



BAD BUSINESS IN PARNAST

Bad Fruul and his minions have been threatening to overtake the town of Parnast for some time, and intelligence provided by SEER (via HSING) confirms that an attack is imminent. Despite this, the town is at risk from within as internal politics threaten to tear it apart. It is up to adventurers to resolve the infighting in Parnast and prepare the town for the hill giant's onslaught.

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



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INTRODUCTION

Welcome to *Bad Business in Parnast*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder*™ storyline season.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five 4th-level characters**. Characters outside this level range cannot participate in this adventure. A player with an ineligible character can create a new 1st-level character or use a pre-generated character.

The adventure is set in the village of Parnast, in the Forgotten Realms.

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 at:

www.dndadventurersleague.org

PREPARING THE ADVENTURE

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

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.

- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

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 (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time 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 Adventurers League Player's Guide* for reference.

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

ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—

they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 4th-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

DETERMINING PARTY STRENGTH

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

RUNNING THE ADVENTURE

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

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

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

You Are Empowered. 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, so long as you maintain the original spirit of what's written.

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're 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 don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *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 generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available as a service is limited to a **maximum of three 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 is 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 for 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:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

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 who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a raise dead spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after raise dead reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

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

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

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

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

ADVENTURE BACKGROUND

The village of Parnast is a small, secluded community nestled between the southeastern boundary of the Greypeak Mountains and the western edge of the Weathercote Wood. Originally built as a Zhentarim outpost, Parnast was a prosperous trade hub along the Black Road. Following the death of the outpost's commander and subsequent abandonment by the Zhentarim, Old Parnast's fortifications fell into disrepair and were in turn abandoned by the villagers, who, over the years moved the village south.

Just over a year ago, Parnast was seized by the Cult of the Dragon, who used the massive crater outside the village as a dock for their flying fortress, Skyreach Castle. The cult was eventually driven off, but not before plundering Parnast and the surrounding region of its resources, leaving the town vulnerable in the face of the newest threat.

The giant, Bad Fruul, masses his armies to the south, while outriders and scouts led by an orc warrior named Kagrota Threeteeth scour the region for supplies, slaves, and treasure. Marauding bands of orcs and goblins have sent outlying homesteaders fleeing for the relative safety of Parnast, lending credence to rumors that had been following caravans across the Anauroch for several tendays. Bad Fruul is on the move and Parnast is about to be overwhelmed.

A NOTE ON MAGIC

Some characters may attempt to use magic to manipulate NPCs in this module. While this activity should not be discouraged by the DM, please be sure you understand the effects of such spells before adjudicating the outcome. So while, *charm person*, for example, causes the victim to view the caster as a friendly acquaintance. One does not necessarily share their innermost secrets with a friendly acquaintance, or otherwise change their plans for just them.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. Ragnar Redtooth hires the adventurers to investigate suspected sabotage that has hindered recent attempts to ready defenses against the orcs.

Part 2. The characters investigate the suspected sabotage throughout the following day, and eventually catch Tove Brandimen, one of Ragnar's militiamen, in the act. Tove attempts to flee. If captured, he claims to be working for Kagrota Threeteeth, an orc who he claims is holding his mother Illyna captive. If the characters agree to try and rescue his mother, he offers to lead them to Kagrota.

TOVE AND GOTTHARD BRANDIMEN

When the Zhentarim left Old Parnast, the Banite temple was destroyed and one human acolyte fled into the forest with his family. He built a cabin in the wooded hills and raised his children to venerate Bane, as they raised theirs in turn. Today the cabin is home to his great-grandchildren; identical half-elf twins of forty-five, named Tove and Gotthard Brandimen who have abandoned the worship of Bane in favor of Cyric.

Ostensibly, they are trappers. Both brothers, under the guise of Tove, periodically travel to the village to trade meat and skins for supplies. They have a good reputation as fair traders and decent folk. Though the villagers know of Gotthard, they believe him to be Tove's younger reclusive brother who has never come to town. Additionally, they do not suspect that Tove and Gotthard are twins or that the brothers have abducted and murdered numerous travelers over the years.

When they learned of the orcs moving through the area, and of the larger force following close behind, they made contact with Kagrota and offered their allegiance. Kagrota agreed, though she did wish to limit the brother's actions against the village. Her goal is not to slaughter the villagers, but to take as many slaves as possible. Bad Fruul's army requires support after all, and corpses serve only crows.

Part 3. The characters finally confront Kagrota at the Brandimen's cabin.

ADVENTURE HOOKS

There are many reasons for the adventurers to be on site, including the following:

Treasure Hunters. You've recently come to Parnast following a treasure hunting expedition in the Greypeak Mountains. Characters who participated in DDAL05-01 *Treasures of the Broken Hoard* may already be in Parnast.

Caravan Guards. You recently arrived at Parnast as part of a caravan traveling through the Anauroch or Grey Peak Mountains, your employers are taking a few days to rest before completing an arduous

journey. If the adventurers took part in DDAL05-02 *The Black Road*, they have knowledge of the area, and recent history.

All Faction Members. Regardless of a particular character's specific reasons for being in Parnast, members of every faction recently received a missive from their handler, warning that Bad Fruul, a capable hill giant war chief, has spent months gathering an army of goblinoids, ogres and other, less pleasant creatures in the Greycloak Hills. New intelligence confirms that he is preparing to attack Parnast. You are to travel to or remain in the village and assist the people however you can.

Order of the Gauntlet (Faction Assignment). The Order has heard tell of Cyric worshipers in the hills around Parnast, seen the Skull-and-Sunburst (Cyric's Symbol) carved into trees along the trade route, and borne witness to small shrines dedicated to the mad god in the wilds. Members of the Order of the Gauntlet—should they come upon any such symbols or shrines—are to destroy them without hesitation.

PART 1. BACK IN PARNAST

Expected Play Time: 15 Minutes

The characters have recently arrived at The Golden Tankard for the evening meal after having passed through the village. There are several other locations in town that they may wish to visit, either after their meal or on the following day. Please read the box text under “The Golden Tankard” and take a moment to allow the characters to introduce themselves.

GENERAL FEATURES

Parnast has the following general features:

Weather. Situated on the eastern boundary of the Greypeak Mountains, a cool breeze continually flows through Parnast. The shadow of the mountain range begins to darken the village early in the evening. It is currently overcast and windy, threatening rain.

Light and Visibility. During the day, the village is well lit, however, in the wooded region outside of town, the light is dim and both are dark at night.

Geography. The terrain around Parnast is uneven and rocky. The region is covered with rugged scrub, hearty wildflowers, and tall mountain pines. Hunting is usually unproductive as nearly all large game has been hunted out of the region.

Crater. Immediately southwest of Parnast is a massive crater, used by the Cult of the Dragon to house the floating fortress, Skyreach Castle.

In the Region. Within a day’s walk of Parnast, there are a half-dozen farms and other outlying dwellings.

Refugees. Four farming families, workers in their employ, and a number of other homesteaders have recently arrived in Parnast. This increase in population may be a burden, as half of the newcomers are very old or very young, and the able-bodied adults are not capable warriors. They are, however, accustomed to hard labor and could be of use in the construction of fortifications.

THE GOLDEN TANKARD

This comfortable rustic tavern offers a limited menu of flavorless food and bitter ale, however, there are no rooms for rent here. The proprietor is Ragnar Redtooth, a retired soldier turned barkeep who also serves as the leader of the local militia and sees himself as the town’s head. Characters who participated in DDAL05-03 *Uninvited Guests* recognize the barkeep.

Read or paraphrase the following:

The village of Parnast has seen better days. Rumors of an encroaching monstrous army, once brashly dismissed, became a living nightmare when the first farm was sacked. Now make-shift shelters for the newcomers and pickets for their animals can be found scattered along the streets and among buildings. A quiet gloom hangs over the village.

This evening, you arrive late to The Golden Tankard to find a burly man with prominent muttonchops bidding three men goodnight. Two are clearly militiamen, and the third is a short half-elf, clad in worn furs. As the three leave, the burly man spots you approaching and smiles apologetically, saying “I’m sorry friends, but the Tankard’s cl... On second thought, would you be interested in some work?”

THE OFFER

Ragnar had been discussing the news of monsters and missing farmers with two of his regular militiamen and Tove Brandimen, his scout. Unbeknownst to the barkeeper, Tove has been feeding him false information, leading him to believe that the best option is to build fortifications, in hopes that the village looks too dangerous for the orcs to risk attacking. Ragnar believes that the village can conceivably be defended, but only if people would do what he says.

Ragnar introduces himself and asks if the characters are interested in work. If so, he invites them into the tavern and calls for his daughter Elspeth to bring cheese and ale to tide the adventurer’s over until morning.

