



SKULLJAW HILL

The search for the missing Harper agent has brought you to the small coastal town of Elventree on the south shore of the Moonsea. With important clues in hand and after a stop at a local festhall, you will be forced to brave further challenges found in the depths of the Cormanthor forest. Part Two of the Gamehole Con 2016 adventure arc.

A 2-hour adventure for 5th-10th level characters

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Introduction

Welcome to “*Skulljaw Hill*,” a D&D Expeditions adventure, part of the official D&D Adventurers League organized play system and the Gamehole Con 2016 adventure arc. This adventure is designed for three to seven 5th-10th level characters, and is optimized for six 7th-level characters. Characters outside this level range cannot participate in this adventure. The adventure is set in the Moonsea region of the Forgotten Realms.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. 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 continues their story.

If you’re running this adventure as a part of a store event or at certain conventions, you’ll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don’t have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they’re allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character’s level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

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, and so on)

Players that have characters outside the adventure’s level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

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. 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, 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. You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of seven 5th to 10th 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 to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience 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. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. 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

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players “little victories” for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the D&D Adventurers League Player's Guide for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

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 to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	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

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.

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

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 legless ex-pirate Garorn knows that Drassauva, proprietress of the Den of Delights festhall in Elventree, works for Suldran and can lead adventurers to a hidden lair of the Dark deep in the Elven Court. The party hopes to track down the missing Harper agent, Tharaera, who has been kidnapped by the criminal band, Suldran's Dark. In the previous adventure, *Tharaera Lost (DDALGHC-01)*, Garorn identified Drassauva as being a known associate of Suldran and that following her might lead the party to the pirate leader's lair.

What Garorn doesn't know is that Drassauva is really a Weretiger, who will change shape and try to get away (and then send a fighting band of Dark members to ambush the adventurers) if she detects the adventurers following her.

Part 1: Shadowing the Lady of Delight

The party finds themselves in the ancient sylvan community of Elventree located in the West Branch of the Moonsea in the forest of Cormanthor. Yesterday was a trying and event-filled day culminating in a nasty fight with a terrible naga deep in the Cormanthor

Today is a new day. And that is a good thing, given the trials and tribulations of yesterday. The forest challenged each and every one of you, leaving you with a healthy respect for the ancient Elven Court.

Following the directions of the ex-pirate Garorn, you are now headed towards the Den of Delights, a house of pleasure run by a woman named Drassauva whom Garorn identified as an associate of Suldran, head of the criminal gang Suldran's Dark. Like just about every structure in Elventree, the Den of Delights is a ramshackle but large old two-story mansion. The sign affixed over its front door bears flowing script in flaking gold paint confirming that you've found the right place. The crimson ground floor window-curtains are drawn tight, and the front stoop is clean and empty.

The wide front door proves unlocked. Entering the Delights, you find it to be no gaudy, sleazy pleasure-palace, but rather a grand house with gleaming-polished wood paneling, crimson tapestries depicting sinuous dragons (fanciful things, not a specific species you recognize), and red carpeting. You are immediately struck by the heavy, cloying scent of honeysuckle mixed with some sort of strong but unfamiliar spice. The large entrance hall is filled with well-worn and ornate furniture well past its prime. The Delights seems to be doing a brisk business despite the hour; most of the couches hold scantily clad men and women engaging rougher-looking clientele in flirtatious conversation.

Just as you are beginning to get your bearings, you are approached by a petite brunette woman of obvious elven heritage—large eyes, delicate features, slightly pointed ears, slender build—and striking beauty, who says warmly, “Welcome to the Delights, travelers. How can we serve you today?”

This woman's name is Ehrendil, and presents herself as Drassauva's “right-hand matron.” While she does not openly display her surprise at seeing a fully armed adventuring party enter the Delights, she obviously believes the party is there for reasons other than the Den's usual attractions. Fortunately for the

adventurers, it seems Ehrendil is no friend to Drassauva. If pressed by the adventurers in a friendly and sympathetic manner, she intimates (*almost* admit, without baldly stating matters) that she longs for Drassauva to be gone so she can operate the Delights in the way she likes as well as to enjoy all the profits herself. She also hints that she resents Suldran's influence over Drassauva, and wishes to be free of it.

