

CCC-CENTRIC 01-02



ROAD TO RECONCILIATION



NOAH GRAND



CONCENTRIC
GAMES



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ADVENTURE PRIMER

“Who overcomes by force, hath overcome but half his foe.”

– John Milton, *Paradise Lost*.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in Phlan and The Ride.

BACKGROUND

ALGRETH KOLWYN, a successful merchant out of Phlan, sought to establish new trade routes with the miners of **THE RIDE**, a relatively uncivilised area to the north. His caravan crossed through lands of the **ERAKA** clan. As the clan debated whether to wage war with yet another outsider, a young warrior named **LASVA** seized the initiative to try and win clan leadership. She heard the outsiders bring magic, so she turned to the only magic-user she ever met, a hag named **GLUM JODI SMOKESHIFTER**.

Jodi had already heard stories of the Eraka clan, particularly chieftain **TARVEL BASHAR**'s power and popularity. The jealous hag was eager to spread discord, so she agreed to aid Lasva. All she needed was a drop of Lasva's blood and a larger bodily sacrifice from the Kolwyn family to complete the ritual. Lasva abducted **JERETH KOLWYN** five days ago as he rode away from his family's guard during a hunting trip.

Tarvel did not authorise the attack, and dispatched her precocious daughter **SLUWAINÉ BASHAR** to guard Jereth. As the two young adults bonded, they started to realise the legends of a hag were true; she was orchestrating the conflict! Sluwainé rode off alone to investigate. Meanwhile, Algreth turned to Jodi for help rescuing his son. The night hag demanded blood from a Bashar, so Algreth's mercenaries abducted Sluwainé. Having pushed both sides to war, Jodi can sit back and watch the misery unfold. Humanoids will offer more and more to make it stop – even their souls!

OVERVIEW

The adventure's story is spread over **three parts** and takes approximately **two hours** to play. The adventure begins with a Call to Action scene. It also contains **two optional bonus objectives**—each taking **an additional hour** to play.

- **Call to Action: Bystanders.** When an innocent merchant limps in to Phlan, Hakira hires adventurers to resolve the conflict.
- **Part 1: Rescuers.** Characters track down the Eraka camp and Algreth's Caravan, rescuing both abductees. This is **Story Objective A**.
- **Part 2: Victory Party.** Now that the party has both kidnapping victims, they can track down the hag who instigated the conflict. This is **Story Objective B**.
- **Bonus Objective A: Family Honour.** Sluwainé asks the adventurers to help expel Lasva for working with a hag. This bonus objective is found in **Appendix 1**.
- **Bonus Objective B: Crisis of Leadership.** Jereth conspires to remove his father from power before he causes more problems. This bonus objective is found in **Appendix 2**.

ADVENTURE HOOKS

BLACK FIST CAPTAIN HAKIRA MYIXI has contacted adventurers to put a stop to the conflict. The question is “why did they say yes?”