Once inside, he explains that he has been scrambling to organize a defense, but has encountered resistance and ill fortune at every turn. In the end, he explains that he suspects foul play and that Gundalin Cartwright may be involved. He will pay them 50 gp if they investigate and bring what they find to him.

While Ragnar is talking to the party, someone knocks on the door. Elspeth answers it, to find a young man waiting. Characters who participated in DDAL05-03 *Uninvited guests* recognize him as Wallace, the cartwright’s son. Elspeth turns to her father as if to ask a question, but before she gets the words out Ragnar sighs and waves. Elspeth smiles, dons a cloak, and joins Wallace to sit and chat on the front porch.

Ragnar provides the following information about the situation:

- Every decision he makes is second guessed by Gundalin Cartwright or one of his cronies.
- Gundalin and his friends are the most skilled woodworkers and craftsmen in the village, yet they refuse to work with him. They still blame Ragnar for the situation with the Cult of the Dragon.
- If Gundalin is behind the sabotage, Ragnar intends to use that to discredit him and gain the support of his followers.
- If Gundalin is not behind it, Ragnar would like the characters to reason with the man. Gundalin is a skilled craftsman and Ragnar needs men like him.
- If he cannot get the villagers to work together soon, Ragnar worries that people may begin fleeing into the hills. This would only result in a slaughter.
- Tove has reported that he has been unable to determine the strength of the invading force, other than to say that it is sizeable. He's says that the monsters are constantly on the move through the surrounding countryside, traveling in groups of various size, but he's been unable to locate a permanent camp. The orcs are not occupying the farms they sack, and have destroyed what supplies they couldn't carry with them.
- Ragnar does not know that an attack by Bad Fruul's army is imminent. This intelligence has not yet been provided to him and if the characters let him know, it only reinforces his determination to catch the saboteur and rally the people.

While he can't definitely prove it to be sabotage, he has the following evidence:

- Supplies and tools have been vanishing. They've been storing their supplies in the small building in the center of town. (Though he doesn't mention this to the characters, last night he had several of his trusted militiamen move most of the supplies into his tavern, where he can keep an eye on them. Unbeknownst to Ragnar, Gotthard observed this from the edge of town.)
- The day after they completed the southern watchtower, it collapsed killing a militiaman named Donnal. Ragnar isn't a carpenter, but he's sure it was sturdy. Ragnar says one of the men claimed to see a light near the base of the tower just before it collapsed, and getting men to work on rebuilding it has been challenging. They'd built the towers with materials scavenged from Old Parnast and now rumors are spreading that the tower was cursed.
- To make things worse, just this morning, the cart they'd been using to haul building materials from Old Parnast broke its second axle in a tenday. It had recently had its wheels and axle replaced by

Gundalin. The owner took the cart back to Gundalin's shop. Ragnar doesn't trust him, but he is the only cartwright in town.

If the party expresses an interest in leaving town to find the orcs, Ragnar asks that they stay. He says that his people are not yet prepared to defend themselves, and the presence of experienced warriors in the village would put his mind at ease. He would prefer if the characters remain in Parnast, until he's managed to fortify the village and sufficiently prepare his people.

When they've finished speaking, Ragnar offers to put them up in the stables across the village square. He warns them that it is a bit crowded, but they should be able to find space for a bed roll. Any mounts they've brought can be secured at the picket outside the Tavern. In the event that any of the characters participated in DDAL05-03 *Uninvited Guests* and received the **Defenders of Parnast** story award, Ragnar instead offers them space to sleep in the tavern.

ROLEPLAYING RAGNAR REDTOOTH

Ragnar is a tall, burly, boisterous man with enormous muttonchops and dark hair. He served as a soldier in his youth but is vague regarding the details. When the Cult of the Dragon occupied Parnast, Ragnar capitulated, accepting bribes to help conceal their activity and maintain control over the village. When he was eventually found out, he maintained that his actions were for the good of the villagers who, he says, would have been slaughtered otherwise. This line of argument prompted many of the townsfolk to forgive his actions and, given his military experience, embrace him as their de facto leader. Ragnar is a bully who does not shy from using intimidation and coercion to get his way, though he can be charming when it suits him. He looks out for number one and takes advantage of every opportunity that presents itself regardless of the consequences levied upon others. Despite this, he presents his motives as altruistic.

Quote: "No good deed goes unpunished."

The characters may not wish to go directly to the stables after leaving the Tankard, however, it is late and most decent townsfolk are sleeping. The shops are closed, and no one takes kindly to knocks on the door at this hour. If the characters go elsewhere, please proceed to Part 2, below. Otherwise, continue.

THE STABLES

The Cult of the Dragon used the stables to house their wyverns when they occupied Parnast. The scent of the creatures still lingers, frightening livestock that comes too close. As such, the stables now serve as a makeshift inn for travelers and - more recently - refugee families. While many of the newcomers have

set up temporary shelters in and around the village, the elderly and very young children are being housed in the stables along with Tove, who stays here when he is not “scouting”.

In the event that no characters stay at the stables, they meet Tove the following morning as he prepares to leave town.

The sound of a crying infant can be heard coming from the stables as you approach. A hint of something acrid hangs in the air about the building. The short, fur-clad half-elven man you saw in the Golden Tankard earlier leans on the wall outside the door of the building smoking a pipe. He smiles and waves as you approach. “I don’t believe we’ve met. I’m Tove.”

Tove attempts to strike up a conversation with the characters, complaining about the crying child in the stables. How anyone is supposed to sleep with that racket he is unsure.

When speaking to the characters, Tove is curious and friendly and does his best to avoid seeming pushy. He would like to know who they are and what they are doing in town. If they mention that they are investigating possible sabotage, he acts skeptical that anything untoward is happening.

If asked, he explains that he is a scout for Ragnar, just in town for the evening to report. He plans on leaving again in the morning to keep an eye on the orcs as best he can.

If asked about his past, his demeanor darkens and he quickly tires of the conversation. He divulges that he and his brother had a run-in with the orcs nearly a score of days ago. He says they “got out alive” but had to split up and that Gotthard can take care of himself. This is all true in a sense and he should have advantage on a Charisma (Deception) check if the characters are suspicious.

When he’s had enough, Tove excuses himself. He rests near the northern corner of the stables. When he thinks it safe, he contacts Gotthard using the *message* cantrip. He lets his brother know everything he can about the party, including their names, equipment, what he thinks of them and where they seem to be spending the evening.

When not in the village, neither Gotthard nor Tove return to the cabin except in the event of an emergency, or to report important activity to Kagrota. During the day, they keep a cold camp well away from Parnast and plan their evening mischief. When Tove is in town Gotthard waits on the northeastern perimeter each night, to exchange information.

ROLEPLAYING TOVE BRANDIMEN

Tove is a short, handsome half-elf with sandy blonde hair and green eyes. He is personable and enjoys small talk. He offers reasonable advice to those who ask and none to those who don’t, and is always eager to help out. This is, of course, all a show, and any who see through it find him to be somewhat off-putting and strange. They may notice that he nods too often, refuses to break eye contact or never blinks. He habitually rests his hand on the pommel of his short sword. Despite this, he is a skilled woodsman and his reputation made him an obvious choice for a scout in Ragnar’s militia.

Quote: “What can I do to help?”

PART 2. BAD BUSINESS

Expected Play Time: 60 Minutes

The Brandimen brothers have thus far been methodically disrupting the villager's activities. Rather than feel threatened by the characters' involvement, they see this as an exciting challenge and become more aggressive rather than cautious.

The following events take place over the course of the next day, at the relevant times though the exact moment of each event is up to the DM's discretion.

The characters may visit any or all of the locations under "People and Places" in any order.

A. THE DAY'S EVENTS

The following events occur throughout the day, at the indicated times. These should serve to interrupt the flow of the investigation, as the characters investigate the town interacting with people and places detailed in section 2B. The exact timing of each event is left up to the DM's discretion. If it seems like the party is taking too long, use the poisoning or kidnapping events to get them moving. If they are really behind, allow them a good chance to capture or kill Tove during Kidnapping.

1. POISONING (MORNING)

On the evening the characters arrived, after he spoke with Tove and was certain that the village was asleep, Gotthard stole into the Herbalist's garden and took substantial cuttings from the yew shrubs found there. He then mixed the cuttings into hay used to feed several draft horses brought by a farming family. Then he doubled back to the garden and made an obvious trail leading to Gundalin's shop, where he planted the shears and bag used to collect the clippings.

The horses are located at one of the redoubts noted on the map. Several families have brought horses and livestock with them and Gotthard is not targeting any in particular, nor is he on any rigid timeline so long as he can complete his task before morning. If the characters are scouting in the evening, Gotthard waits for an opportunity to target horses without being caught.