Roleplaying Ehrendil

Ehrendil is not merely beautiful; she is smart and capable. She is also practical above all else, which supports her self-serving nature. She is quick and to the point, not interested in flirtation or badinage, and frequently says things like “What does that have to do with me?” and “Why would I do that, as it does nothing for me?”

She is also an excellent judge of character and can usually tell when someone is lying to her (Insight +8).

If the adventurers attack her, she will quickly trigger a secret door or trapdoor in the floor that will swallow her and lock in place behind her, preventing the adventurers from pursuing.

In the unlikely event that the party decides to fight her, and she's somehow unable to use the trapdoor or otherwise escape, her stats are detailed in the Appendix.

When the party asks after Drassauva, Ehrendil's curiosity will be piqued. She will quickly escort the party to an empty parlor where she is confident that they will not be overheard and get right to the point, asking briskly, “What business do you have with Drassauva?”

The moment she gets the merest whiff that the party is not allied with Drassauva, Ehrendil will boldly state, “Well, maybe I can help you—if you can help me.”

A successful DC 13 Persuasion check will convince Ehrendil to help the party. She will explain that Drassauva will be in sometime this evening, and that this happens to be one of the nights when she visits Suldran. Ehrendil will take the adventurers up to Drassauva's bedchamber to show them where the secret door is and how it works: a pocket door behind a decorative crimson silk curtain on one wall that opens to reveal a steep set of stairs, with a handrail descending into darkness. Drassauva's bedchamber has a “Lady Drassauva” knocker adorning its lone, never-locked hallway door; it is luxuriously furnished like an office (as that's what she uses it for; if she needs to sleep or have real privacy, she goes to a nondescript house she owns several streets away) that just happens to have a crimson-curtained four-poster bed in one corner.

Ehrendil then offers to hide the adventurers in a little-used storage room until after Drassauva departs for her meeting, whereupon she will lead the party back to Drassauva's bedroom so they can pursue her. Any reasonable Insight roll will reveal that Ehrendil is

being honest with the party and earnestly hopes that they succeed. Ehrendil will warn the party, “Beware of Drassauva; she is dangerous. She bears herself with a confidence that tells me she has some abilities or powers that are not obvious. She is *not* what she seems.” (If the adventurers press her about this, Ehrendil will shrug and say, “I can prove nothing. But there are stories. Some say she can turn into a snake, or a dragon, or a snarling rat. Others say she can summon monsters, or works with them. Or that her bite is poisonous. Not all of these stories can be true.”)

Ehrendil will lead the way to a ground-floor back storage room filled with dilapidated and broken furniture and instruct the adventurers to stay quiet and sit tight until she comes for them.

True to her word, she returns in a few hours, leads the party upstairs to Drassauva’s (one end of the upper floor) bedchamber, exhorts them to “Hurry now; she just left!” and opens its soundless, well-oiled door.

(If the adventurers don’t open up to Ehrendil, she will assume they are members or hirelings of the Dark here to do some covert business with Drassauva, and will still ask them to wait in the storage room until “the Lady Drassauva returns. I’ll take you to her bedchamber then.” As she says this, she’ll point at the ceiling, in the direction of the back corner of the upper floor where Drassauva’s bedchamber is located. Then Ehrendil will take the adventurers to the storage room and lock them in—not being obvious about the locking—so they’ll make enough noise busting out to alert her that they’re now on the move. If they so emerge, she will stay out of their way and will have arranged that no clients or staff of the Den are out and about in the hallway that leads from the storage room to a back outside door in one direction, and a back stair in the other. That spiral back stair arrives on the upper floor right beside Drassauva’s room. If the adventurers stay put in the storage room, Ehrendil will come and lead them to Drassauva’s bedchamber as promised.)

No matter how the adventurers reach Drassauva’s bedchamber, they will find it deserted: Drassauva has *just* closed the door of her secret passage behind her and hurried down its dark stair.

Carrying a large wicker basket of food (for the prisoners), Drassauva will hasten down the steps, which descend steeply some 80 feet, into some ancient dank and pitch-dark cellars littered with moldering casks and crates. One crate stands open, and characters traversing the cellars will see that it contains a wooden seat, and manacles for wrists, ankles, waist, and throat of whoever was fastened

inside, sitting on the seat. (The rest of the crates are closed, and all of them are empty and in disintegrating condition.)

As the adventurers are traversing the cellars, they will hear (on a successful DC 17 Perception check) the distant sound of a door being closed.

