

**STORM KING'S THUNDER**

# **TRIBOAR**

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DM's resources for Triboar in Storm King's Thunder  
Chapter 2: Rumbblings

# RUNNING TRIBOAR

The information and resources presented within this document is created to enhance you and your players' experience in the trading hub that is Triboar (*Storm King's Thunder* page 53 to 62). It is recommended that you read the chapter before reading the advice here.

## INTRODUCTIONS

Below are my suggestions and ideas for running Triboar up until the giants attack the town.

**Stay a while and listen.** It doesn't really matter when the party arrives, but a midday arrival would make sure they could get immediately involved in the bustling trading town's affairs. Triboar is a town that has a lot going on, and it might serve fine to have the characters hang around for a full day or two before the giants attack. Running errands, completing sidequests and meeting NPCs will ensure that your players are more invested in saving the town and its inhabitants, when the time comes.

**The Plan.** You would be hard pressed to lay a complete plan for your party's time in Triboar, since it has many different things going on, that can be approached from many different directions. In the book there's a lot of locations, details and off-hand information, but not really any concrete quests, beside three minor quests for Zhentarim players (T9, p. 54). Below I've used what the book provides, build a little upon it, and created two quests for your party to stumble upon as they explore the town. The purpose of these quests is to put your characters in contact with as many playable NPCs as possible. Neither should result in any combat.

The quests can each be started at:

- **Market Square and Tower (T1).** The town's authority, Lord Protector **Darathra Shendrel** (p. 253) is here. The party can pick up the quest 'Dead, not buried' here.
- **The Lion's Share (T6).** This general goods store sells adventuring gear, weapons and armor, and is run co-run by playable NPC **Narth Tezrin** (p. 254). The party can pick up the quest 'Dirty Job'.

## OVERVIEW OF TRIBOAR'S NAMED NPCs

Area	NPC	Description
T1	Darathra Shendrel ( <b>playable NPC</b> )	The Lord Protector is a fair and clear-headed Harper agent
T2	Darz Helgar ( <b>playable NPC</b> )	The campground overseer is an ex-criminal from Waterdeep
T4	Janele Karnveller ( <b>commoner</b> ), Aldo, Hingo and Rasko ( <b>veterans</b> )	The matriarch is a feisty widow, her three sons members of the town militia
T5	Tosker Wainwright ( <b>commoner</b> )	The wagon shop owner puts profit over quality
T6	Alaestra Ulgar ( <b>commoner</b> ) and Narth Tezrin ( <b>playable NPC</b> )	The two proprietors of this general goods store aren't popular in town, and don't sell arms to seedy strangers
T8	Arn and Syren Widdens ( <b>commoners</b> )	These two stable-owners are married and have four children
T9	Urlam Stockspool ( <b>spy</b> ) and Valken Nespeer ( <b>assassin</b> )	The two Zhentarim merchant sponsors can offer three minor quests to the party
T10	Urgala Meltimer ( <b>playable NPC</b> )	The innkeeper is a retired adventurer who lost her wife
T11	Othovir ( <b>playable NPC</b> )	The harness-maker is a spellcaster with a bad family
T12	Kaelen Sarssir ( <b>commoner</b> ) and Silvarren Loomshank ( <b>priest</b> )	The tavern owner is a struggling actor, and his drunken patron is a priest of helm
T14	Tolmara Hysstryn ( <b>commoner</b> )	The widow murdered her husband and went insane
T15	Hyuth Kolstaag ( <b>mage</b> )	The retired adventurer is rich, arrogant and obnoxious
T16	Nemyth ( <b>commoner</b> ) and Zindra Winterbow ( <b>scout</b> )	The innkeeper is savvy tiefling and his patron is a scout of the emerald enclave
T17	Harriet Uldinath ( <b>commoner</b> )	The smith is of a long lineage of smiths and a rival to Ghelryn
T18	Ghelryn Foehammer ( <b>playable NPC</b> )	The smith is an old dwarf looking for an apprentice
T19	Janna and Leera Merivold ( <b>commoners</b> )	The two stable-owners breed and sell ponies
T20	Draven Millovyr ( <b>mage</b> )	The condescending innkeeper is an arrogant noble
T21	Heltzer and Pentavasta Duncask ( <b>commoners</b> )	The old couple who runs this restaurant are cheerful
T23	Tarmock Felaskur ( <b>commoner</b> )	The apothecary-owner sells medicine and 'sweet water'

## DEAD, NOT BURIED

If the party decides to visit Darathra Shendrel (p. 253) in the Lord Protector's tower (p. 53), they'll find her already in a meeting with two frustrated farmers: Jacoby and Persson Hysstryn. The Lord Protector asks the party to wait outside her office, but they can still clearly hear the loud argument within. The two farmers are trying to convince the Lord Protector that their brother, Mirak Hysstryn, who's been missing for nearly a decade, is still in town: *'I'm tellin' ye, Missus Lord Protecta, the priest told us, an' he ain't one fer lyin'. Mirak's still at home, I'm tellin' ye, he neva even left!'*

Lord Protector Darathra gently, but sternly, dismiss their story, and order the two brothers to stay clear of Mirak's wife Tolmara and her rooming house, the Six Windows: *'I understand that you're still searching for answers, but I don't think there's anything to it. Mirak ran away with a ladyfriend, much to the embarrassment of his wife, and hasn't seen fit to contact you. However, I promise I'll look into it, but if you two bother that poor lady again, I'll have the Twelve throw you in the jail for a fortnight. Understand?'*

Grudgingly, the brothers grunt their assent and leave. If the party approach them as they go, the brothers will attempt to hire them to find out what happened with their brother, promising their brother's old magical bow as a reward (a +1 longbow) if the party can find their brother, or figure out what happened. If the party doesn't speak with the brothers, but speak with Darathra, the Lord Protector laments that she doesn't have time for this, but asks the party if they could investigate the brothers' claim, offering a purse of 10 gold pieces for the trouble, and another 40 gold if they actually find something.