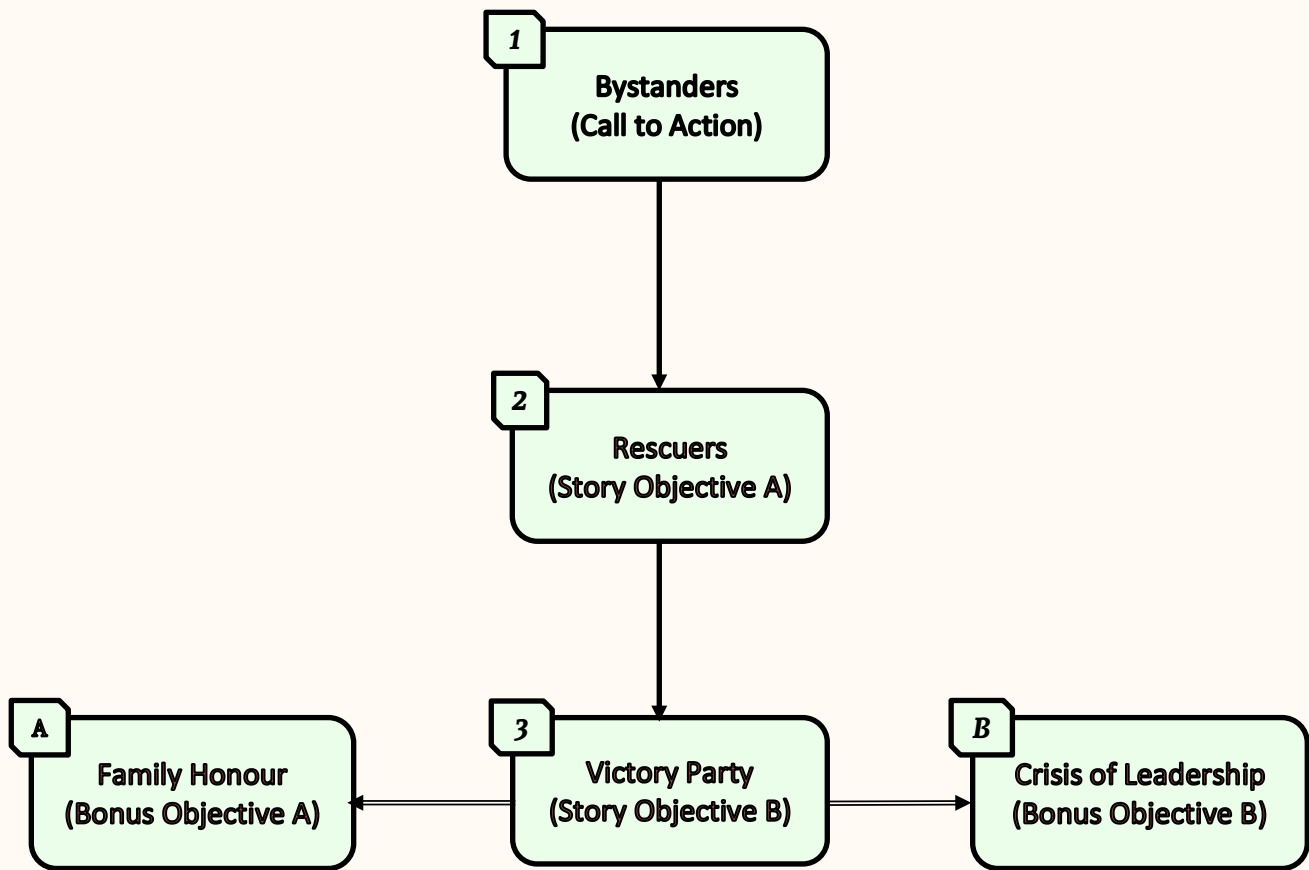
Owed a Favour. Characters with a criminal or mercenary background, or otherwise looking for adventuring work, agreed to prioritise Hakira's jobs to avoid Black Fist harassment.

Mercantile Connections. Guild artisans, nobles, and others looking to make coin know Phlan's merchants will appreciate anyone resolving the conflict.

Preventing War. The Eraka are equally known for their honour and fearsome raiding. Anyone who has been to Phlan before would know their behavior is unusual, suggesting bigger problems.

EPISODE FLOWCHART

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



CALL TO ACTION: BYSTANDERS

Estimated Duration: 10 minutes

Merchant Thurkam Hammerstone gathers market goers to hear a dire warning. The **Eraka tribe** has declared an open hunt on **all** caravans until they find the chieftain's daughter **Sluwaine Bashar**. Enough is enough. **Black Fist Captain Hakira Myixi** calls in a favour from adventurers to bring both sides to peace.

AREA INFORMATION

Terrain. A guard station in one of Phlan's bigger markets. Adventurers may have been shopping when Thurkam made a big scene. They may have been looking for a job. A misunderstanding may have caused Hakira to intervene on their behalf.