One cellar leads into the next, and after six cellars, that slope upwards as the party continues on, the last cellar gives into a narrow passage that ends in a flight of ten stone steps, ascending to a door in the ceiling.

It is a trapdoor, concealed from view from the top or forest side by some living bushes whose roots are anchored in it (they were deliberately wired in place and fertilized; the rest of the door is covered in the earth surrounding them). The trapdoor has no lock, and a bolt only on the inside (cellar side), but is heavy (thanks to the dirt atop it).

The closing-door sound the adventurers may or may not have heard was Drassauva closing this trapdoor in the forest floor. She then walked—unharméd—past the (trained to leave her and anyone with her alone) **Grick Alpha** guardian stationed in the trees within easy reach of the trapdoor and headed through the forest to Skulljaw Hill. Any character reaching the steps up to the trapdoor will see a simple bolt mechanism on the underside of the trap, in the open position. When the lead party member shoves up the door and steps up into the forest, they will be immediately attacked—with surprise—by the **Grick Alpha**. (It will try to destroy all of the adventurers.)

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** Remove grick alpha; replace with shambling mound.
- **Weak Party:** Remove grick alpha; replace with giant ape.
- **Strong Party:** Remove grick alpha; replace with treant.
- **Very Strong Party:** Remove grick alpha; replace with young red dragon.

Part 2: The Sentinel on the Hill

The party already knows Drassauva is headed to Skulljaw Hill, and there is a faint trail from the trapdoor heading into the forest, which is gently rolling terrain of dead leaves underfoot and many living trees, that only substantially rises in one direction, which is the way the trail heads—so adventurers will have no trouble finding Skulljaw Hill. The trees are far enough apart in this part of the forest that sunlight or moonlight (depending on the time of day when the adventurers emerge from the underground passage) lances down between them in many places, to light the scene.

Far ahead in the distance, more than a bowshot away, you see a lone human figure—probably Drassauva, given the feminine gait, shape, and long unbound hair—carrying a large wicker basket and walking away from you along the trail, where the land rises and the trees thin. That must be Skulljaw Hill.

You reach the base of the hill in time to see the figure you're pursuing walk into a cluster of standing stones about two thirds of the way up the slope; weathered, rough old irregularly-shaped stone pillars, each about 15 feet tall by five feet thick. As you study this cluster of standing stones, you do not see anyone come out on their far side.

No matter how long the adventurers wait, they will not see Drassauva emerge from the stones; she has entered an ancient elfhold through an invisible *gate* between two of the central monoliths.

There are nine standing stones in the cluster: an oval ring of seven monoliths, surrounding a central pair of side-by-side stones that have about a four-foot-wide gap between them. There's no sign of any human with a basket, and no birds, insects, or small scuttling forest life can be seen within the ring, though all such forest life are active and plentiful around it. Perception checks will not reveal anything other than Drassauva's tracks leading into the standing stones; her personal trail leads right between the two central stones—where her footprints mysteriously end.

This invisible *gate* is guarded by a well-hidden **stone golem**; it is standing flush with its back against the right-hand stone flanking the *gate*. In the dappled light, it looks like part of that weathered monolith (but a DC 16 Perception check will alert any character that this stone shape is something other than a natural part of the monolith; lower this to DC 12 for any character

carefully searching the area or examining the stones). If a human who does not look like Drassauva, or who is not accompanied by Drassauva or a Drassauva lookalike, approaches within 5 feet of the *gate*, the **stone golem** will attack, seeking to destroy or drive out all such intruders from the stone circle (it will not pursue out of the circle, and cannot be lured from within the stones).

This **stone golem** has been damaged; its hit points are reduced from its normal max of 178 to 140 and its AC from 17 to 15. It otherwise functions like a normal **stone golem** in all other respects.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** Remove stone golem; replace with stone giant.
- **Weak Party:** Remove stone golem; replace with stone giant.
- **Strong Party:** Remove stone golem; replace with normal stone golem.
- **Very Strong Party:** Remove stone golem; replace with normal stone golem.

Part 3: Into the Elfhold

If the adventurers survive the Stone Golem guardian, they can enter the elfhold by simply walking between the two central standing stones as indicated by Drassauva's tracks. (The *gate* will not work if they step between the stones in the other direction, even if they immediately turn around and step in the right direction; any being doing so must move at least ten feet away from the central stones before "trying again.")