Regardless of who asks the party for help, the party is told the same information: Mirak disappeared without a word a decade ago. His wife, Tolmara, claims that he probably ran off with one of his ladyfriends. His brothers never believed that tale, and has kept asking questions. One rumor that kept recurring was that Mirak had an affair with the innkeeper Urgala Meltimer (p. 254), which she has always denied. Recently, a priest of Helm named Silverren took up residence in the Talking Troll (p. 56), and the brothers paid him a few gold to ask Helm about their brother. The priest claimed that Helm said that Mirak was still right at home, and had never left.

In truth, Mirak was killed by his wife – who's since gone crazy – 10 years ago, and his remains are stashed in the attic of the Six Windows (T14, p. 56). There are a few clues to discovering this:

- If the party visit Urgala Meltimer at the Northshield House inn (p. 56), she'll initially try to avert questions. If pressed, she'll come clean: *'Okay, okay, please. Yes, me and Mirak were involved for a while. It was after my wife disappeared, I was grieving, he consoled me. But I don't have anything to do with him disappearing. Never believed the rumors either – Mirak had no other women than me. He was madly in love with me. You ask me, I think his wife found out and... well, I shouldn't accuse anyone of something I can't prove. Either way, please don't tell anyone, I don't need the trouble.'*
- If they press the drunken priest at the Talking Troll (Intimidate or Persuasion DC 13, buying a few rounds of beer or paying his 5gp tab will win them advantage on the Persuasion check) he'll remember some bits through his drunken stupor and tell them: *'Helm also ssaid som'thin about being.. about not being buried in the ground, but above the ground... didn't wanna tell the brothers, seemed like that might mak'em sad, y'know?'*
- If they speak with the deranged Tolmara, she becomes even weirder when asked about her husband. If anyone asks about where he is now, have one or two characters make a DC 13 Wisdom (Insight) check to notice that the woman's eyes dart upwards (towards the attic) for a brief moment, while she professes not to know. If the party restores her sanity with the spell *Greater Restoration*, she'll immediately be filled with grief and regret, and confess her crime.
- What the party find in the attic, and more information about what happened with Mirak can be found on page 56 of *Storm King's Thunder*.

When the party have learned the truth, or at least found Mirak's remains, they can collect their rewards from the brothers' and from Darathra, if they visit both. The main thing is that they hopefully got to know Darathra and Urgala a little, and became more intertwined with Triboar and its citizens.

**Alternate Hooks.** You can have the initial conversation take place outside the tower, if you want to ensure that your party stumble upon this quest. Or, you can have the brother's come in and drink at the tavern the party stays at, loudly complaining about *'no-one caring a damn about true justice!'* If the party enquires, or if the brothers approach them, simply take it from there with the story and the reward, and the party might visit Darathra before starting the quest, or interact with her during or after the investigation.

## DIRTY JOB

If the characters have gotten the quest from Morak Ur'gray to seek out Alaestra and inform her of her ex-husband Darthag Ulgar's demise, they'll be heading to the Lion's Share (T6, p. 54) at some point or another.

Regardless of why the adventurers visit the store, when they come in, they'll find the two proprietors Alaestra and Narth (p. 254) in a state of disarray. Their vault has been breached, their profits and savings stolen. The only clue they have is a leather harness and a masterly crafted grappling hook, which the thief left behind. It seems the items were used to scale the outer wall of the store soundlessly, so that the thief could enter the vault on the second floor through the window while they slept.

Their first idea is to enquire with Triboar's expert harness-worker and two best smiths, but because the other business owners of Triboar are generally hostile towards them, they fear they won't have any luck if they ask themselves. Their competitors might even be involved. As such, Alaestra and Narth are relieved to see a group of strangers. Alaestra and Narth offer the party 50 gold pieces and a 10% discount on their stock, if they can find their stolen gold and two magical bags. They suggest the party visit the harness-maker Othovir (p. 255) in his shop (T11, p. 56), and the two smithies (T17 & T18, p. 57) to figure out who the harness and grappling hook was sold to.

The thief is Darz Helgar, the ex-criminal Waterdhavian groundskeeper (p. 253) of the Northern Caravan Campgrounds (T2, p. 53), who was blackmailed into doing it by the owner of the Talking Troll, Kaelen Sarssir (T12, p. 56). Assuming that the party follow the suggestions, they can gather clues to this:

- Othovir (p. 255) will freely admit that he didn't make the harness. It's impressive make, however, and clearly a specialist in climbing equipment. He seems pretty certain that it is made in Waterdeep, since he doesn't know of anyone outside of Waterdeep that can rival his skill in harness-making. He reckons that it is at least a decade old, but well kept, and that it would fit a thin person of about 150 pounds. A 150 pound Waterdhavian narrows down the party's suspect list quite a bit, so this might allow the party to discern who the harness belongs to.
- Harriet Uldinath (T17, p. 57) doesn't recognize the grappling hook, and insists that it isn't from her shop. She'll grudgingly admit that it is of excellent quality, and that it might be the work of her competitor Ghelryn Foehammer.
- Ghelryn Foehammer (p. 255) knows who he sold the grappling hook to, but prefers to respect his clients'

privacy. He will, however, divulge that he sold the grappling hook to Darz Helgar, if the party succeeds on a DC 13 Charisma (Persuasion) check. The party can obtain advantage if they say that the grappling hook was used in a burglary, but disadvantage if they say that the burglary was committed against the Lion's Share's proprietors, who are Ghelryn's bitter competitors.

If the party discovers that Darz Helgar owns the harness and grappling hook, and confront him at the northern caravan campgrounds, he doesn't bother lying to them. He spills the beans at any shred of evidence: *'Yeah. It was me. I stole the gold and the bags. Didn't wanna do it. Didn't have no choice. That scum Kaelen – y'know, the guy who runs that shite tarvern – told me he knew about my past and would go blabbering to the Lord Protector. Told me I had to steal it, or he'd yap. But I guess the game's up now, isn't it? Good. I'm tired of runnin', tired of hidin'. I did ten hard years in Waterdeep's dungeon, I can do a few out here in Triboar. Just promise me you get that bastard, get him good.'*

Whether the party take Darz in, or let him slip off the hook, he accepts his fate with stoic resignation. Should he be imprisoned in the Lord Protector's tower, Darathra will free him and give him a shortsword and a sling when the giants attack, and tell him that he can prove his worth now – which he'll readily do.

