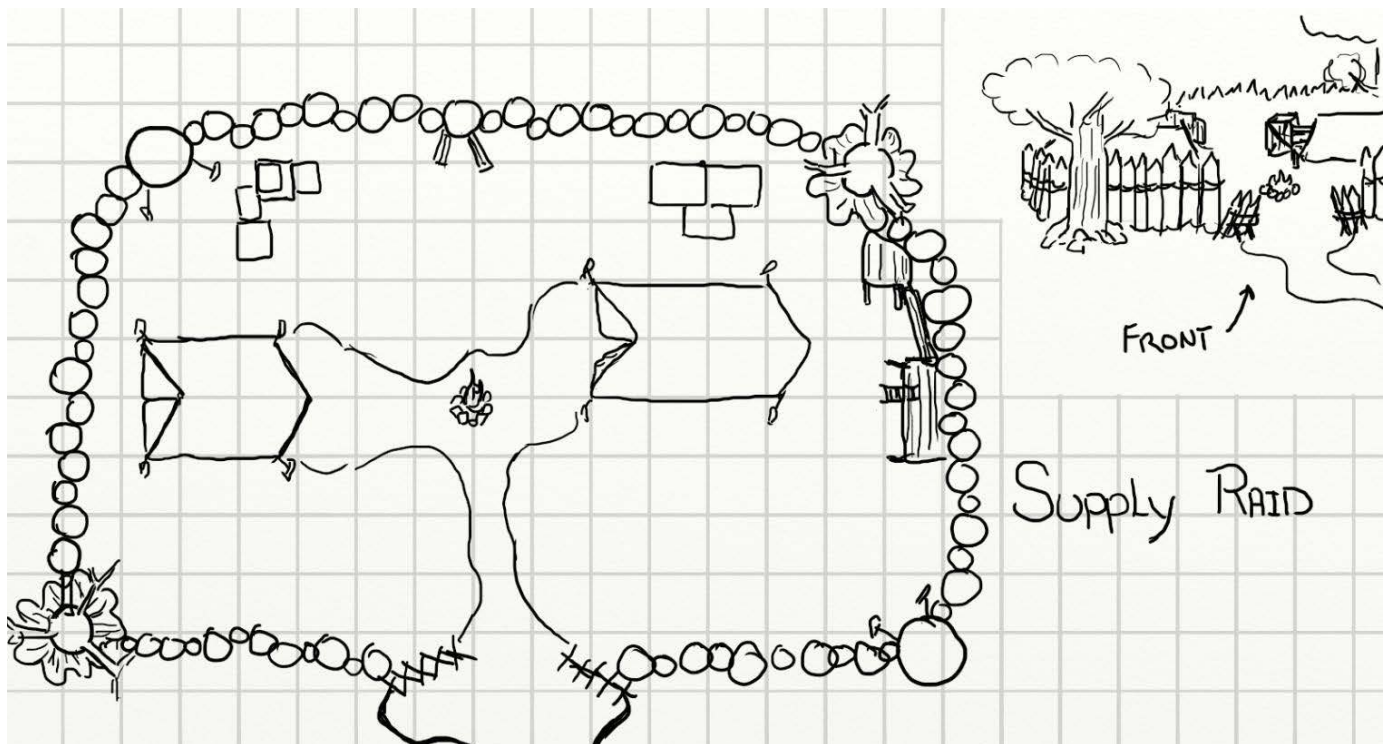
Appendix 3: Hetford Orchard



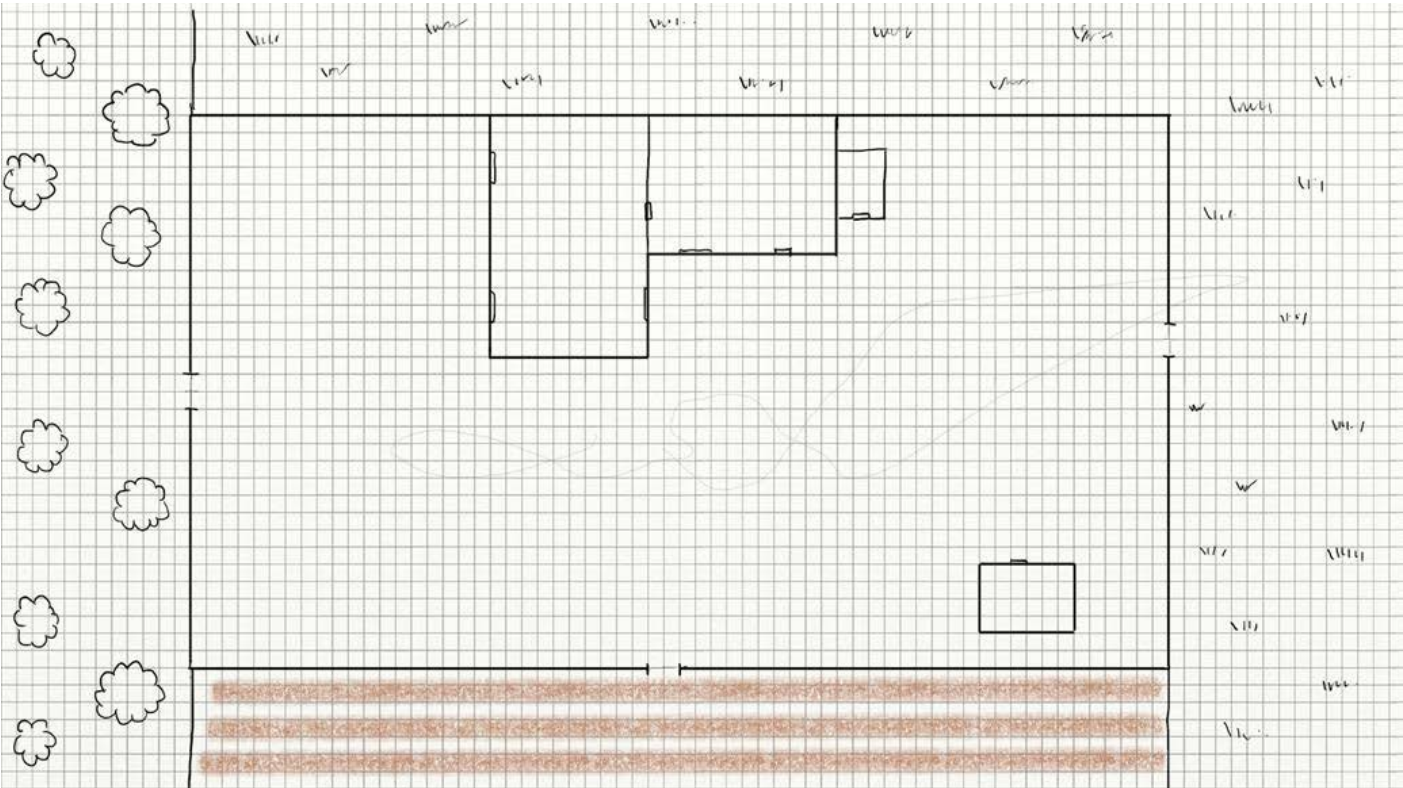
Appendix 4: Uthgardt Camp Raid



Appendix 5: Supply Raid



Appendix 6: Final Battle



Appendix 7: Tracking Table for Part 3

During Part 3, the players will accomplish certain goals that will impact Part 4. Use this guide to help keep track of what changes are made.

Preparation effects <i>Accomplishment</i>	Completed?	Outcome
Training Day	Y / N	Add 3 rounds to kenku survival timer. Villagers fight as Guards
Homefield Advantage	Y / N	Characters have 3/4 cover from outside the fence Villagers firing from the sheltered blind have total cover
All for One	Y / N	Add 3 rounds to kenku survival timer Characters can use Leadership trait from the knight stat block once during the raid
Enemy of my Enemy	Leave / Aid/ No	If persuaded to leave, reduce the berserker counts as noted in Part 4 If persuaded to aid, as above plus nullifies the entire Kenku raid as noted in Part 4
The Best Defense	Raid 1/ Raid 2/ No	If Raid 1 completed- remove the Champion from Part 4, as noted there. If Raid 2 completed- villagers firing from blind have damage increased to 1d8 + 3; the Aarakocra and veterans may only fire twice during phase 1 before being forced to enter melee.

Appendix 8: Story Award

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

Uthgardt Negotiator

You successfully negotiated a peace with an Uthgardt chieftain before the battle of Hetford Orchard. Chieftain Grayfeather offers his expertise as an offer of good will, and will remain a valuable point of contact in the future.

Appendix 9: Magic Item

Characters completing this adventure's objective unlock this magic item.

Figurine of Wondrous Power (Serpentine Owl) (Table G)

Wondrous Item, uncommon

This serpentine statuette of an owl can become a giant owl for up to 8 hours. Once it has been used, it can't be used again until 2 days have passed. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence. This item is found on **Magic Item Table G** in the *Dungeon Master's Guide*.

Appendix 10: Dungeon Master Tips

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

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. Familiar yourself 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.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure

that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

Adjusting this Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

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