Nothing about the *gate* is dangerous to any sort of living being or non-living material—merely moving into the right spot causes a momentary flash of blue radiance (in the mind of the gate activator only, not visible to others; to them, the gate activator simply vanishes) and sensation of silently falling, and then a gate activator is simply "standing elsewhere," in their new location.

All gates within the *elfhold* work like this: invisible and silent, one direction only (so no one can retreat to a previous location), function for items only when held/worn/touched by a living creature (not thrown or thrust), and operate only when the right spot is reached, by a creature moving in the right direction. (Note: the entire elfhold is so strongly magical that no location or detection can "pick out" a *gate*, any magic item, or even an ongoing manifestation of a spell from the surroundings.)

Forechamber

The *gate* from the stone circle in the forest leads into this forty-foot-square room, its walls, floors, and ceiling all of solid bedrock. The room is dank (damp) and smells of earth and wet stone. The arrival of the first character through the gate will awaken three **Dark Guards** here who had been gaming (gambling over cards) and drinking previously, and have fallen into a doze on their stools, where they sit—with empty wineskins strewn on the floor around them—behind a row of heavy crossbows on wooden tripod stands. There are no visible doors or other entrances and exits from this room, and the 3 stools and 3 tripods are the only visible furniture.

They will scramble up, swearing blearily and upsetting their three wooden stools and sending cards flying in all directions, and try to attack the adventurers. These three dolts (Ardran, Boreld, and Kantavvur, are all **Bandits**, but should be played for maximum pratfalls and situation comedy, tripping

over each other and things and blundering about in a foolhardy fashion. Which doesn't mean they aren't dangerous to the adventurers! Their angry, startled, and drunken state makes them impervious to pain and reckless enough to try anything, and to go on fighting when "dead on their feet," until they pass 0 hit points and literally drop in mid-action. There will be no parleying, surrendering, or retreats on their part.

The three crossbows are all "fired" by pulling on cords, the ends of which (tied around stones to form easily-grabbed knobs) were resting in the guards' laps as they dozed. Drassauva was so disgusted by their drunken state that she took all of their crossbow bolts away (so none at all are left in the room), both their spares for reloading and the bolts loaded and ready on each weapon's tracks. So when these three sterling sentinels pull the firing-cords, the weapons will rock and *clack* loudly as the strings let go, and fire—nothing!

If the adventurers overcome this trio of idiots (which can be done without killing them; they can be slugged unconscious), the invisible *gate* onward is found by walking into the back left corner of the room (left-hand end of the back wall, behind where the guards were setting). A DC 13 Survival check will reveal disparate tracks leading to that corner of the room then stopping. Anyone stepping into this corner will be whisked to:

Living Quarters

The *gate* from the forechamber leads into this twenty-foot-square room. Its walls, floors, and ceiling are all of solid bedrock. It is dank (damp) and smells of earth and wet stone. It is deserted, and has no visible doors or other entrances or exits.

Double-tier crude wooden bunk beds (six sleeping-spots in all, each with a straw mattress, a duvet-like overblanket, and two pillows) line the left-hand wall, three chamber pots with lids and a handy pile of broad, drying leaves beside each line the right-hand wall, right in front of you is a plain wooden table with six plain wooden chairs drawn up around it and cards, dice, and copper pieces strewn across it.

Beyond the table, in the center of the room, stands a wooden greatchest: a rectangular ironbound wooden storage chest of the sort many merchants use to carry cargo; about three feet high and wide, and six feet long. It has a flat top and two metal handles on each side and both ends. The top is attached to the body of the chest by large hasps with metal pegs through them. Like most such chests, a scraped-clean central area of the top or lid acts as a label, and something has been chalked on this one.

What's written on the top of the chest (the adventurers can't read it until they get much closer, by passing the table) is "Mind your fingers!" but this is a hollow warning; the chest isn't trapped and contains nothing sharp. Inside it is a lining of dampened stones as insulation around three large wooden buckets/tubs set into the stones and "lidded" with wadded wet leaves: a tub full of smoked sausages in brine; a tub full of handwheels of cheese in brine; and a tub holding a dozen skins of weak wine. Atop the skins is a shallow metal coffer (no lock or latch) that stinks of smoked fish—and that's exactly what it contains: dried dark brown smoked fish, for chewing. (This is a larder of ready food for folks who lack any safe means of cooking in this place.)