Early the following morning, the farmer (Wald) and his son (Enryn) feed the animals and leave to attend other chores. Shortly after that, the horses are discovered dying. The symptoms they present include labored breathing, trembling and dizziness.

The characters are alerted to the situation by a commotion. Villagers are shouting for help and

someone is running to fetch Chandra Stol from the Shrine of Axes.

When the characters arrive on the scene, they see three afflicted horses. Two lay on the ground, one trembling violently, the other is dead. A third is on its feet, staggering as a farmer tries to steady it. Chandra Stol arrives several minutes after the commotion begins. Characters investigating the scene may use the following ability checks to learn more information:

- **Intelligence (Investigation):**

DC 11. Several evergreen branches are mixed in with the hay that the horses have been eating.

- **Wisdom (Medicine), Intelligence (Nature or Survival):**

DC 8. The animals appear to have been poisoned, the motionless one is dead.

DC 12. The horse on the ground is very close to death. The other will die soon.

DC 14. The character recognizes these as species of yew plant, all parts of which are highly toxic to people and livestock.

- **Curing the Horses.** The trembling and staggering horses have only two minutes, and half an hour to live, respectively. Their condition can be cured with magic, such as *protection from poison*. Alternatively, a horse that is fed antitoxin gradually recovers if it succeeds on a DC 11 Constitution saving throw. A character who searches Sylas's garden and succeeds on a DC 13 Intelligence (Nature) check finds the necessary herbs to counter the toxic effects of the evergreen branches. Characters who are proficient with herbalism kits add their proficiency bonus to this check. A horse given this remedy gradually recovers without the need for a saving throw.

If the characters openly discuss the poisoning, Chandra Stol lets them know that Sylas, the late Herbalist's husband may have something that could help.

- **Searching the Area.** Any tracks that may have been left by the culprit have been obscured by milling townsfolk.

2. KIDNAPPING (AFTERNOON)

This event should happen after the characters have visited two or three locations in town.

Gundalin's son Wallace sneaks off into the woods early in the afternoon. He found a note left for him that he thought left by his lover Elspeth, Ragnar's daughter. The note was forged by Tove, penned in her

graceful hand and signed with a stylized E. It invites him to the “usual place”; a copse of trees a short distance to the east of town. Unfortunately for Wallace, Tove is waiting for him and quickly subdues the young man with *sleep* before binding and gagging him.

The Brandimen intend to frame Wallace for the arson they plan to commit this evening. Tove keeps the boy alive until shortly after the fire is started—knowing that Chandra Stol will notice if the kill is not fresh when he carries Wallace’s corpse into town the following morning.

Generally, this goes unnoticed by the characters. However, if they are near Gundalin’s house in the early afternoon the characters may see Wallace leave. In that event, go to Stakeout.

Stakeout. Characters who decided to keep watch on Gundalin’s home or happen to be in the area see Gundalin leave around noon, heading toward the tavern. He is going to find the farmer whose cart he’s just finished repairing. A few minutes later, Wallace leaves, heading east.

Characters succeeding on a DC 13 Wisdom (Insight) check notice that the boy is acting suspiciously—periodically checking over his shoulder as he moves down the street.

If confronted, he admits that he’s going to meet his lover Elspeth and shows them the note. He begs the characters not to tell Gundalin or Ragnnar, who he believes would be furious.

Characters following Wallace that succeed on a DC 10 Dexterity (Stealth) check see him sneak out of town and enter a stand of pine trees, vanishing from sight amid the low hanging branches. He notices those that fail and hollers at them to mind their own business.

Characters within thirty feet of the boy when he disappears into the trees that also succeed on a DC 13 Wisdom (Perception) check hear him call out “Elspeth?” Those that succeed by 5 or more hear a murmured response, that sounds more like nonsensical utterings than a language. Characters proficient in Arcana that hear the response identifies them as the verbal component for some sort of arcane spell.

If the characters were stealthy, they may be able to capture Tove, otherwise, he flees into the hills and escapes.

Sneaking up on Tove requires two successful Dexterity (Stealth) group checks—one to approach the stand of trees DC 11, and another upon entering DC 16.

- ***If Tove Detects the Characters:***

Entering the stand of trees, you see Wallace face down amid the pines, asleep. His hands are bound behind his back.

If Tove heard the characters approaching, he casts *longstrider* and sneaks off before they arrive, leaving Wallace and abandoning the plan of framing the boy. The DM may allow the characters a chance to catch Tove leaving even if they failed the second stealth check.

- ***If the Characters Surprise Tove:***

You enter the stand of trees and see Wallace face down amid the pines. A hooded figure crouches nearby, apparently unaware of your presence.

Tove attempts to flee using *longstrider* and Cunning Action. If escape isn’t possible, he surrenders. Proceed to Part 3, bearing in mind that Gotthard is unaware of Tove’s capture. Arson (see below) occurs regardless of the characters’s actions unless Tove has an opportunity to contact him via *message*.

- ***Searching the Area:***

The party finds a sack hanging from a low branch near Wallace that contains a dagger, several crumpled love letters written between Wallace and Elspeth, pen and ink. A character who succeeds in a DC 11 Intelligence (Investigation) check notices slight inconsistencies between the hand used in the crumpled notes from Elspeth to Wallace, and the note that brought him out today, though the contents of the note was clearly similar enough to fool him.

- ***If Wallace Slips Away Unseen:***

Left undisturbed, Tove leaves the stand of trees at dusk as the shadow of the mountain falls over the village. He moves into position on the perimeter of town and waits for Gotthard to initiate Arson.

3. ARSON (NIGHT)

After most of the villagers have turned in for the evening, the Brandimen brothers attempt to burn down the tavern in order to destroy the community’s food supply.

Gotthard kills the guard on the northern tower with an arrow, and then sets it ablaze with lamp oil stolen from the trading post before fleeing. While the townsfolk rush to put the fire out, Tove sneaks into

the tavern through the back door to destroy it with the rest of the stolen oil. If he is spotted by the characters before entering, he attempts to throw a lighted flask at the tavern before fleeing.

If he enters the tavern undetected, he is caught by Elspeth as he lights the fire. Tove knocks her unconscious and leaves her to burn, fleeing to the copse of trees where he ambushed Wallace.

Anyone in the village square hears her screams or see her being chased past a window with a successful DC 15 Wisdom (Perception) check. If unsuccessful, a villager notices flames spreading in the tavern, and alerts the characters one round later—giving Tove a one-round head start. Any character entering or looking into the building sees Elspeth prone on the floor of the taproom.

Fighting the Fire. If Tove successfully lights the fire, the characters have the opportunity to save the Tavern, and Elspeth's life. For the most part, the majority of the townsfolk have sleepily emerged from their homes and mill about, uncertain of how to proceed. Ragnar and the four militia men on a handful of townsfolk do spring into action, running to fill buckets at the well. When Ragnar sees the Tankard burning, he sprints back, yelling that the village's provisions are inside.

As the fire burns, the fire fighters (villagers and characters) receive a total of ten d20 rolls. These may be rolled by the players. A roll of one to ten is a failure, eleven to twenty is a success. The number of successful rolls determines the level of damage to the tavern, and the village supplies. In addition to merely stating that they wish to help fight the fires, the characters can take an action to improve the odds of success every time a firefighting die is rolled.

The following are examples of actions that may be taken, and the outcome of success. This is not an all-encompassing list, please reward creative play.

- Rally the milling townsfolk to organize a response to the fire. A successful DC 12 Charisma (Persuasion or Intimidation) grants a +1 bonus to all firefighting rolls going forward.
- Rig the well to fill multiple buckets at once. A successful DC 11 Intelligence (Thieves' Tools, Tinker's Tools) grants a +1 bonus to all firefighting rolls.
- Spells such as *prestidigitation*, *control flame* or *druid craft*, can be used to battle the fire. Every character dedicated to doing this grants an additional +1 bonus to firefighting rolls.
- Spells that create large quantities of water, such as *create or destroy water* can be used to rapidly douse flames, granting an automatic success.

- Pull Elspeth from the building. A successful DC 10 Strength (Athletics) or Wisdom (Survival) check allows a character to extract Elspeth without incident. A failure on this roll causes the character to take 7 (2d6) damage from fire, smoke inhalation or falling debris in the process of rescuing her. The damage type is up to the discretion of the DM.
- Rushing in to save supplies. A successful DC 13 Strength (Athletics) check allows the character to enter the tavern and retrieve a crate of supplies from the store room, granting a success. A failure on this roll causes the character to take 7 (2d6) damage from fire, smoke inhalation or falling debris in addition to failing to retrieve any supplies. The damage type is up to the discretion of the DM.