Kaelen Sarssir at the Talking Troll doesn't admit so easily. He denies and denies, until the party either intimidate him sufficiently (DC 13) or search his room and find the *Heward's Handy Haversack, bag of tricks* and 3d10 x 10 gp. Kaelen laments that he just wanted enough money to transform the decrepid tavern into a theater, and will offer the party both magical bags and a 20% stake in his business if they don't tell anyone about his crimes.

How the party handles the situation, and what Darathra does if the party approach her with this, is up to you. The main thing is that important NPCs are introduced to the party. Remember, if the party visits Darathra at any point during this quest, they could potentially stumble upon the other quest – 'Dead, not buried' – as well.

**Alternate Hooks.** If the party has no intention of visiting the Lion's Share, you can have any shopkeeper or tavern patron simply drop a hint in conversation, that the party can overhear: *'I heard them Lionshield-folks got robbed last night. Serves 'em good for robbing everyone else blind of their business, yeah it does.'* You can also have Narth going around Triboar's streets, hanging up reward posters for the return of their savings.

## ATTACK ON TRIBOAR

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Okay, so in the book the attack has a lot of moving parts. Orcs raid ranches in the southeast, fire giants start throwing boulders into town, orcs and ologs charge into town to distract the town's defenses, magmins follow alongside the giants and set buildings ablaze, and the giants charge towards the northern campground (T2) to dig up the Vonindod fragment.

There's two ways to run this. The first way is to have one enormous battle spanning the entire town, where you must control upwards of 30 creatures and the party must control two characters each. I don't recommend this approach, it sounds like a recipe for disaster. Instead, my suggestion is that you divide the attack on Triboar into two encounters, that morph dynamically depending on the decisions your party make.

### TO ARMS!

After the Twelve are sent out to deal with the orcs attacking ranches, the ologs and magmins head to the northeastern portion of the city, intent on creating havoc and distracting any defenders still in town, while the giants and the orcs head south down the long road towards the city centre. Depending on where your party is at the time the monsters roll into town, they might see one group or the other first.

If your heroes are in a location marked with **red**, when you decide to start the encounter, they'll see the magmins and ologs first – go to 'Fiery Distraction'. If the party is in a location marked with **blue**, they'll see the giants and orcs first – go to 'Digging Crew'. Finally, if the party is in a **green** location, they can notice both simultaneously or the one you want them to.

- T1 – Market Square and Tower
- T2 – North Caravan Campground
- T3 – West Caravan Campground
- T4 – Happy Horse Ranch (Horse shop)
- T5 – Wainwright's Wagons (Wagon shop)
- T6 – The Lion's Share (General Goods)
- T7 – Ransor's Open Road (Closed shop)
- T8 – The Cart and Coin (Horse shop)
- T9 – Triboar Travelers (Caravan business)
- T10 – Northshield House (Inn)
- T11 – Othovir's Harness Shop
- T12 – The Talking Troll (Tavern)
- T13 – The Frost-Touched Frog (Closed inn)
- T14 – Six Windows (Rooming house)
- T15 – Boar's Rest (Manor)
- T16 – The Triboar Arms (Tavern)
- T17 – Uldinath's Arms (Smithy)

- T18 – Foehammer's Forge (Smithy)
- T19 – Merivold Pony Park (Pony shop)
- T20 – Everywyvern House (Inn)
- T21 – The Pleasing Platter (Restaurant)
- T22 – Graveyard
- T23 – Apothecary
- T24 – Gwaeron's Slumber (Forest)
- T25 – Marshalling Field

### FIERY DISTRACTION

The 5 **ologs** and 12 **magmin** head to the small square between the Northshield House and the Apothecary (see Map 1). The magmin begin putting buildings on fire, while the ologs attack anyone who gets in their way – including the party. If you begin with this one, Darathra, Narth and Darz come in from the southwest, Othovir and Ghelryn come in from the northwest, and Urgala comes out from her inn (T10). Sprinkle some **commoners** in on the scene – about 1d4 per farm building – to raise the stakes.

Handling the ologs is fairly straight forward. They fearlessly attack anyone and everyone, whether civilian or combatant. The magmins, however, rush from building to building and use their action to send it on fire. If attacked or cornered, they will lash out at the defenders, but they otherwise ignore the combat around them. A character can use an action to put out a small fire started by a magmin, if they use water, a blanket, a minor spell like *druidcraft* or something similar to aid them. However, if a fire started by a magmin is allowed to go unchecked for 3 rounds, the building is engulfed in flames.

If one or more of the farms is fully on fire, you can have one or several of the noncombatants frantically scream that their children are still inside. True enough, the two children (**commoners**) appear in an open window on the second floor, 10 feet above the ground. They shout down for anyone to help them. If the characters can't put out the inferno (which requires more powerful spells like *gust of wind* or *tidal wave*), they must either brave the flames and smoke or catch the children as they jump.

**Braving the flames.** If a character chooses to run into a burning building, ignore the map and just treat it like a skill challenge. The first time a creature enters a burning building, or starts its turn there, it must make a DC 10 Constitution saving throw, or choke on the filling the building. A choking creature can't take any actions and are blinded until the start of its next turn. To find the children, a character must first use an action while inside the building to locate the stairs leading up, by succeeding on a DC 10 Perception check. Then it must use an action to carry a child to safety by succeeding on a DC 10 Athletics check (with disadvantage if the character

attempts to carry both simultaneously). If five or more rounds pass since the building caught fire completely, the building's roof collapses, dealing 3d6 bludgeoning damage and 3d6 fire damage to anyone still within (DC 13 Dex save for half damage).

**Catching Children.** If a character readies an action to catch a falling child, the child jumps on initiative 20 (losing all initiative ties). If the character succeeds on a DC 10 Strength (Athletics) check, the child is caught unharmed. If the character fails, both the child and the character take 1d6 bludgeoning damage (which might kill the child). If no one appears to catch them, the children jump before the building collapses, taking 1d6 damage as they hit the ground.

**Developments.** If you haven't run 'Digging Crew' yet, terrified shouts and murderous shouting can be heard coming from the center of town, when the orcs and magmin have been defeated, and any children have been saved. If you've run both encounters, the NPCs in the town begin putting out fires, tending to their wounded, and of course, offering their thanks to the party members.