A total of 13cp is scattered across the table (and whatever sorts of dice and game cards will amuse the players).

The invisible *gate* onward (a DC 13 Survival check will reveal disparate tracks leading to that corner of the room, then stopping, but the *gate* will function for anyone blundering into its space) is in the back right corner of the room (where the back wall meets the side wall). Anyone stepping into this corner will be whisked to:

Storeroom

The *gate* from the living quarters leads into this 20-foot-wide, 40-foot-long room. Its walls, floors, and ceiling are all of solid bedrock. It is dank (damp) and smells of earth and wet stone. It is deserted, and has no visible doors or other entrances or exits.

Large open shelves, roughly made from squared timbers pegged into lengths of tree trunk serving as uprights, stand against both side walls, braced against falling by diagonal saplings nailed to the uprights and jutting out into the room. They fill the first 20 feet of walls, but are all empty, and the room looks devoid of life except for something very small and brown that's scuttling along one of the shelves on your right.

The only other thing you can see in the room is a row of six wooden 3-legged stools arranged neatly along the right-hand wall, beyond the shelves.

This pantry and storage chamber has been cleaned out. All that's left is one bewildered mouse, fleeing for its life from the adventurers.

The invisible *gate* onward (a DC 13 Survival check will reveal disparate tracks leading to that corner of the room, then stopping, but the *gate* will function for anyone blundering into its space), is at the exact center of the back wall. Anyone stepping into the five-foot-area out from the center of the wall will be whisked to:

Armory

The *gate* from the storeroom leads into this twenty-foot-square room. Its walls, floors, and ceiling are all of solid bedrock. It is dank (damp) and smells of earth and wet stone. It is deserted, and has no visible doors or other entrances or exits.

Wooden racks have been affixed to both side walls of this room, running the length of both walls. They are notched and fitted to hold specific weapons, almost all of which have been taken away and are missing, except for a row of 8 superbly-made halberds racked on the right-hand shelves, and a small metal box (about the size and dimensions of a real-modern-world red brick), sporting a hinged top and keyhole. You can see no key to it anywhere. The nearest sections of racks on both walls evidently held complete suits of chainmail, because they have the shape of open closets with carved wooden “shoulders” jutting out from the back wall, for the armor to hang from, each shoulder having a “neck peg” for a helm to rest upon, and rows of side-shelves down the closet, for the (also missing) gauntlets and greaves.

There doesn't seem to be anything else in the room.

The halberds are all 5 (1d10) slashing damage.

The key to the metal box is missing, nowhere to be found; its lock will have to be picked, (DC 15 Sleight of Hand) or it will have to be broken open. Inside are its loose contents: 42 split rings (like modern real-world key-rings: each a tight spiral of metal forming a circle but with two ends, so items to be threaded on the ring can be slid between one end and the adjacent curve, and pushed inward to end up “on the ring.” There's also a bladder of **poison gas**, fashioned from the preserved stomach of some long-dead forest critter, that will (no chance to avoid!) be ruptured if the box is opened, letting out its contents: **Malice; anyone inhaling it must succeed on a DC 15 Constitution saving throw or be blinded for 1 hour.** Fortunately, the area of effect before the gas dissipates into harmlessness is only a 5-foot-radius sphere; only those who are actively working on opening the box will be affected.

The *gate* leading onwards is activated by standing in front of the left-hand armor closet (a DC 13 Survival check will reveal this location, but not the action required), and touching its “shoulders” or their neck peg. Anyone doing so will be whisked to:

Well Chamber

The *gate* from the armory leads into this twenty-foot-square room. Its walls, floors, and ceiling are all of solid bedrock. It is very dank (damp) and smells strongly of earth and wet stone. It is also deserted, with no visible doors or other entrances or exits.

This room contains a 5-foot-diameter, 2-foot-high circular “lip wall” well, descending some 40 feet into icy cold, clear, sweet-tasting drinkable water, accessed by a wooden bucket tossed down at the end of a thick rope that's tied to the bucket at one end, and to a solid, massive iron ring-bolt in the floor beside the well, on the other. There are two buckets, each with its own rope, both tied to the same ring-bolt, which is starting to rust but has been coated with animal fat to slow the rusting. Against the right-hand wall is a simple wooden bench littered with 5 handkegs of ale (two-foot-high miniature wooden hooped barrels, like a wooden version of a modern real-world “bubba”) most of them are) and 11 tankards. A tall four-legged barstool stands beside the bench.