Lighting. The midday sun beats down on a lovely autumn day.

Sounds and Smells. The market is packed as Phlan's residents celebrate the best weather in weeks. Most people are shopping, but groups of young revellers are renewing old friendships and anxiously hoping to form new ones.

A dwarf staggers in to the market. While he survived, a blade severed the right side of his magnificent beard. "This means...war!" As the dwarf shouts, a bronze dragonborn in Black Fist armour springs through the crowd, shouting for aid. "Not a full war" she says. "We need adventurers!"

CREATURES/NPCs

Thurkam Hammerstone, a male dwarf, only cares about the Eraka greataxe that cut off part of his magnificent beard. Hakira Myixi, the dragonborn Black Fist captain, stares down anyone urging full warfare or refusing to help.

Objectives/Goals. Hakira wants the fighting to stop, because it makes people in the city nervous. Adventurers who just want to save lives are cheaper than hiring full mercenary companies to protect each caravan indefinitely. A successful DC 11 Wisdom (Insight) check confirms she isn't holding anything back.

Thurkam feels duty-bound to share what he saw before collapsing in bed. He turns away

from any character paying too much attention to his severed beard.

What Do They Know? Thurkam knows about the most recent attack and the Eraka tribe's last known location, while Hakira knows some of the history of the feud between the Eraka and Algreth's caravan.

- The Eraka rarely raid Phlan or the mines – horses and mountains don't mix! However, Algreth's trade routes to the north of the Dragonspine Mountains cut through Eraka territory, so they attacked.
- Sluwaine rode to Phlan two days after Jereth was captured to say the Eraka chief Tarvel did not authorise initial hostilities. She's telling the truth, but Hakira does not believe her.
- A year ago, Algreth stabbed a halfling merchant named Finnian Greenbottle, because he thought Finnian was cheating him. He's developed quite the reputation for violence when bribery doesn't work.

Hakira asks the party to rescue both Jereth and Sluwaine, using them to help negotiate a cease-fire. Once the party agrees to the deal, they can strategise which rescue to attempt first.

The Black Fist captain shares everything she knows, to resolve the conflict once and for all. However, she does not know that a **night hag named Glum Jodi Smokeshifter** is pulling the strings. Players learn this twist after their first rescue. Some parties want to immediately pursue Jodi, which is much more challenging.

CALL TO ACTION

The objective of this adventure is to rescue both Sluwaine and Jereth, then get Jodi to stop manipulating both sides into a conflict.

TREASURE & REWARDS

Thurkam gives the party a *spell scroll of locate animals or plants*. It can't locate his shorn beard, so why keep it?

PART 1: RESCUERS (STORY OBJECTIVE A)

Estimated Duration: 80 minutes

SETTING DESCRIPTION

In this episode, the characters must find the Eraka camp to rescue Jereth and fight through monsters to find Sluwaïne.

PREREQUISITES

Characters have completed the Call to Action.

STORY OBJECTIVE A

Characters need to **rescue both abductees**. The two young adults can be rescued in either order.

BONUS OBJECTIVES A AND B

Algreth and Lasva each made separate deals with Jodi the night hag. Episode 3 is a final confrontation with the hag. Bonus objectives ask the PCs to undermine Algreth and Lasva, the two people making deals with Jodi.

An Overland Travel Sandbox

Episode 2 has two main paths: try to rescue Jereth and then Sluwaïne, or try to rescue Sluwaïne and then Jereth. Pursuing Jereth first leads to a wider range of roleplay opportunities, while pursuing Sluwaïne first emphasises combat a bit more.

In theory, players would attempt both rescues before trying to confront either abductor (the bonus objectives) or Jodi, the hag orchestrating everything. However, players often pursue their own paths as new opportunities and threats present themselves.