FIRE DAMAGE

Successes	Tavern	Supplies
0-1	Destroyed	Destroyed
2-4	Nearly Destroyed	Mostly Destroyed
5-6	Heavily Damaged	Half Destroyed
7-8	Lightly Damaged	A Quarter Destroyed
9-10	Superficial Damage	Most Saved

• **The Well, Water, and Buckets:**

There are six buckets by the well and more in the stables and various homes throughout the village. If the characters get the villagers moving, people run off to gather more.

• **The Tower:**

Unless a character was near the tower and sees the fire start, it burns too quickly to be saved by buckets from the well, though several villagers try.

A *create water* spell positioned on the tower douses the flames.

A character near the tower when the fire is set that succeeds on a Wisdom (Perception) check opposed by Gotthard's Dexterity (Stealth) check sees a cowed figure sneaking away from the tower. Gotthard is in an area of darkness when this check is made. If he is caught, he pretends to be Tove and claims to be in pursuit of someone who just set the tower on fire.

A member of the militia spots the burning tower after it had been burning for two rounds, and calls for help if no one else has.

• **The Tavern:**

If the characters enter the tavern, they notice that the back door has been left open. If they saw or heard Elspeth being chased and head immediately to the building, they see Tove exiting. Otherwise, investigating the area behind the tavern may reveal Tove's tracks. A successful DC 11 Wisdom (Survival)

check reveals that the tracks lead to the northwest. The tracks are far apart, indicating that the individual was running.

4. CLEAN GETAWAY

If Tove manages to escape undetected, he waits in the grove where they're keeping Wallace, whether Wallace is still there, or not. This is the brother's agreed meeting point. In the event that Wallace has been rescued, and the characters have not captured or killed either brother, the brothers return to the cabin to report to Kagrota.

Otherwise, Gotthard shows up just before dawn and Tove kills Wallace. Gotthard then cuts Tove's arm and splatters some blood on Wallace's hand in order to support the story that Wallace attacked him. Tove bandages his wound, takes the body and dagger, and heads back to town.

His story is as follows:

- Tove was headed into town and saw the fires.
- Tove ran into Wallace; the boy appeared to be fleeing town.
- Tove attempted to calm the Wallace down, but the young man drew a knife and attacked him—dealing a wicked cut on his arm (winces in pain).
- Tove tried to disarm and subdue Wallace, but ended up killing him during the struggle.

Ragnar accepts Tove's side of the story, and suggests that Wallace and Gundalin are behind the sabotage. If the shears and clippings were found in Gundalin's house and presented to Ragnar, he is certain of their guilt.

Characters closely inspecting Wallace's body notice that it smells strongly of pine, but not of smoke or oil. Additionally, characters inspecting the body may use the following ability checks to learn more information:

- **Intelligence (Investigation):**

DC 9. Wallace corpse isn't wearing a dagger sheath.

- **Wisdom (Medicine):**

DC 11. Wallace's wrists appear to have rope burns. If Tove's story is not believed, he makes one last attempt to escape.

TREASURE

If Tove or Gotthard are killed or captured the characters discover that the brothers each carry 30 gp worth of assorted coins.

Additionally, Tove has *oil of slipperiness* and Gotthard has a *potion of healing*, both of which they may use in their attempts to overcome the characters.

XP AWARD

If the characters save the horses, award each character 25 XP for each horse save. Additionally, if the characters rescue Elspeth, award each character 50 XP.

Award each character 50 XP for each Brandimen brother they capture or kill.

And finally, if the characters roll five or more successes while fighting the fire, award each character 50 XP, if they roll nine or more, award an additional 25 XP.

B. THE PEOPLE AND PLACES OF PARNAST

The characters have the opportunity to visit the following during their investigation:

1. TOWNSFOLK

The townsfolk of Parnast are clearly frightened, keeping their heads down as they go about their chores. Their talk is hushed and several of them cringe at your presence, glancing nervously at your weapons.

The average person in town doesn't know anything about the sabotage. Most are more focused on feeding their families and determining whether to flee or fight. Tales of marauding monsters as well as murdered and missing neighbors are a heavy weight on people's minds. That said they have a little information that the characters can uncover by talking to them directly, or overhearing conversation.

- Several villagers who escaped encounters with the orcs recall the leader, a huge female orc in full armor who wore tusks braided into her hair.
- Though the orcs did kill people, they seemed more interested in taking prisoners.
- The attacking orcs screamed their battle cries in common, saying things like "Bones for the mother!" or "Three Teeth!"

2. THE MILITIA

There are twelve militiamen in all, including Tove Brandimen. They are able to relate the following:

- The morning the southern watchtower fell, one of the militiamen (Ulrich), was the first on the scene. He pulled Donnal's body out of the wreckage. He isn't sure if it was his imagination, but believes he saw a faint blue light near the base of the tower. It caught his eye an instant before the tower fell, and

then it was gone. Once word of that got out, the townsfolk began to embellish the tale, resulting in the belief that ghosts are haunting the materials brought from Old Parnast.

- The militiamen think Tove is a good scout. He has killed a fair number of goblins over the years, and he's helped to track down missing persons.
- They know as much about the orcs as the townsfolk.
- They may have heard only rumors about Bad Fruul, but don't seem aware that an army is bearing down on them.
- They are nervous, but trust Ragnar to do what is best for the village.

3. THE CARTWRIGHT'S SHOP

The cartwright's home is squat building located beside the stables, on the northern end of town. A sign posted out front depicts a horse-drawn wagon. Wagon wheels are arranged in orderly stacks on the front porch.

In the event that the party goes to Gundalin's shop the night they arrive, both Gundalin and Wallace are asleep. Gotthard doesn't attempt to drop the evidence in Gundalin's home if he sees the characters in or around the residence. He spends several rounds scouting the home before he makes any attempt to complete his part in poisoning. The DM may determine that he arrived before the characters, in which case, they may find the planted evidence. Otherwise he arrives after they leave.

If the adventurers approach Gundalin's home in the morning, he is here watching his son Wallace work a lathe to craft a new axle for a cart, but not the one Ragnar mentioned. As it turns out, several carts and wagons have had similar problems over the last tenday. The characters recognize Wallace as the young man who visited the Tankard the night before.

If the characters arrive in the afternoon, Gundalin is still here and is quite angry about his son, Wallace, having run off—shirking his chores. He has no idea where Wallace went, and there are no tracks or evidence to lead the characters to him.

Development. If the characters participated in DDAL05-03 *Uninvited Guests*, Gundalin recognizes them and is friendly and helpful. He is grateful that his son, who volunteered to join the adventurers, survived Ragnar's hunting expedition, though he is still bitter that the expedition took place at all.

- He also feels that something is going on, and suspects that Ragnar intends to pin the blame on him.
- Gundalin offers 80 gold if they bring whatever they find during their investigation to him instead of Ragnar.
- Gundalin enthusiastically allows the characters to search his property; insisting that he's got nothing to hide.
- Several carts were brought to him for repairs during the last tenday. All of the wagons were being used to clear the land around the village or bring building materials from Old Parnast.
- Several carts, including the one Ragnar told the characters about, have suspiciously broken axles in the last tenday. The axles broke clean—as if they'd been intentionally damaged, rather than snapped under the weight of a load or from wear.

In addition to being suspicious of Ragnar, Gundalin disagrees with his recent choices. Gundalin and his friends believe that Ragnar is overconfident and that defending the village will prove too difficult. Instead, Gundalin believe the villagers should retreat to Old Parnast. He argues that the Zhents picked the site of Old Parnast for its defensive features, and the old palisade that still stands would make for a much more defensible location.

Searching Gundalin's House. Characters that succeed on a DC 10 Intelligence (Investigation) check find a bag tucked behind a crowded workbench in the back of the shop. The bag has a pair of pruning shears and traces of pine needles and red berries inside it. If confronted, Gundalin denies ever seeing it. A character succeeding on a DC 11 Wisdom (Insight) check gets the impression that he is telling the truth.

ROLEPLAYING GUNDALIN CARTWRIGHT

Gundalin is an unremarkable, balding human man in his mid-fifties who wears what remains of his hair in a long gray ponytail. The scent of sawdust lingers in the air about him. Gundalin is hardworking and fair, but harsh when wronged and slow to forgive.

He is unhappy with the current state of affairs, in which Ragnar is the de facto leader of the village merely because he had been a soldier. He loathes Ragnar for his cooperation with the Cult of the Dragon, and more-so since Ragnar sent Wallace, Gundalin's only son, on a dangerous hunt in order to provide for a frivolous feast in honor of Ragnar's vanity (DDAL05-03 *Uninvited Guests*).