Along the left-hand wall, projecting out a good eight feet into the room, are a trio of “tuns” (*huge* casks) on their sides, resting in massive wooden cradles. They are six feet across at their ends and ten feet across at their middles, and have spigots down at the floor end of their front sides (“tops” if they weren't lying down); words have been chalked above each spigot. There doesn't seem to be anything else in the room.

If **and only if** a character examines the underside of the bench, they will find two thin wooden boards affixed to it by swiveling wooden “tabs” that can be turned “across” the boards to hold them to the underside of the bench, or turned the other way to free the boards. Sandwiched between the boards are three sheets of parchment, all of them spell scrolls! The first scroll is a *fire bolt*, the second is *cloud of daggers*, and the third is *vampiric touch*.

Written on the closest tun to adventurers arriving through the *gate* is “Winter Wine/Drink Now” and if the spigot is opened, a pale yellow, rather sour wine with a burning kick to it will spill out (an acquired taste, but wonderfully fiery and warming once one is used to it or too drunk to care).

Written on the middle tun is “Drinking Water/Curse Our Luck,” and yes, the huge cask is full of pleasant drinking water.

Written on the farthest tun is “Elven Mint Wine,” and turning the spigot will cause a translucent green, minty wine that smells of spring flowers and is sweet and strong of taste to emerge. One sip of this heady vintage will warn anyone of its potency.

There doesn't seem to be any *gate* to move on from this room, no matter where the adventurers search, but the party will have to find the elusive *gate* or be trapped here until they starve. The key to finding it is to either try to twist the spigots (not turn them to open them, but swivel the entire tap around in its hole); only the farthest (elven wine) cask has a spigot that will swivel.

Adventurers can also tap the casks, but only the sides of the farthest (elven wine) cask will sound hollow; the other two casks, and the front of the farthest cask, will sound full of liquid.

Turning the spigot of the elven wine tun unlatches a door; under the foremost iron hoop surrounding the tun, a catch will snap open, and hinges will squeal. The entire front of the cask can be swung open like a door to reveal an empty hiding-place within, where discarded iron manacles on the floor (a harness of two wrist- or ankle-cuffs joined by chain, and then joined to each other by a third length of cuffed chain, its cuffs enclosing each of the other lengths of chain) attest to its sometime use as a cell. The front of the tun didn't sound hollow because a foot-thick "tank" of wine has been built on the inside of this door, extending all over it except where the locking mechanism runs from the spigot back to the catch under the first barrel-hoop. A successful DC 17 Investigation check on the farthest (elven wine) cask will reveal all of the above details. Or the party can figure this out through old-fashioned trial and error.

Treasure

Spell scrolls: *Fire bolt*, *Cloud of Daggers*, *Vampiric Touch*.

Walking to the back of this hidden room inside the tun will cause any character who does it to be "taken" by the *gate* onward, to:

Prisoner Chamber

The gate from the well chamber leads into this twenty-foot-square room. Its walls, floors, and ceiling are all of solid bedrock. It is very dry and brightly lit; a continual light has been cast on its ceiling. As usual, there are no visible doors or other entrances or exits.

Sitting on the floor, barefoot (and lacking footwear; it's nowhere to be seen in the room) and manacled to the wall behind them by ten-foot-long left-ankle chains and neck-chains, are five humans—no, a half elf male and four humans, one of them a woman—clad in rags, hungrily eating food (handwheels of cheese and small buns/roundloaves of bread) from the large wicker basket with their bare hands. They look up, astonished at your arrival.

There's no sign of Drassauva or a woman with one emerald green eye and one sky-blue eye, but standing guard over these prisoners are two hulking men in studded leather armor, with battleaxes in their hands. They charge you without hesitation!

The guardians are two senior members of the Dark, hardened and vicious warriors who keep clear of the

prisoners in their initial charge, and will attack fearlessly, fighting to the death. They wear golden rings on their fingers and have two daggers each at their belts. Each of them also has a full set of keys to the prisoners' manacles, on rings clipped to their belts. **Larrak** has an additional 6 daggers securely sheathed down a diagonal baldric across his chest.