## DIGGING CREW

If you run this encounter first, the party encounter the 2 **fire giants** and 6 **orcs** riding **axe beaks** just as they enter the city centre (see Map 2). Depending on which NPCs you choose to use, Darathra comes out from her tower (T1), Darz is already at the campgrounds (T2), Narth comes from his shop (T6), Urgala comes from the northeast and Ghelryn and Othovir come from the north.

The fire giants head to the center of the Northern Caravan Campground, where one or both giants begin digging for the relic of Vonindod, a band of 2-inch-thick adamantine roughly 11 feet long and weighing 1,000 pounds. It takes the giants ten actions (five rounds if they both dig) to free the fragment from the ground, and another action for one of them to pull it free. If you run Digging Crew as the second encounter, the party appears just as the giants free the relic, and one of them begin dragging it away. While the giants dig, the orcs and axe beaks defends them with murderous glee, striking down both civilians combatants.

**Developments.** The fire giants flee if either of them drop below 81 hit points. The orcs fight to the death, while any riderless axe beaks flee as fast as possible. Remember to read up on mounted combat in the *Player's Handbook* (p. 198). If you haven't run 'Fiery Distraction' yet, the characters will clearly smell and see smoke coming from the northeast, when the fire giants have been defeated. Two of the farms on map 1 are already completely on fire when the party and NPC's arrive.

If you've run both encounters, the NPCs in the town begin putting out fires, tending to their wounded, and of course, offering their thanks to the party members.

## SPLITTING THE PARTY

It's a real possibility that the party split up their forces to take on two different threats at the same time. That's fine, and you should resolve one encounter before going to the other one, even if they play out simultaneously in the game, or you'll end up just as overwhelmed as before. This could potentially put someone on the sidelines for a long time, so it might be a good idea to recommend the party that they split up in a manner where each player has at least one character (their own or a playable NPC) in each group, so they don't have to wait around for an hour while you resolve a different encounter.

You can keep track of rounds, and assume that it takes a character about 2 round to run from one location to the other, to figure out when the other group appears at an encounter. Or, you can simply have the combat be completely split, if you aren't afraid of challenging your players.

## PLAYABLE NPCs

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Before you run the attack on Triboar, you first need to decide how you are using the playable NPCs. You might choose to not use all of them, either because you dislike them, or you have fewer than six players. In that case, you can also easily keep some of the NPCs as backup. If you start the attack with the 'Fiery Distraction', it's only really Urgala Meltimer who would obviously be there. You can have as many of the other playable NPCs as you want come to the party's aid. The remaining NPCs can be engaged with the giants and orcs when the players show up for the 'Digging Crew' encounter, and you can then give their cards to any players who've lost an NPC. Likewise, if you start the attack with the 'Digging Crew' encounter, it's only really Darz who would obviously be there.

Below are my take on the simplicity and power of each playable NPC, which might help you decide which to use, and which not to use.

### DARATHRA SHENDREL

The Lord Protector of Triboar is a simple, but powerful NPC. She makes two strong greatsword attacks each round – the perfect companion for a player controlling a spellcaster. She starts in the center of town (T1) and is likely to see the giants and orcs first.

- **Simplicity** – 4/5
- **Power** – 5/5

### DARZ HELGAR

Darz is fairly simple, and not all that powerful with a single sneak attack and a low AC. He is exactly where the giants are going (T2), which of course is very convenient.

- **Simplicity** – 4/5
- **Power** – 2/5

### NARTH TEZRIN

Narth is weak, but really simple. He's not a bad NPC to skip entirely, if you had to, since his quest is also really boring (see the next section).

- **Simplicity** – 5/5
- **Power** – 1/5

### URGALA MELTIMER

Urgala starts right by where the magmin and orogs attack, and would naturally be inclined to protect her property. She is quite powerful against giants and reasonably simple in play. If you start with the 'Digging Crew'

encounter, you could probably get away with not using her at all.

- **Simplicity** – 4/5
- **Power** – 4/5

### OTHOVIR

The harness-maker is a fledgling spellcaster with low hit points and low AC, making him very squishy against the giants. His shop is on the main road leading into town, so it's likely he would get involved in the combat. His spells and parry ability make him slightly complex to play, yet enables him to pack a bit of a punch.

- **Simplicity** – 2/5
- **Power** – 3/5

### GHELRYN FOEHAMMER

Ghelryn's shop is the first monsters coming from the northeast will encounter, and as such, they'll also encounter the orc- and giant-hating smith. He's powerful against giants, reasonable tanky (his AC with shield would be 16, and not 14 as stated on his index card), while being simple to play.

- **Simplicity** – 4/5
- **Power** – 4/5

## THE QUESTS

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Below are my brief explanation of each quest, as well as recommendations for which ones to emphasize, and which ones to maybe skip. The quests are color-coded with my choices: green quests are those I'm excited for, blue those that I am indifferent to, and red are those that I've deemed skippable.

### DARATHRA'S QUEST

This quest is quite simple: take this badge to a half-orc innkeeper in Everlund and tell him of Triboar's ordeals. In return, the party gets access to the Harpers' teleportation circles, as well as six spellscrolls.

While the 'quest' might not be too enticing, the reward certainly is. It also makes travelling easier and connects your players with the overall plot. This is a quest I wouldn't hesitate to give out.

### DARZ' QUEST

This isn't a quest, as much as it is a tip. Darz' buddy has seen someone he believes to be the Weevil, a wanted brigand with a price of 5,000 gold pieces on his head, up by Xanthar's Keep. This can lead to an encounter with some frost giants and a hefty reward.

While this quest doesn't really entice me, I could see how it would pique the interest of the players. It does connect some to the issues with giants as well, so all in all it's not a bad quest at all.

### NARTH'S QUEST

The base of the quest is to deliver five horse harnesses to Noanar's Hold, and offers the party a 100 gold pieces up front. When the party has delivered the harnesses, they can hole up in town, and if they stay long enough, get involved in solving a murderous inheritance dispute between three brothers.

The initial quest is pretty dull, and I find it unlikely that the party will take much interest in the ensuing drama either, so I would probably skip this quest entirely. Especially with so many other good quests to choose from in Triboar.