- **DMs who prefer a linear plot** are recommended to have the first rescued abductee play up the imminent threat to the other abductee, resolving all of Part 1 before moving on.
- **DMs who prefer a sandbox** can insert Bonus Objectives anywhere, even interrupting Part 1 and adjusting the briefing scene for continuity. Give the party a long rest somewhere, and a short rest if they pursue any of the Bonus Objectives.
- **In settings where time is limited**, like conventions, consider running the Bonus Objectives after players defeat Jodi. Algreth and Lasva are still threats to long-term peace in the area, even without Jodi's fiendish assistance.

1. DON'T SPLIT THE PARTY!

Hakira warns the party that the second rescue will be harder than the first, no matter what they do. With that in mind, characters must choose whether to rescue Jereth or Sluwaïne first.

AREA INFORMATION

Dimensions & Terrain. The party is still in Phlan's large marketplace from the Call to Action.

CREATURES/NPCs

Hakira shares everything she knows. Unfortunately, she isn't entirely sure where the Eraka are currently located.

Objectives/Goals. Hakira suggests it may be easier to track the Eraka now, before they move again. Algreth isn't moving from his mountain encampment.

What Does She Know? It may be difficult to take one kidnapping victim on the other rescue. Hakira knows of a nearby Black Fist outpost that can offer temporary shelter and a safe place to rest.

Tarvel Bashar and her Eraka clan were last seen in the plains north of Phlan and east of the Dragonspine Mountains, but characters will need to find the nomadic tribe. Following their tracks will not be enough to gain ground.

Algreth thinks he has bought Hakira's loyalty, so he told the guard captain that he moved his caravan to an abandoned Dragon Cult outpost at the foot of the Dragonspine Mountains. Dangerous creatures live in the area. Algreth hopes this will ward off future Eraka raids.

BORROWED ITEMS

Hakira lets each character borrow a **riding horse**. Neither can be kept after this adventure. Give players at least one copy of **Player Handout 1**, which includes game statistics for the horse.

2. CHASING SHADOWS (PURSUING JERETH)

Following the Eraka raiding party's winding path is inefficient. The party must find information and overcome Jodi's attempts to obscure the trail.

PREREQUISITES

Adventurers are starting to pursue the Eraka.

AREA INFORMATION

Adventurers start by making their way along the Stojanow River, following the few tracks that Algreth hopes to turn in to a more established road going north-west from Phlan to The Ride. Gentle grassy hills turn more treacherous as the party gets near the eastern edge of the Dragonspine Mountains.

ASKING FOR DIRECTIONS

Eraka raiding parties take notoriously winding paths as they forage for food and look for targets to pillage. A well-equipped party of adventurers could take a more direct path and catch the raiding party at their camp, but only if they know where the Eraka would like to camp.

Each character must choose one of two options for this **group check, succeeding a DC 12 check with the appropriate skill**. Splitting the party between tasks is recommended.

- **Research.** Ask players what type of research they want their characters to do. Examples include looking for maps (Investigation), reading stories of old battles (History), or surveying the environment (Nature).
- **Carousing.** Three members of the Welcomers – Phlan's thieves guild – are back from a smuggling "caravan" trip to Zhentil Keep. Clever adventurers could persuade them that their work will be safer once adventurers deal with the Eraka. A successful DC 12 Charisma (Persuasion or Deception) check is enough to get the location of the nearest Eraka camp. Adventurers with the Criminal or Folk Hero background have advantage.

If the party gets at least as many successes as failures, they speed their journey by an hour.

STAYING ON THE PATH

As characters ride to the north and north-west of Phlan, they come across patches of unusually tall, dying grass and sudden rainstorms that make navigation difficult. Characters must make a **group DC 12 Wisdom (Survival) check**. Rangers with grassland as their Favoured Terrain roll at advantage. On a success, they maintain their bearings through the storm and arrive an hour earlier than expected.

Anyone succeeding a DC 11 Intelligence (Arcana or Nature) check realises these phenomena suggest magical interference of some kind. Characters succeeding by 5 or more recognise some of the off-putting misery and creepiness of hag magic.