Their first move will be to snatch small cloth bags from their belts (snapping the fine cords that hold them to the belts and hold the bags shut), and fling them at the faces of the rearmost adventurers (DC 12 Dexterity save to avoid; a hit does 1 hp damage and causes the bag to burst—a miss means the bag hits the back wall of the room, and bursts. In either case, fine oiled metal marbles (modern real-world ball bearings) scatter everywhere, so adventurers must make a DC 16 Dexterity save to successfully move anywhere without falling prone, or successfully launch any weapon attack. This effect lasts for the entire combat. The two guardians, **Bordag** and **Larrak**, must also make saves, but have practiced fighting on rooms full of metal marbles underfoot, so after their initial attack (no checks needed for them, because no marbles have reached where their running feet are), they make their Dexterity saves at DC 11.

The adventurers must fight these two members of the Dark to the death.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** Bordag AC 12 HP 90; Larrak AC 13 HP 70.
- **Weak Party:** Bordag AC 13 HP 105; Larrak AC 14 HP 80.
- **Strong Party:** Bordag AC 15 HP 140; Larrak AC 16 HP 95.
- **Very Strong Party:** Bordag AC 16 HP 150; Larrak AC 17 HP 105.

The prisoners are five of the six paying passengers from the *Elviir's Kraeken*. If they survive the battle, they will gratefully and eagerly tell the adventurers that "the woman who brings the food took the Harper!" and point out where the *gate* onward (and out, into the next adventure) is: the back left corner of the room, just past two cheerful blue-flower-pattern china chamber pots, with a handy pile of leaves. The prisoners are all commoners, all unarmed and without any tools, coins, or useful items, and they all smell (unwashed). They are:

- A red-haired, fat, middle-aged woman, cheerfully worldly, profane, and sarcastic: Althlea ("All-THLEE-ah") Shrukhand, a wealthy widow from Hillsfar who owns a weaving business and always expects the worst to happen—but is sneakily enjoying this adventure.

- A black-bearded, tired-looking man (bags under his eyes), balding and thin (ribs can be seen): Dondevvur Mrellar, a dealer in armor and shields from Selgaunt who was on a trip around the Moonsea to check on buyers who have been “shorting” him in payments. He’s a depressed pessimist who no longer expects to survive this trip. If he does, he’ll never leave the safety of Selgaunt again, he vows.
- A short, brown-haired, sickly-looking, hook-nosed, freckled, and curly-haired man from Westgate who gives his name as Alagondrur Maedel. His forearms are covered with curling dragon tattoos that he’ll pass off as “youthful indiscretions” but that look both sinister and magical, and he’ll claim to be an apothecary in training. He’s actually a poisoner fleeing from captivity in the Moonsea, after he was taken captive when his employer, the slaver Turuth “Hammerhand,” was killed by a rival; Maedel, whose real name is Lakrabar Dorth, managed to combine some wines and perfumes into an acid to eat through his manacles, got free, and has straggled his way south, picking up clothes and coins by killing along the way. He wants to get to Cormyr, change his name, and “disappear” into a new life. No character should turn their back on him and expect not to get robbed—or worse.
- A big, burly man with a jutting lower jaw, brutish features (brow ridge, flat nose), and near tusks of lower teeth—in other words, some orc blood in his past—named Gruth Immiltar, who has massive, hairy forearms, and obviously broken upper arms that are bruised, distorted, and leave him in helpless, shuddering agony when he moves the wrong way or knocks them against anything. He’s a former miner who tried to steal some tradebars of smelted silver, got caught and beaten almost to death, and then flung into a midden-pit—where he found the body of a murdered man with a purse of coins, which he used to buy passage on the *Kraeken* to get well away from Phlan. If someone will heal him or pay for his healing, he’ll become their firm—and trustworthy—friend, companion, or even servant.
- A young half-elven male whose face is almost hidden behind a tangled fall of inky-black hair. He says almost nothing, and whispers when he does talk, and his body is an ugly wreckage of many-times-broken (and improperly set) bones. An escaped slave (from Telos), he stole coins and food to make his way south to Phlan and buy passage to get to the Elven Court, where he hoped to convince someone to take him in as a servant, so he could start a new

life. His name is Elondrar Nuthshine, and his name is about all he owns.