Quote: "I'm surrounded by liars and fools."

4. THE CRATER

Sheer craggy cliffs drop into a desolate basin, hundreds of feet deep and nearly a mile in diameter. The view is awe-inspiring.

There is nothing to be found here.

5. THE SMITHY

Just across from the stables is a small smithy. Its large front doors take up the majority of the eastern wall and are left open during the day to allow the cool breeze to move through the shop. It is owned by an ugly, harried looking man in his early thirties named.

Predominately skilled at forging horseshoes and repairing tools, Rodric spends more time these days pounding dents out of helmets and repairing weapons damaged by militiamen in training.

Rodric is not particularly interested in talking to the characters. He is too busy to waste his time and he doesn't know anything about their investigation.

6. THE HERBALIST

This shop is run by an elderly human named Sylas. He is not a herbalist himself, but his recently deceased wife was. Sylas is simply keeping the shop open until he sells off her remaining stock. His days are spent tidying up the shop and staring out into the neglected garden that his wife used to tend.

The only thing that keeps him in business is a tonic that he makes himself, Sylas's Wake-Up Sauce—a favorite of the regulars at The Golden Tankard. He sells a small bottle of the pungent liquid for 10 gp, and has 2 vials on-hand.

Sylas's Wake-Up Sauce. If imbibed, this home remedy neutralizes the effects of intoxication on a creature for 24 hours.

Development. If asked about suspicious activity around town, he reveals that some bushes in his wife's garden were tampered with. He takes them to the garden outside his home and shows them several evergreen shrubs, which have been hastily trimmed. The clippings are nowhere to be found. A character succeeding on a DC 11 Intelligence (Nature) check identifies the shrubs as yew, a plant toxic to horses and other animals.

Additionally, a character succeeding on a DC 13 Wisdom (Survival) check finds booted footprints in the garden. The footprints lead out of the garden to

the north, where they circle about the northern perimeter of town—eventually leading to Gundalin Cartwright's home.

A Cure for Poison. Although Sylas has no antitoxin on hand and wouldn't know if he did, herbs in his garden can be used to craft a remedy for the horses. A character who searches Sylas's garden and succeeds on a DC 13 Intelligence check finds the necessary herbs to counter the toxic effects of the evergreen branches. Characters who are proficient with herbalism kits add their proficiency bonus to this check. A horse given this remedy gradually recovers without the need for a saving throw.

7. TRADING POST AND PROVISIONS

The trading post is owned by Calder, an enterprising halfling merchant. He has available any item from the Adventuring Gear table (*Player's Handbook*, p.150) worth 45 gp or less. Curiously, his supply of lamp oil vanished about a tenday ago. Calder complained to Ragnar, who said he'd look into it but has not found the culprit.

8. THE SHRINE OF AXES

An unassuming wooden building in the center of town serves as a shrine representing Auril (winter), Chauntea (summer), Mielikki (autumn), and Angharradh (spring).

Previously unattended, a priestess of Mielikki named Chandra Stol took up residence within the shrine. She prepares bread daily, which is passed out free of charge. These days she is busier than usual, tending to the spiritual and physical needs of the many refugees sheltering in town. She has no information regarding the suspected sabotage, but identifies the plant used to poison the horses as yew and informs the characters that it grows in the herbalist's garden (see 5. The Herbalist, above).

ROLEPLAYING CHANDRA STOL

Chandra Stol is a female half-elf who moved into Parnast a little over half a year ago. Having lived for decades in the wilds surrounding the village, she remains unaccustomed to socialization. She is quiet, but not shy and when she speaks, she is terse and blunt but not intentionally rude. Shandra does not care for Ragnar Redtooth or Gundalin Cartwright, seeing them as two sides of the same coin. She does, however, feel an obligation to aid the less fortunate villagers.

Quote: *::shrug::*

9. OLD PARNAST

To the northwest of town are the remains of several old buildings: the former Lord's residence, a guildhall,

a way station, as well as the remnants of palisades that once encircled the village. It is all little more than a few walls now but serves as a safe camping area for the visiting caravans.

The villagers abandoned the settlement when the Zhentarim left for a variety of reasons both practical and superstitious. The old buildings, damaged when Old Parnast fell, prompted determined villagers to build new homes as the old quickly became unsound. Whispers of ghosts haunting the ruins of the Banite temple spread, and newcomers and expanding families began building further and further away from the old settlement. No one believes these rumors anymore, or at least they hadn't until the southern watch tower collapse. Now many are unsure.

10. SOUTHERN WATCHTOWER

The southern watchtower is a heap of broken beams. Blood stains several broken beams where Donnal the militiaman was crushed in the tumble.

Any character searching the wreckage that succeeds on a DC 12 Intelligence (Investigation) check finds a crowbar buried beneath the pile.

Any character that casts *detect magic* in this area detects a faint, residual aura of conjuration magic on the crowbar, though it is clear the object itself is not magical, but rather that it may have been temporarily enchanted or manipulated using magic.

Tove, after slowly loosening the supports manually over several days, was then able to collapse the tower from a distance using mage hand and a crowbar.

C. DEVELOPMENT

Once one or both of the brothers has been captured or killed, all that remains is to report their findings.

REPORTING TO RAGGNAR

Ragnar asks the characters to go after Kagrota, but leaves it to them to decide whether or not they want to bring Tove along. Either way, he realizes that this looks bad for him, and asks them to keep quiet about the situation until after Kagrota has been dealt with.

Treasure. The characters are paid 50 gp and promised more if they deal with Kagrota.

XP Award. For reporting their findings to Ragnar or Gundalin, each character is awarded 300 XP.

REPORTING TO GUNDALIN

Gundalin insists that Tove remain under guard in the village, and summons several of his followers to keep an eye on him. Like Ragnar, he asks them to seek out the cabin and deal with Kagrota. He is concerned that the missing farmers may be there and promises a reward if the characters can free them. After the adventurers leave, he gathers his allies to confront Ragnar

Treasure. The characters are paid 80 gp and promised more if they deal with Kagrota.

XP Award. For reporting their findings to Ragnar or Gundalin, each character is awarded 300 XP.

WRONGLY ACCUSED

If the adventurers accuse someone else, Ragnar is happy to accept their explanation, though Gundalin is skeptical.

THE BROTHERS ESCAPE

In the event that Tove and Gotthard both escape, and their plan to frame Wallace was foiled, one of Ragnar's men discovers the tracks behind the Tankard the following morning.

Ragnar comes to the characters with this information, asking that they follow the tracks, as they were surely left by the saboteur. The tracks, once pointed out, can be easily followed to the stand of trees where Tove had planned to ambush Wallace.

Characters who succeed in a DC 12 Wisdom (Survival) check, find a pair of matching boot tracks leading away from town. These can be tracked to the Brandimen cabin.

PART 3. TEETH

Expected Play Time: 45 Minutes

This part of the adventure culminates in Kagrota's "last stand" at the Brandimen cabin. How the characters proceed depends on the fate of one or both of the Brandimen brothers during Part 2, above.

OH, BROTHER...

Failing Kagrota leaves the brothers in an uncomfortable position. Being captured or killed was never part of their plan. Now the Brandimen brothers work to escape with their lives. They have no loyalty to the orcs and happily lead the characters directly to them. That said, if they have the opportunity to warn Kagrota of the adventurer's approach, they do so. The best outcome from their perspective is one in which both Kagrota and the adventurers are dead.

BROTHERS IN LIFE

If either Brandimen is captured by the characters, he claims to be Kagrota's pawn; that he was coerced into working for her because she has taken his mother, Illyna. This is a lie, their mother has been dead for a long time, killed by their father when they were young boys. However, to support this claim, both brothers carry a female human's finger wrapped in a cloth, and a note purported to be written by Kagrota (**Player Handout 2**). The note is a cheap forgery, but with nothing to compare the writing to, discovering this would be difficult.

The captured brother agrees to face the village's justice, but implies that the Parnast's problems won't die with him. He claims to know where the warband's leader (Kagrota) is, and is willing to direct and even lead the characters to her. His only condition is that they agree save Illyna. He feels that demanding this will increase the credibility of his lies. Additionally, he tells them truthfully that Kagrota is holding at least seven other prisoners, both farmers and travelers.

If the characters promise to save his mother, he agrees to lead them to his cabin. If they do not allow him to join them, he explains how to get there, in hopes that his brother will free him from the villagers.

BROTHERS IN DEATH

If killed, the characters find a human finger wrapped in the note from Kagrota (**Player Handout 2**) among Tove's possessions. Ragnar (or Gundalin if the characters placed their trust in him) suggests that Chandra Stol (see The Shrine of Axes, above) may

know where the Brandimen's cabin is located. He identifies Illyna as their mother.