TREACHEROUS PASS

As characters get close to the Eraka camp, they see a rock-slide has caved in a good portion of the trail in front of them. Jodi blocked the pass, and mimics the sound of howling wolves to spook the party's horses.

Clear a Path. A successful DC 15 Strength (Athletics) check clears the path. The party can only attempt one roll before Jodi springs her trap. A second character proficient in Athletics can use the Help action to grant advantage.

Guide the Horses. If the party fails the Athletics check, Jodi unleashes the sound of wolves to spook the party's horses. Each character must attempt a DC 12 Wisdom (Animal Handling) check. On a success, they channel the horse's fear to get to the camp more quickly. On a failure, the character is thrown from their horse, who bolts in to the distance.

ARRIVING AT THE ERAKA CAMP

Regardless of what players roll, their characters eventually make their way to the Eraka camp.

- Go to Scene 3 if the party pursued the Eraka first. Otherwise go to Scene 4.
- Unless the party succeeded on all three of the three skill checks to save time, their opponents had extra time to prepare.

3. PROVING HONOUR

If the adventurers came to the Eraka camp first, they see mounting frustration. Tarvel Bashar plans a trial by combat to relieve stress.

PREREQUISITES

Characters pursued the Eraka first.

AREA INFORMATION

Dimensions & Terrain. A sprawling cluster of tents with hitching posts hammered into the dirt to keep horses from running away.

Lighting. Moonlight.

Sounds. Rhythmic drumming and chanting.

CHARACTERS/NPCs

Tarvel Bashar (human female) sits on her horse, looking down at three dozen tribal warriors, the majority of whom are also human females. She has tattoos of spears and wild horses down both arms. Three warriors with red tears painted on their faces – **Lasva**, **Brenna (berserker)** and **Brigil (thug)** – approach the adventurers.

Objectives/Goals. Brenna and Brigil are both loyal to Lasva, but attack hesitant adventurers. Tarvel hopes the adventurers can humble Lasva's followers in the **Bucking Stallion** – a rite of initiation via **non-lethal combat** among the Eraka.

What Do They Know? Tarvel wants to release Jereth, but Lasva's faction would grow stronger. Any outsiders joining the Eraka initiation strengthen Tarvel, even if they lose.

If the party was delayed, they have entered a battle trance, **rolling initiative at advantage**.

Adjusting This Scene

Here are some suggestions for adjusting this scene, according to the average level of the two characters participating in the Bucking Stallion.

- **Very Weak:** Brenna and Brigil are both **tribal warriors**.
- **Weak:** Brenna and Brigil are both **thugs** with 20 hit points.
- **Average:** Brenna has 36 hit points. Brigil has 20 HP.
- **Strong and Very Strong:** Brenna has 45 hit points. Brigil has 20 HP.

4. HONOURING THE FALLEN

While adventurers dealt with Algreth, Jodi murdered an Eraka raiding party that went looking for her. They returned as undead!

PREREQUISITES

Characters resolved **Algreth's Caravan**.

AREA INFORMATION

Dimensions & Terrain. Torn canvas, blood stains, and the corpses of two horses are the only signs that the Eraka ever camped here.

Lighting. Shadows shift in eerie moonlight.

CHARACTERS/NPCs

Fresh tracks show the Eraka moved camp within the hour. Three **ghouls** shamble around the camp, dressed in furs and tribal tattoos.

Objectives/Goals. Jodi's foul magic left the ghouls unable to distinguish friend from foe.

What Do They Know? Jodi cursed them before death. They turned on each other

Terrified Mounts! Hakira's horses have never been in combat and have the frightened condition. It takes an action to remove this condition with a successful DC 13 Wisdom (Animal Handling) check or suitable magic.