### URGALA'S QUEST

Okay, this quest is pretty long. Urgala tells the party that an old friend in Zymorven Hall named Harthos has a *giant slayer* weapon. The weapon, however, has been stolen by Harthos' son Harthal. Harthal, in turn, had the sword confiscated by a corrupt watch captain in Yartar named Tholzar, which the party will have to get the weapon from.

The quest as written is a pretty rough draft of a multiple-session endeavor, but if you put some work into it, it could actually be a pretty interesting quest. Either way, the reward of a *giant slayer weapon* at the end is the most enticing reward of the entirety of Chapter 2, considering that the adventure is about fighting giants. My players would never forgive me if I didn't throw them this one.

### OTHOVIR'S QUEST

Othovir knows of magical treasure hidden in his noble family's tower in Silverymoon. The party will have to fight or stealth their way into the tower and steal the magical items (two C's and two B's).

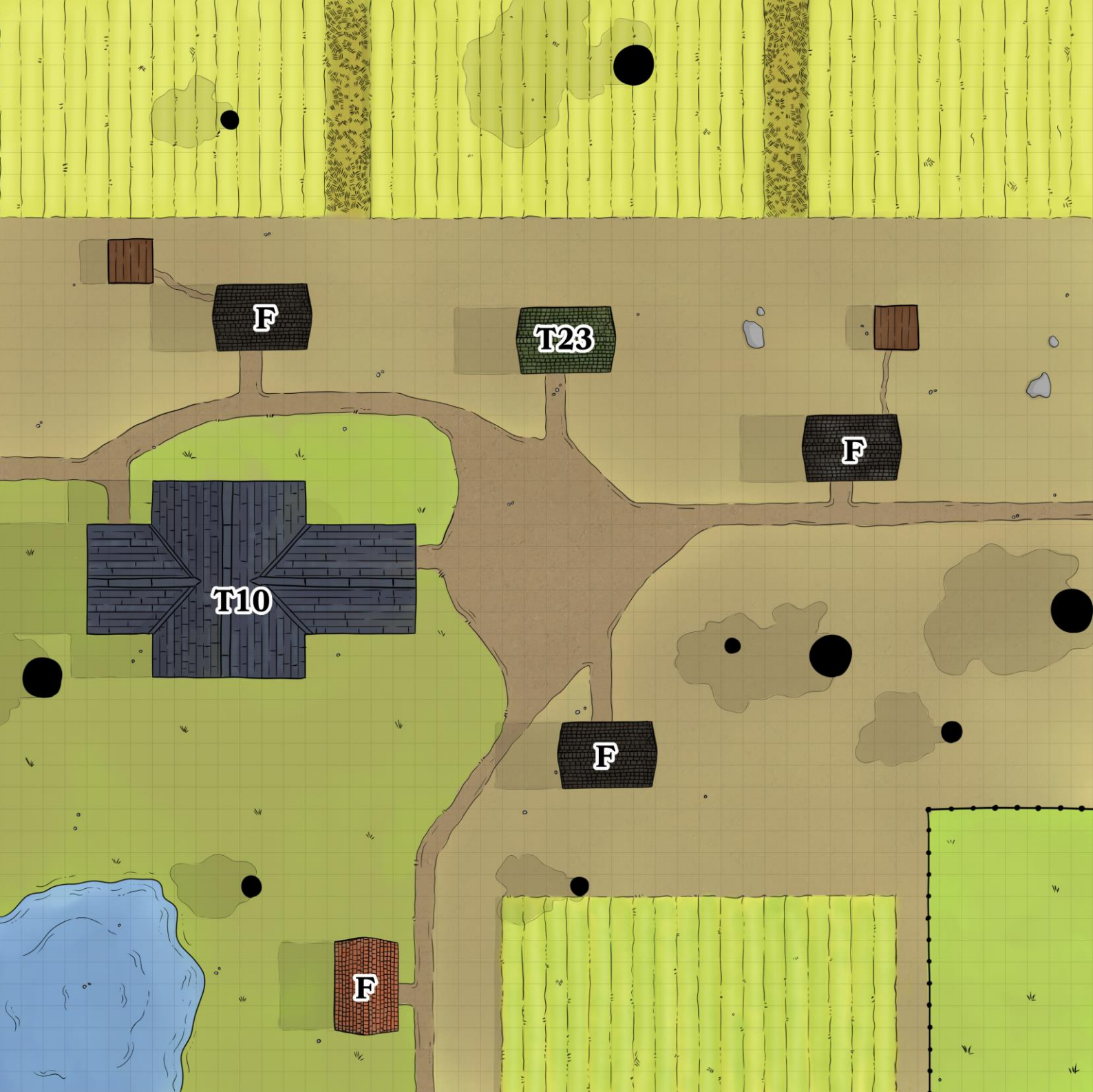
This one could be interesting if you put some work into it, and the rewards are good. I would probably use this one granted that I had the time to flesh it out a bit first.

### GHELRYN'S QUEST

Ghelryn writes the party a letter of recommendation. If the party travels to Felbarr they can gain two *figurines of wondrous power* (golden lions). More importantly, if you follow the suggested encounter at the Citadel Felbarr section in Chapter 3, their visit to Citadel Felbarr could lead them directly to the fire giants' stronghold.

While it's not really a quest, the events of Citadel Felbarr makes this quest an excellent tie-in with the main story, if you prod the characters a bit to travel to Citadel Fellbarr. I would use this one, and have Ghelryn strongly suggest they travel to Felbarr, where they'll be greeted as champions due to his letter of recommendation.





## MAP 1 — NORTHEAST TRIBOAR

The small square between Northshield House (T10) and the apothecary (T23) is the target of the orogs and magmins, as they seek to make a distraction. The orogs fill the square and the road, while the magmins are divided between the farms, trying to start fires.

**Buildings.** The biggest building is the Northshield House, which has three stories and is almost 30 feet tall. The apothecary and the farm are each about 15 feet tall buildings, divided into two stories. The small buildings near the two northern farms serve as outhouses.

**Lake.** The lake in the southwest part of the map is 10 feet deep and filled with frogs and trout.

**Stones.** The larger stones in the northeastern part of the map can provide cover.

**Trees.** The trees scattered in the middle of the map can provide cover. During the night, the shadows cast by the trees can also lightly obscure a creature.