If the characters seek out Chandra's aid, she confirms stumbling upon the cabin many years ago, and points the characters in the right direction. If asked why she hasn't been back since, she explains that Tove's father was jealous of his privacy, and she is not one to intrude.

INTO THE WOODS

The cabin is a three-hour trip from town, situated atop a wooded hill, dotted with massive boulders. Kagrota has taken over the cabin because the hill affords her a good vantage of the surrounding region. Her goblin scouts use the boulders as lookout posts. She resides inside the building with a handful of her warriors.

Kagrota has become careless as of late; since overrunning the farms and driving the survivors into town, she has allowed her force to be spread too thin. She has lookouts positioned about the cabin but does not have scouts currently patrolling. She relies on solitary messengers to relay communications.

GENERAL FEATURES

The area has the following general features:

Terrain. The landscape is dotted with large, craggy boulders, old fir trees and brown scrub grass, all of which are covered by a light dusting of snow.

Weather. If the characters arrive during the day, the area is well lit. Otherwise, the moon above dimly lights the area. It is cold, but not windy.

TAKING TOVE

If the characters bring Tove, his brother (if alive) shadows them back to the cabin, waiting for an opportunity to free his brother and get away. This is likely to happen as the characters battle Kagrota's forces. The brothers don't want a prolonged fight and do only what is required to escape—whether that means slipping away unnoticed or subduing a captor before fleeing.

Tove is Left Behind. Tove or Gotthard is left behind in the village, and the other helps his escape while the adventurers are busy with Kagrota.

Tove is Dead. The surviving brother hurries back to the cabin to aid Kagrota against the characters.

APPROACHING THE CABIN

A few hours after leaving Parnast, you crest the hill and spot the cabin, situated amid the massive boulders and old fir trees that cover the landscape. It would be idyllic, were it not for the screaming.

In and around the cabin there are three **goblins**, four **orcs**, and **Kagrota** herself. She has positioned the two goblin lookouts either atop rocks or under pine trees on either side of the cabin. The trees near the cabin have low hanging boughs that provide half cover (+2 AC) for any creature under them. They should be considered difficult terrain for any creature of medium size or larger.

Because the goblins have had time to prepare, spotting them requires a successful DC 15 Wisdom (Perception) check. The goblins each have a horn that they sound if the characters are spotted, in order to alert Kagrota.

The trees, boulders and screaming prisoners provide enough cover for the characters to easily get within sixty feet the Cabin map without being noticed. Beyond that, the characters must succeed on a DC 13 Dexterity (Stealth) **group** check if they wish to move closer to the cabin unseen. Moving within 30 feet of the cabin requires individual checks.

SUGGESTED MONSTER POSITIONS:

Monster	Ambush	No Ambush
Kagrota	Perimeter	Cabin
Goblins	3 Perimeter	2 Perimeter, 1 Campfire
Orcs	1 Campfire, 2 Perimeter, 1 Cabin	2 Cabin, 1 Campfire, 1 In or Near Shed
Ogre	Behind Cabin	In Shed

Approaching the cabin, you see a large wooden cage beside a small campfire. Five prisoners cringe as a goblin cavorts about the cage, threatening them with a red-hot poker.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative. These are just guidelines, please take into account your party's balance and the experience of your players if possible.

- **Very Weak Party:** Remove two orcs and two goblins, and Kagrota is an orc with 30 hit points.
- **Weak Party:** Remove one orc and one goblin.

- **Strong Party:** Add an ogre; Kagrota has 60 hit points.
- **Very Strong Party:** Replace two orcs with two ogres; increase Kagrota's Hit Points to 60, and add the following action to her stat block: "Multiattack. Kagrota makes two melee attacks."

THE CHARACTERS GET THE DROP ON KAGROTA

Kagrota is in the cabin having a meal and discussing the Parnast situation with some of her men. The other orcs and goblins who are not on duty, are scattered about the area. The ogre, if present, rests in the shed in front of the cabin. When the combat begins, Kagrota blesses three of her men, and herself and hangs back, charging in on the second round. She focuses on weak targets and healers first.

KAGROTA GETS THE DROP ON THE CHARACTERS

Kagrota has left a handful of her minions within the cabin, and the ogre, if present, positioned behind it. The rest wait in hiding along the character's approach. When the combat begins, Kagrota blesses several of her orcs, and herself and hangs back, charging in on the second round. She focuses on weak targets and healers first.

Upon the characters's arrival, Kagrota orders one of her men to begin torturing the prisoners, hoping that this prompts the adventurers to abandon caution.

In the event that one or both of the Brandimen brothers are here, position them however you feel appropriate. In terms of combat, they do only what is necessary to escape with their lives. If one of the brothers is a captive of the characters, the other does whatever he can to free him. Otherwise, they may make a ranged attack or cast a spell to aid Kagrota if the characters seem to be doing particularly well, but only if they can do so without risking their own lives. This changes if one of the brothers was killed by the characters, in that event, the surviving brother fights to the death alongside Kagrota's forces.

KAGROTA THREETEETH, THE MOTHER OF BONES

Kagrota is the female chief of a small and relatively weak orc tribe who rose to power after discovering *gauntlets of ogre power* while scavenging equipment from a battlefield. She used them to kill her husband, the former chief, and both of their sons in successive combats. She bound a tusk from each to a cord, which she braids into her hair.

While she mourns them to this day, she believes they were too weak to lead. Soon after, she joined Bad Fruul's forces. Bad Fruul, seeing that Kagrota was eager to prove herself, sent her to secure the lands around Parnast ahead of his army. He promised wealth and power to her, if she could secure the farms, and slaves to work them.

Quote: "Crush the puny humans!"

INSIDE THE CABIN

The inside of the cabin is a small rustic affair, complete with animal skins and antlers hung from the walls. It is everything you'd expect from an ordinary woodsman's cabin. It would probably be cozy were it not for the mess. Rotting food and discarded trash lay scattered about the room, and a large pile of tools lay in a haphazard pile in one corner.

The obvious entrance to the cellar is a hatch on the outside of the building. There is, however, a trap door hidden under a bearskin rug that leads to a small, secret shrine dedicated to Cyric, which is not accessible from the main cellar. The shrine, which has not been uncovered by Kagrota, houses a small stash of treasure accumulated by the Brandimen family over the years. Characters who investigate the cabin automatically uncover the trap door.

The focus of the shrine is a shattered jade statuette of Bane's old holy symbol – a fist clutching beams of light. The relic that had been expertly carved now rests in six fragments on the altar. Despite its condition, it is still worth a fair amount of gold. If the party somehow repairs it, they can still sell the completed piece at a much greater value.

A steep ladder leads down into a small earthen room beneath the cabin. In another home, you might expect a root cellar, but what you find waiting in the darkness below the Brandimen cabin is far more disturbing. Long multicolored ropes of braided human hair hang from the ceiling throughout the room, strung with small bells that tinkle as you move through them.

On the far side of the chamber is a crude altar whose top bears the painted image of a black sunburst. Resting atop that stand two black candles flanking an elven woman's skull and the shattered remains of a jade statuette. Beside the altar lay several chests and bags filled with treasure.

TREASURE

Between Kagrota's minions the characters find an assortment of coins worth 50 gp. Kagrota herself has a small pouch with six small sapphires worth 100 gp total. Additionally, Kagrota wears *gauntlets of ogre power*.

Upon the shrine is a shattered jade statuette that had been a depiction of Bane's holy symbol during the Era of Upheaval—a fist clutching beams of light. The jade fragments are worth 75 gp, however if the characters are able to repair it, the completed relic is worth 200 gp.

The Brandimen stash consists of a variety of coins, art, and gemstones worth 350gp.

Finally, if any of the Brandimen brothers are here, they each carry 30 gp in coins.

BANE AND CYRIC

Bane is a ruthless god of tyranny, who believes himself to be the rightful ruler of all the planes and is bent on the domination of the Realms. He demands absolute loyalty from his followers, and deals harshly with his enemies. When Bane was slain by Torm during the time of troubles, Cyric absorbed most of his followers. For this crime, Cyric and his worshipers are chief among Bane's foes.

Bane returned in 1372 DR, stronger than before and eager to resume his conquest of the Realms. At that point many of his former devotees repented and returned to his church. Today his followers can be found everywhere, even among the Lord's Alliance and the Zhentarim. Worshipers of Bane adhere to a strict hierarchical structure, and brook no dissention.

XP AWARD

If they destroy the statuette, award each character 50 XP.

FACTION ASSIGNMENT

If the characters destroy the statuette, any members of the Order of the Gauntlet satisfy the requirements of their special mission.

