

D&D ADVENTURERS LEAGUE



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A GREAT UPHEAVAL

Retailer Edition

Welcome to Season 5 of the Dungeons & Dragons Adventurers League – *Storm King's Thunder*. The intro adventure for this season is A Great Upheaval, and it is designed to provide 12-16 hours of play experience and will promote characters from brand new level 1 all the way to level 5. In order to best promote the relationship that Dungeons & Dragons has with you, the local brick-and-mortar gaming store, we have designed some brand-new items that are not found anywhere else – not in the Dungeon Master's Guide, not in the full hardcover of Storm King's Thunder, and not on dmsguild.com. These items were designed as our way of saying thank you for all of your efforts, and to celebrate the story that your players are about to experience.



Limited-Edition Items

Not all of the 6 attached items are magical, but they all serve to further the purpose of this adventure: to hook players into the story while sharing with them the potent abilities of a great Dungeons & Dragons game!

As you read the adventure, it may appear obvious in some cases where these items should be placed. If this is the case, please feel free to place those items into the adventure as you see fit. We have included some direct guidance and suggestions about how to handle these items, but ultimately it is up to the Dungeon Master to determine where the items are actually located. Every table and game will run just a little bit differently, and Dungeon Masters are empowered to make adjustments to their games in order to provide a fun experience for everyone.

Zhentarim Signet Ring

If the characters defeat Xolkin Alassandar or if a Zhentarim character successfully convinces Xolkin to be rid of this ring, hand that character this certificate.

Seven Snakes, p.11-12

Goblin Render

Once the characters have successfully dealt with The Blob in area 3a of the East Caves, one of them can recover this weapon. While initially quite filthy, it serves as a potent sign of The Blob's defeat and may serve as evidence of the pudding's death when dealing with Boss Hark later on.

East Caves, p.14

Rillix, Tressym Familiar

This winged cat is terrified of people thanks to the goblin attacks, but creative characters may be able to win her loyalty. If they do, hand one of the characters this certificate.

Xelbrin Residence, p.7

Zephyros' Notebook

After the cultists of the Howling Hatred have been addressed, the cloud giant wizard Zephyros hands the characters this notebook along with the pouch of pixie dust.

Day 3: The Howling Hatred, p.18-20

Sign of the Snail

Kella Darkhope, a Zhentaim spy disguised as a monk, wears this silver pendant. She will part with it if the characters agree to spare her life in combat, or otherwise-creative characters may catch sight of it after roleplaying with her. Any specific question and she will hand it over, saying "I found this in the wreckage!"

Nightstone Inn, p.9

Blessing of the Dawn

Upon rescuing the cowardly Hiral Mystrum from Boss Hark's caves, he performs what may be the most pious prayer of his life – and in return, Lathandar bestows this blessing upon one character.

Bats and Prisoners, p.14-15

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ZHENTARIM SIGNET RING

DDI5 A Great Upheaval

Xolkin Alassandar, the Zhentarim captain, was a charismatic - if brutish - man. He would sometimes bet people that he could do something they couldn't: that he could walk on water. With this ring of water walking, he could! Those that didn't pay up on their bet were swiftly - and severely - punished. See the *Dungeon Master's Guide* for a full description of this item. *Ring, uncommon*

CHARACTER

PLAYER

PLAYER DCI #

DUNGEON MASTER

DUNGEON MASTER DCI #

DM SIGNATURE

GOBLIN RENDER

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This +1 *long sword* is oddly shaped and covered in Giant runes that read "Small death". When the bearer of this blade is within 20 ft. of a goblin, the weapon emits a deep blue glow and the runic script flares with a yellow light. An Intelligence (History) check of 15 or more reveals that this blade is a giant heritage item and is rumored to have slain many goblins. *Weapon, uncommon*

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RILLIX, TRESSYM FAMILIAR

DDI5 A Great Upheaval

Found amidst the wreckage of the Xelbrin farm in Nightstone, this winged cat has taken a shine to you. Rillix displays a keen intelligence and possesses a long memory, and although she cannot speak she understands Common. This certificate is not tradeable, but allows you to select this Tressym from the Storm King's Thunder adventure when you choose a familiar.

CHARACTER

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DUNGEON MASTER

DUNGEON MASTER DCI #

DM SIGNATURE



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ZEPHYROS' NOTEBOOK

DDI5 A Great Upheaval

Zephyros, the perpetually-preoccupied cloud giant, has granted you a selection of his notes. The scribed words, rough sketches, and strange maps don't seem to make much sense at first glance, but if spend one minute studying the pages you gain advantage on your next Intelligence (History) or (Arcana) check. If you do not rest before using the notes again there is a 50% chance that you fall asleep for 1 minute instead. *Common*

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SIGN OF THE SNAIL

DDI5 A Great Upheaval

This heavy silver amulet proudly shows the sigil of the Zhentarim on the front, and has an ornate snail on the back. Kella and Xolbrin made no secret of the fact that they work for "the Snail", but did not speak of him/her further. Wearing this amulet grants you advantage on Charisma checks with other Zhentarim, but may impose penalties when dealing with other factions and characters. *Does not count as a permanent magical item.*

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BLESSING OF THE DAWN

DDI5 A Great Upheaval

Hiral Mystrum may not be an incredibly respectful or strong-willed man, but he is devout in his faith in Lathandar - and when you rescued him from the goblin warrens, he swore he would pray for your long life and continued fortune. The next time you would be reduced to 0 hit points, you are instead reduced to 1 hit point and this blessing expires (destroy this certificate). *NOTE: this effect cannot be traded to another character*

CHARACTER

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DUNGEON MASTER

DUNGEON MASTER DCI #

DM SIGNATURE



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