**Fields.** The wheat stands about 4 feet tall, and can heavily obscure a Small or smaller creature. It is difficult terrain, but isn't dense enough to provide cover. The two paths of downtrodden wheat running through the fields don't provide concealment, and aren't difficult terrain.

**Fence.** The fence is 10 feet tall. A character can climb the fence with a DC 10 Strength (Athletics) check. It can also provide cover, but not three-quarters or full cover.



## MAP 2 — TRIBOAR CENTER

The center of town is dominated by the tall Lord Protector's tower (T1). The fire giants and orcs approach from the north, moving towards the center of the Northern Caravan Campgrounds.

**Buildings.** The biggest building is the Lord Protector's Tower which has four stories and is 40 feet tall. The Lion's Share (T6) is a two-story shop. There's also a small cottage (C) and a farm (F). Darz lives in the unmarked building in the middle of the map.

**Fence.** The fences on the map are 10 feet tall. A character can climb a fence with a DC 10 Strength

(Athletics) check. It can also provide cover from attacks, but not three-quarters or full cover.

**Wagons.** The caravan wagons are either the home to travelers or waiting to be filled with goods. A wagon is about 10 feet tall and can be used for cover.

**Well.** The well is 3 feet above the ground and 30 feet deep. A creature dropped into the well takes 3d6 bludgeoning damage and must succeed on three consecutive DC 15 Strength (Athletics) checks to climb out, moving 10 feet each round. Each time it fails, it drops to the bottom again.

<p><b>AXE BEAK</b> <i>Large beast, unaligned</i></p> <hr/> <p><b>Armor Class</b> 11 (natural armor) <b>Hit Points</b> 19 (3d10 + 3) <b>Speed</b> 50 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>14 (+2)</td> <td>12 (+1)</td> <td>12 (+0)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>2 (-4)</td> <td>10 (+0)</td> <td>5 (-3)</td> </tr> </tbody> </table> <p><b>Senses</b> passive Perception 10 <b>Languages</b> – <b>Challenge</b> 1/4 (50 XP)</p> <hr/> <p style="text-align: center;"><b>Actions</b></p> <hr/> <p><b>Beak.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) slashing damage.</p>	Str	Dex	Con	14 (+2)	12 (+1)	12 (+0)	Int	Wis	Cha	2 (-4)	10 (+0)	5 (-3)	<p><b>COMMONER</b> <i>Medium humanoid (any race)</i></p> <hr/> <p><b>Armor Class</b> 10 <b>Hit Points</b> 4 (1d8) <b>Speed</b> 30 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>10 (+0)</td> <td>10 (+0)</td> <td>10 (+0)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>10 (+0)</td> <td>10 (+0)</td> <td>10 (+0)</td> </tr> </tbody> </table> <p><b>Senses</b> passive Perception 10 <b>Languages</b> any one language (usually Common) <b>Challenge</b> 0 (10 XP)</p> <hr/> <p style="text-align: center;"><b>Actions</b></p> <hr/> <p><b>Club.</b> <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 2 (1d4) bludgeoning damage.</p>	Str	Dex	Con	10 (+0)	10 (+0)	10 (+0)	Int	Wis	Cha	10 (+0)	10 (+0)	10 (+0)	<p><b>FIRE GIANT</b> <i>Huge giant, lawful evil</i></p> <hr/> <p><b>Armor Class</b> 18 (plate armor) <b>Hit Points</b> 162 (13d12 + 78) <b>Speed</b> 30 ft.</p> <table border="1"> <thead> <tr> <th>Str</th> <th>Dex</th> <th>Con</th> </tr> </thead> <tbody> <tr> <td>25 (+7)</td> <td>9 (-1)</td> <td>23 (+6)</td> </tr> <tr> <th>Int</th> <th>Wis</th> <th>Cha</th> </tr> <tr> <td>10 (+0)</td> <td>14 (+2)</td> <td>13 (+1)</td> </tr> </tbody> </table> <p><b>Saving Throws</b> Dex +3, Con +10, Cha +5 <b>Skills</b> Athletics +11, Perception +6 <b>Damage Immunities</b> fire <b>Senses</b> passive Perception 16 <b>Languages</b> Giant <b>Challenge</b> 9 (5,000 XP)</p> <hr/> <p><b>Tackle (STK p. 246).</b> When the giant enters any enemy's space for the first time on a turn, the enemy must succeed on a DC 19 Strength saving throw or be knocked prone.</p>	Str	Dex	Con	25 (+7)	9 (-1)	23 (+6)	Int	Wis	Cha	10 (+0)	14 (+2)	13 (+1)
Str	Dex	Con																																				
14 (+2)	12 (+1)	12 (+0)																																				
Int	Wis	Cha																																				
2 (-4)	10 (+0)	5 (-3)																																				
Str	Dex	Con																																				
10 (+0)	10 (+0)	10 (+0)																																				
Int	Wis	Cha																																				
10 (+0)	10 (+0)	10 (+0)																																				
Str	Dex	Con																																				
25 (+7)	9 (-1)	23 (+6)																																				
Int	Wis	Cha																																				
10 (+0)	14 (+2)	13 (+1)																																				
	<hr/> <p style="text-align: center;"><b>Actions</b></p> <hr/> <p><b>Multiattack.</b> The giant makes two greatsword attacks.</p> <p><b>Greatsword.</b> <i>Melee Weapon Attack:</i> +11 to hit, reach 10 ft., one target. <i>Hit:</i> 28 (6d6 + 7) slashing damage.</p> <p><b>Rock.</b> <i>Ranged Weapon Attack:</i> +11 to hit, range 60/240 ft., one target. <i>Hit:</i> 29 (4d10 + 7) bludgeoning damage.</p>																																					

## MAGMIN

*Small elemental, chaotic neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft.

Str	Dex	Con
7 (-2)	15 (+2)	12 (+1)
Int	Wis	Cha
8 (-1)	11 (+0)	10 (+0)

**Damage Resistances** bludgeoning, piercing and slashing from nonmagical weapons

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

**Challenge** 1/2 (100 XP)

**Death Burst.** When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC

11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

**Ignited Illumination.** As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

### Actions

**Touch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage *at the end of each of its turns.* target. *Hit:* 6 (1d6 + 3) piercing damage.