CONCLUSION

RETURNING TO PARNAST

The mood upon the characters' return to Parnast is determined by the fate of the Brandimen brothers:

One Brother Was Left in the Village. The party returns to find the village in an uproar. The militia is on full alert, and Chandra Stol is busy treating wounded villagers. It seems that while they were gone, the captive brother escaped.

Several villagers were wounded by the man who came to save him, and another was killed. In the end, the intruder was brought down by a militiaman's arrow. A puzzled villager explains that when the body was recovered, Tove's rescuer was...Tove.

Neither Brother Was Left in the Village. The party returns to find the villagers in good spirits. Several members of the militia spot them coming back and

greet them, before guiding them to a meeting taking place in the stables.

Soon after you return, the villagers gather in the stables to hear of your success. A cheer goes up and the villagers make their appreciation clear. Food and drink are prepared for you, and you know that you will always be welcome in Parnast.

Heartened by your actions, and looking to you for advice, the people of Parnast set about making plans to defend their village.

Party Reported to Gundalin. Ragnar is not present at the Golden Tankard. Rather, he wallows in stocks at the center of town. Revelations that one of his men had been working against them, added to memories of his involvement with the Cult of the Dragon, led the villagers to turn on him and finally side with Gundalin. They have not yet decided what is to be done with Ragnar, but for now, they are content to let him ruminate on his misdeeds.

Party Reported to Ragnar. After the initial outrage, Ragnar was able to convince the villagers that he was not ultimately responsible for Tove's actions. Indeed, it was Ragnar who hired the party of adventurers to investigate and he could hardly have acted without evidence. In the end, and to Gundalin's surprise, Ragnar used these events to win over the remaining villagers.

Incredulous, but with few allies and fewer alternatives, Gundalin put aside his misgivings and agreed to follow Ragnar's lead.

With Kagrota Threeteeth dead, the orc warband wallows in disarray. A tenday passes in relative peace as the villagers of Parnast coalesce about a single leader and begin working on fortifications in earnest. Your actions have bought the villagers of Parnast a little time, but each night more campfires appear on the southern horizon, marking the approach of a larger and far more dangerous foe.

FAILURE

If the characters are killed, or fail to defeat Kagrota.

Over the coming days, the village of Parnast suffers increased raids. Though only a few people are killed, things look dire; it's no longer a matter of if Bad Fruul arrives, but when.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Goblin	50
Tove/Gotthard Brandimen	200
Kagrota Threeteeth	450
Ogre	450
Orc	100

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Tove/Gotthard killed or captured	50 ea.
Horses saved	25 ea.
The Golden Tankard saved	50 or 75
Wallace saved	50
Elsbeth saved	50
Completing faction assignment	50

The **minimum** total award for each character participating in this adventure is 640 **experience points**.

The **maximum** total award for each character participating in this adventure is 850 **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 calculated at their selling price, not their purchase price.

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

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

TREASURE AWARDS

Item Name	GP Value
Tove's Coins	30
Gotthard's Coins	30
Monster's Coins	50
Kagrota's Sapphires	100
Shrine Stash	350
Bane statuette (broken)	75
-or-	
Bane statuette (repaired)	200
Ragnar's reward	50
-or-	
Gundalin's reward	80
Bounty on Kagrota	100

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's 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.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

GAUNTLETS OF OGRE POWER

Wondrous Item, uncommon (requires attunement)

These sturdy leather gauntlets appear to be in pristine condition. Indeed, any nicks or tears in the material mends itself within twenty-four hours. Additionally, any blood, mud or other grime that soils the gloves quickly dries begins falling away in fine flakes until the surface is again clean. This item can be found on **Player Handout 3**.

POTION OF HEALING

Potion, uncommon

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

OIL OF SLIPPERINESS

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

Members of the Order of the Gauntlet who destroyed the Altar in the Brandimen's basement receive **one additional renown**.

DOWNTIME

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

DM REWARDS

For running this adventure, you receive **225 XP, 112 gp** and **five downtime days**.

APPENDIX. NPC SUMMARY

The following NPCs appear in this adventure:

Chandra Stol (CHAN-druh STOLE). Female half-elf. Chandra has only been in Parnast for half a year, but has lived just outside of the village for decades. Until very recently, she occasionally came into the village to leave small offerings to Mielikki (gifts of bread, berries, and small sacrifices), but avoided being seen due to the presence of the Cult of the Dragon. With their defeat, however, she has taken up permanent residence in the shrine. She is very quiet; she rarely speaks and is more likely to shrug in response to a question than give an answer other than “yes” or “no”.

Elspeth Redtooth (ELLS-peth). The daughter of Ragnnar, and Wallace's lover. Although she cares for Wallace and would like him to stay and marry her, she has come to realize that he has other plans.

Gotthard Brandimen (GAH-terd). The twin brother and co-conspirator of Tove Brandimen. Of the two, Gotthard is the more proficient woodsman, but he is less capable in social situations. Raised to venerate Cyric, the Brandimen brothers have, over the years, abducted and murdered numerous travelers and even villagers who ventured too far from home. They had pinned these crimes on local tribes of goblins, and earned the thanks of the villagers for returning the bodies of missing persons along with the heads of several scapegoats.

Gundalin Cartwright (GUHN-duh-linn). A human male in his mid-fifties, who makes and repairs wagons for passing caravans and local farmers. Since the Cult of the Dragon was chased out of Parnast, he has risen in opposition to Ragnnar, to an almost irrational degree. Gundalin believes that Ragnnar will always put himself before the village, and may even go so far as to work with Bad Fruul, like he did with the Cult, if it means saving his own skin.

Kagrota Threeteeth (KAH-grow-tah). A female orc who rose to Chieftain of her clan after slaying her mate, the former chief, and their two sons. Her incredible strength is imbued by a pair of magical leather gauntlets that she discovered while scavenging the dead on a long abandoned battlefield. Kagrota's tribe was among the first to align themselves with Bad Fruul.

Ragnnar Redtooth (RAG-narr). During the cult's occupation of Parnast, Ragnnar accepted bribes from the cult's leadership to conceal their activity and keep them abreast of any unusual activity within Parnast. Though, he was outed for his conduct, he has managed to convince most of the townsfolk that he did what he did to ensure Parnast's well-being. Now,

being a former soldier, he has taken on a leadership role in the village, training the newly founded militia and working to form a defense against the invaders.

Tove Brandimen (TOV). The twin brother and co-conspirator of Gotthard Brandimen. Tove is the more charismatic of the two, while Gotthard prefers to remain in the wilds. Raised to venerate Cyric, the Brandimen brothers have, over the years, abducted and murdered numerous travelers and even villagers who ventured too far from home. They had pinned these crimes on local tribes of goblins, and earned the thanks of the villagers for returning the bodies of missing persons along with the heads of several scapegoats.

Wallace Cartwright (WAHL-uhs). The nineteen-year old son of Gundalin. Although he is involved with Elspeth, he has plans to leave town and find his fortune.

APPENDIX. NPC/MONSTER STATISTICS

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

ACTIONS

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

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

GOTTHARD BRANDIMEN (SCOUT)

Medium Humanoid (Half-Elf), neutral evil

Armor Class 13 (leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Deception +2, Nature +4, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 1/2 (100 XP)

Fey Ancestry. Gotthard has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. Gotthard makes two melee attacks or two ranged attacks.

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) slashing damage.

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

KAGROTA THREETEETH (EYE OF GRUUMSH)

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 55 (8d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills 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).

Gauntlets of Ogre Power (Special Equipment). Kagrota's Strength is 19 when she wears these gauntlets.