Adjusting This Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Replace all **ghouls** with three **zombies**.
- **Weak:** Remove one **ghoul**. Add two **zombies**.
- **Strong:** Remove one **ghoul**. Add two **ghasts**.
- **Very Strong:** Replace all **ghouls** with four **ghasts**.

THE HORSES RISE TOO?

If the party did not succeed all three skill checks in Scene 2, the two dead horses have also risen from the grave as **warhorse skeletons!**

Adjusting This Complication

Here are some suggestions for adjusting this complication, according to your group.

- **Very Weak:** Replace the **warhorse skeletons** with **zombies**.
- **Weak:** Only add one **warhorse skeleton**.

5. BARBARIAN NEGOTIATION

As the party feasts with Tarvel and her honour guard, they must stop Lasva from making a final attempt to attack Jereth's and complete the hag ritual.

PREREQUISITES

Characters finished either Scene 3 or 4.

AREA INFORMATION

Dimensions & Terrain. The largest tent is used for a dining hall, with makeshift slabs of stone used for tables and logs for chairs.

CHARACTERS/NPCs

Tarvel Bashar invites the party to feast outside her tent along with her four person honour guard (**berserkers**) and Soren, the tribal shaman. **Lasva (berserker)** waits in the distance to attack **Jereth (spy)**, the attractive, slender youngest adult son of the Kolwyn family.

Objectives/Goals. Tarvel assumes visitors are adventurers, here for the captive **Jereth Kolwyn**. She is looking for an excuse to return him to safe hands. The honour guard protects Tarvel, avoiding killing blows.

What Does Tarvel Know? Perpetual conflict with the Kolwyn caravan is not sustainable because the tribe is outnumbered.

SPOILS OF VICTORY

If the party has done something on Tarvel's behalf already, securing Jereth's release is easy.

Won Bucking Stallion. The victors can request Jereth's release as their "prize" for winning the trial. Soren explains that if the Eraka were meant to keep Jereth, their champions would have won the trial.

Rescued Sluwaine, Killed Undead. Sluwaine may be with the party, or they could accurately describe her tattoo, as a means of de-escalation. If present, Sluwaine won't mention the hag yet, fearing Lasva's spies.

A DESPERATE BARGAIN

If the adventurers can easily secure Jereth's release, Lasva knows she has one last chance to fulfill her deal with Jodi the night hag. Anyone

with a passive Perception of 11 or higher notices her sneaking towards Jereth, ritual bone dagger in hand. Lasva starts 40 feet away from Jereth, who is restrained. If she hits Jereth with an attack, she succeeds in the ritual, and Jereth provides less help when fighting Jodi.

Lasva risks injury, but retreats after suffering 30 damage or if grappled for two rounds. She fears "the Smokeshifter" (Jodi) has made other deals and can be bullied. Two **berserkers** from Tarvel's honour guard interpose themselves as she flees, to prevent all out war. Tribal custom is to let cooler heads prevail.

Any character succeeding a DC 13 Dexterity (Sleight of Hand) check can grab the dagger from Lasva's hand. Then she flees.

SENDING A MESSAGE (LOST BUCKING STALLION)

Lasva mocks the adventuring party's chosen contestants and accuses Tarvel of weakening the tribe. She demands a pound of flesh from Jereth before any talk of releasing him. Tarvel relents to this demand unless an adventurer reminds the honour guard of Lasva's bullying their chief with a DC 13 Charisma (Intimidation) check.

Whether Lasva is allowed to cut Jereth's cheek or not, a price must be paid for his release. An adventurer who did not participate in the Bucking Stallion can try to explain why releasing Jereth is in the tribe's interests. A successful DC 12 Charisma (Persuasion) check convinces the other Eraka. On a failure, Tarvel demands two horses or a *potion of healing* as tribute (faction-donated potions are acceptable).

WHAT'S NEXT?