The first three prisoners listed above may offer the adventurers rewards, or try to hire them as escorts home.

So ends Adventure Two.

Rewards

Make sure 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
Ehrendil	3900
Grick Alpha	2900
Stone Golem	5900
Bordag	1800
Larrak	450

The **minimum** total award for each character participating in this adventure is **2,500 experience** points.

The **maximum** total award for each character participating in this adventure is **3,500 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
Bordag's Treasure	475
Larrak's Treasure	525

+1 Battle Axe

A description of this item can be found in the *Dungeon Master's Guide*.

Renown

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

Downtime

Each character receives **5 downtime days** at the conclusion of this adventure.

DM Rewards

You receive **450 XP**, **225 gp** and **5 downtime days** for running this session.

Appendix: Monster/NPC Statistics

Drassauva, Weretiger

Medium humanoid (human, shapechanger) neutral

Armor Class: 12

Hit Points: 120

Speed: 30ft. (40ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10	13 (+1)	11

Skills: Perception +5, Stealth +4

Damage Immunities: bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered.

Senses: darkvision 60ft., passive Perception 15

Languages: Common (can't speak in tiger form)

Challenge: 4 (1100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Tiger or Hybrid Form Only). If the Weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Weretiger can make one bite attack against it as a bonus action.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the Weretiger makes two dagger attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d10+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Dagger (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 4 (1d4+2) piercing damage. Drassauva bears **two** daggers (at her belt, and down her left boot) and they are poisoned, with a tincture of her own making that is equivalent to the poison known as Malice, only acting by Injury (so, a successful dagger attack deals 1d4+2 piercing damage and the wounded target must make a successful DC 15 Constitution saving throw or be blinded for 1 hour).

Ehrendil (Assassin)

Medium humanoid, neutral

Armor Class: 15 (studded leather)

Hit Points: 78

Speed: 30ft.

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

Saving Throws: Dex +7, Int +5

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

Damage Resistances: poison

Senses: passive Perception 14

Languages: Common, Thieves' Cant

Challenge: 8 (3900 XP)

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

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

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

Actions

Multiattack. Ehrendil makes two shortsword attacks.

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

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

Grick Alpha

Large monstrosity, neutral

Armor Class: 18 (natural armor)

Hit Points: 75 (10d10+20)

Speed: 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical weapons.

Senses: darkvision 60ft., passive Perception 12

Languages: ---

Challenge: 7 (2900 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes two attacks: one with its tail and one with its tentacles. If it hits with its tentacles, the grick can make one beak attack against the same target.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. Hit: 11 (2d6+4) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. Hit: 22 (4d8+4) slashing damage.

Beak. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. Hit: 13 (2d8+4) piercing damage.

Stone Golem

Large construct, unaligned

Armor Class: 17 (natural armor)

Hit Points: 178 (17d10+85)

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities: poison, psychic; bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite.

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses: darkvision 120ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge: 10 (5900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage of saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dark Guard (Bandit)

Medium Humanoid, neutral evil

Armor Class: 12 (leather armor)

Hit Points: 15

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	9 (-1)	9 (-1)	11 (+0)

Senses: passive Perception 9

Languages: Common

Challenge: 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Stool. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 2 (1d4+1) bludgeoning damage. As an improvised weapon, each blow has a chance of breaking on a 1-3 on a d8.

Bordag the Bold (Gladiator)

Medium Humanoid, neutral evil

Armor Class: 14 (studded leather armor)

Hit Points: 128

Speed: 30ft.

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

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

Skills: Athletics +10, Intimidation +5

Senses: passive Perception 11

Languages: Common

Challenge: 5 (1800 XP)

Brave. Bordag has advantage on saving throws against being frightened.

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

Actions

Multiattack. Bordag makes three attacks with his battleaxe.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 13 (2d8+5) slashing damage, or 15 (2d10+5) when used two-handed.

Larrak (Berserker)

Medium Humanoid, neutral evil

Armor Class: 15 (studded leather armor)

Hit Points: 88

Speed: 30ft.

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

Senses: passive Perception 10

Languages: Common

Challenge: 2 (450 XP)

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

Actions

Multiattack. Larrak makes two attacks with his scimitar and one with his dagger, or 2 ranged attacks with his daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft. or range 20/60ft., one target. *Hit:* 5 (1d4+3) piercing damage.