## ORC

*Medium humanoid (orc), chaotic evil*

**Armor Class** 13 (hide armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

Str	Dex	Con
16 (+3)	12 (+1)	16 (+3)
Int	Wis	Cha
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.

## OROG

*Medium humanoid (orc), chaotic evil*

**Armor Class** 18 (plate armor)

**Hit Points** 42 (5d8 + 20)

**Speed** 30 ft.

Str	Dex	Con
18 (+4)	12 (+1)	18 (+4)
Int	Wis	Cha
12 (+1)	11 (+0)	12 (+1)

**Skills** Intimidation +5, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 2 (450 XP)

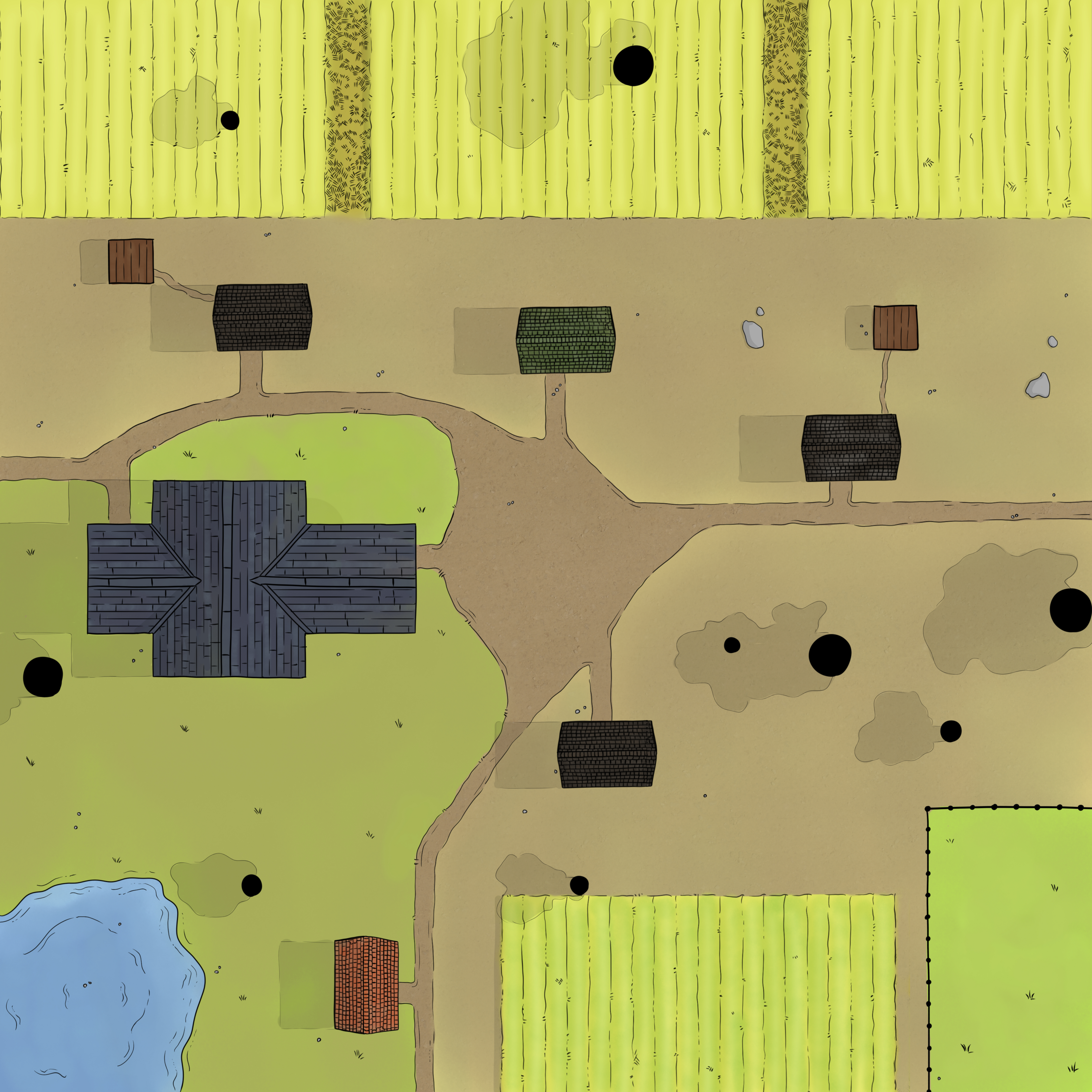
**Aggressive.** As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