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): *bles, command*

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

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

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

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

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

TOVE BRANDIMEN (SPY)

Medium Humanoid (Half-Elf), neutral evil

Armor Class 14 (studded leather)

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Nature +4, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Orc

Challenge 1 (200 XP)

Fey Ancestry. Tove has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Cunning Action. On each of his turns, Tove can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Tove deals an extra 7 (2d6) damage when he 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 Tove that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Spellcasting. Tove is a 1st level spellcaster. His spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). He knows the following wizard spells:

Cantrips (At Will): *mage hand*, *message*, *prestidigitation*
1st Level (2 slots): *longstrider*, *sleep*

ACTIONS

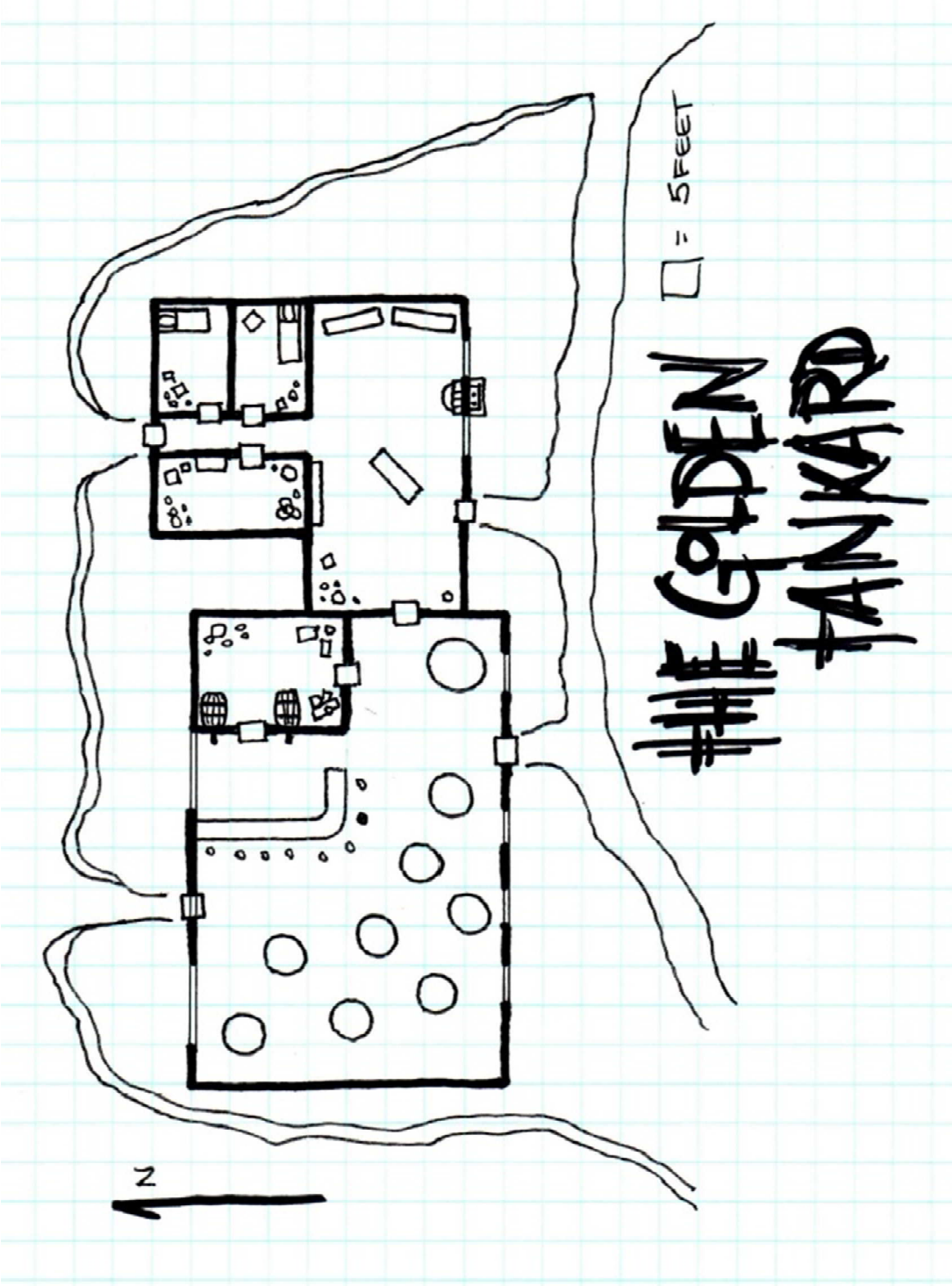
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

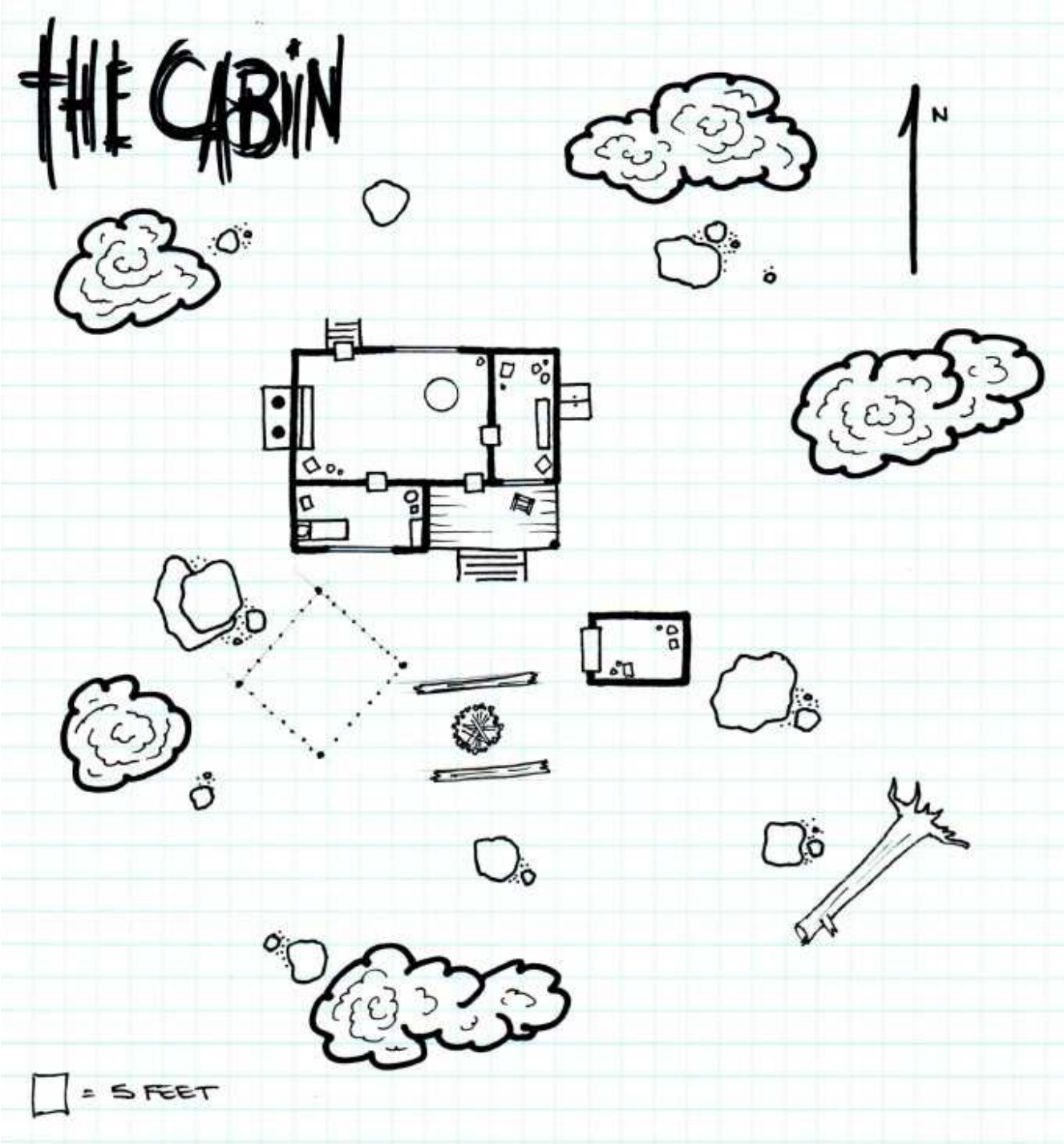
APPENDIX. PARNAST MAP



APPENDIX. THE GOLDEN TANKARD MAP



APPENDIX. THE CABIN MAP



PLAYER HANDOUT 1.

W,

*I have a surprise for you, I
think you'll really like it.
Meet me in the usual place
after noon.*

E

PLAYER HANDOUT 2.

I will give you a second chance because I am kind. Ogan, however, isn't. He will feast on one prisoner each day until you cripple the village and return home. If we run out of prisoners, your mother's blood will slake his thirst. Work quickly and some of you may survive. Cross me again and Illyna's fate will be far worse.

Kagrota Threeteeth, Mother of Bones

PLAYER HANDOUT 3. GAUNTLETS OF OGRE POWER

GAUNTLETS OF OGRE POWER

Wondrous item, uncommon (requires attunement)

Your Strength is 19 when you wear these gauntlets. They have no effect if your Strength is already 19 or higher. This item can be found in *The Dungeon Master's Guide*.

These sturdy leather gauntlets appear to be in pristine condition. Indeed, any nicks or tears in the material mends itself within twenty-four hours. Additionally, any blood, mud or other grime that soils the gloves quickly dries begins falling away in fine flakes until the surface is again clean.

RESULTS CODE: JANUARY – FEBRUARY 2017

If you are DMing this adventure during the months of January – February 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