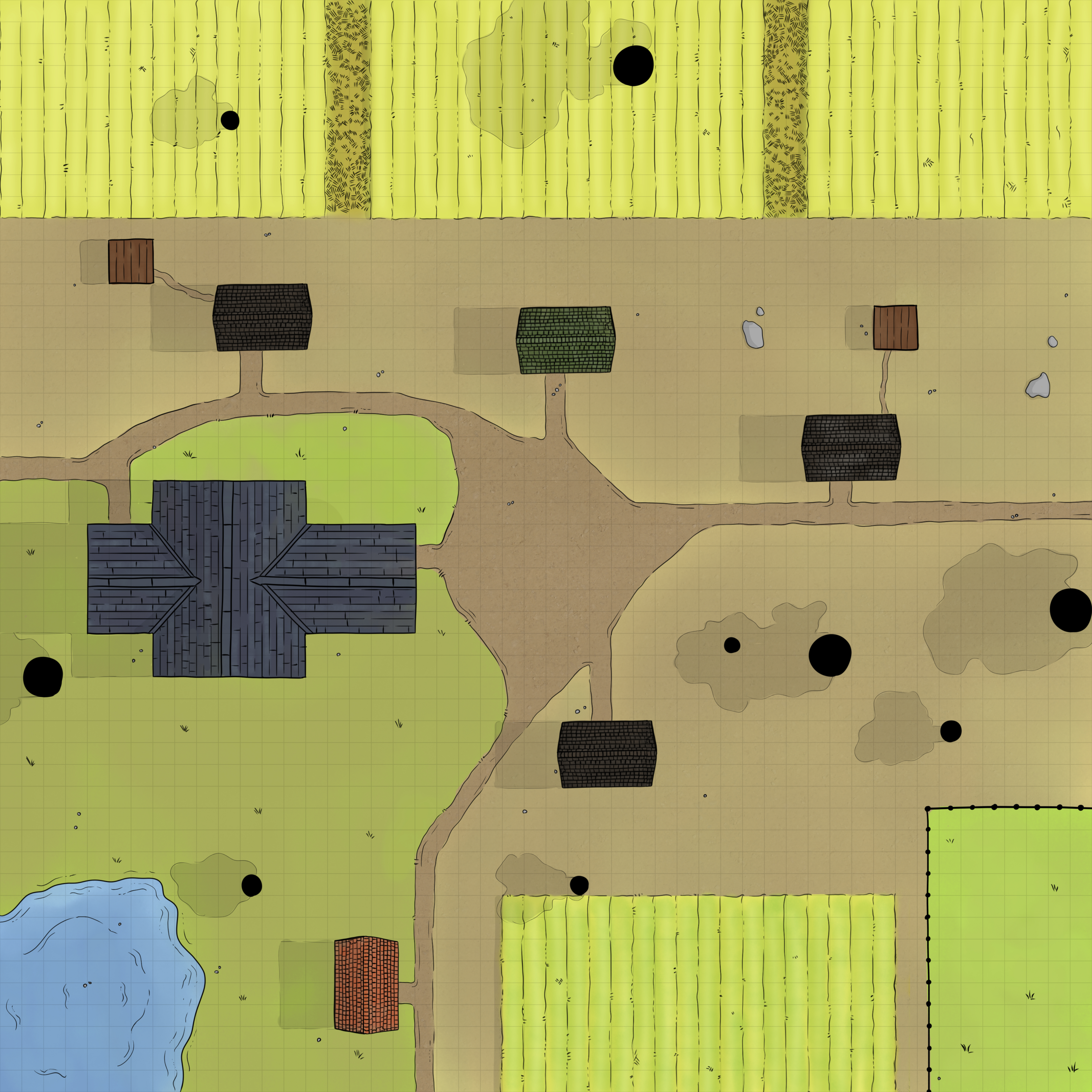
### Actions

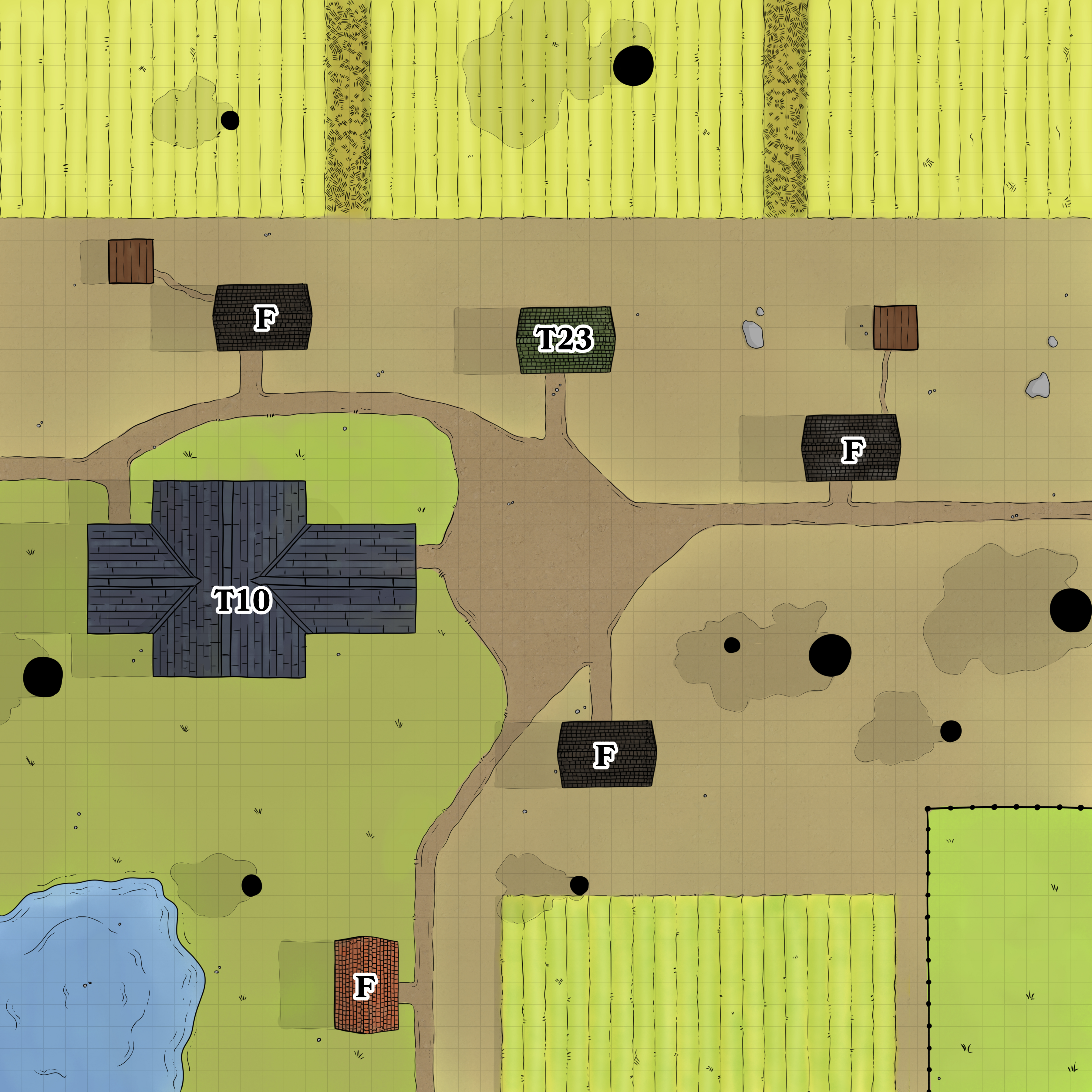
**Multiattack.** The orog makes two Greataxe attacks.

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

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







F

T23

F

T10

F

F



**T2**

**C**

**T6**

**T1**

**F**