If the party has already rescued Sluwaine, they have completed the secondary objective. Go to Part 2, or the bonus objectives if you are using them. If the party has not rescued Sluwaine yet, go to Scene 6. Either way, they can rest here unless they tried to fight Tarvel.

6. DINNER IS SERVED (PURSUING SLUWAINE)

As the party goes through a narrow pass towards Algreth's hideout in the Dragonspine Mountains, monsters attack them.

PREREQUISITES

Adventurers are pursuing Algreth's caravan.

AREA INFORMATION

Dimensions & Terrain. A 20 foot wide mountain pass stretches for over a quarter mile.

Lighting. The setting sun provides bright light if the party pursued the caravan first. Otherwise this scene takes place in moonlight.

CHARACTERS/NPCs

Two **worgs** stand side-by-side blocking the characters' path forward, waiting for food. As combat begins, an **ankheg** feels hooves and burrows out of the pass behind the party!

Objectives/Goals. All the creatures are very hungry. Worgs and ankhegs see each other as competitors for a tasty treat, but will focus on the humanoids.

What Do They Know? Worgs know ankhegs have a funny aftertaste and try to stay away if possible.

Adjusting This Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove the **ankheg**. Characters fight two **goblins** riding a **worg**, all entering from the front.
- **Weak:** The **ankheg** must spend its first turn using its *acid breath* to get through the mountain pass and arrive on the battlefield.
- **Strong:** Add an **ankheg**.
- **Very Strong:** Remove both **worgs**. Add an **ankheg** and a **manticore**.

COMPLICATION: NOT BRED FOR BATTLE

Any character trying to use their horse as a mount in this combat must succeed a DC 14 Wisdom (Animal Handling) check or be thrown off. Uncontrolled horses take the *dodge* action whenever possible, but do not run away.

7. REAP WHAT YOU SEW

Algreth is in the middle of a ritual to slice off one of Sluwaine's arm tattoos as an offering to the night hag when characters arrive. Guards shout a warning as other humanoids approach.

AREA INFORMATION

Terrain. An abandoned stone Dragon Cult outpost lies in disrepair.

CHARACTERS/NPCs

Algreth Kolwyn, a portly older human male, wears the finest of blue silks and gaudy gold jewellery. He greets adventurers as they approach, flanked by two **veterans**. **Sluwaine (human female berserker)**, a muscular warrior, is manacled to a table in the basement.

Objectives/Goals. Algreth wants to convince the adventurers to come back tomorrow. A successful DC 12 Wisdom (Insight) check suggests Sluwaine is in immediate danger.

What Does Algreth Know? If players went here second, the ritual has progressed enough that any physical wounds he suffers will be transferred to Sluwaine's body.

FREEING SLUWAINE

Allow players to improvise with the following guidelines. Let them try one plan if another fails.

Stealth. While some talk to Algreth, other characters can sneak downstairs with a successful DC 12 Dexterity (Stealth) check. They can attempt one DC 15 Dexterity (Thieves' Tools) check before alerting the guards.

Interaction. Characters can convince Algreth that finishing the ritual could backfire and hurt him with a successful group DC 12 Charisma check using an appropriate skill.

Combat. Characters must defeat the veterans without letting Algreth escape to the basement.

Failure of All Plans. Sluwaine's left manticore tattoo is sliced off, empowering the hag in Episode 3. Then Algreth returns her.

WHAT'S NEXT

If the party has already rescued Jereth, go to Part 2, or the bonus objectives. If the party has not rescued Jereth, go to Scene 2.

PART 2: VICTORY PARTY (STORY OBJECTIVE B)

Estimated Duration: 30 minutes

SETTING DESCRIPTION

Jereth and Sluwaine are able to use traces of Glum Jodi Smokeshifter's magic left in their blood to have a wizard scry on the hag, pinpointing her location. They offer boons to offset Jodi's resistances.

STORY OBJECTIVE B

Characters need to **defeat Glum Jodi Smokeshifter**.

We Didn't Go Back to Phlan!

Adventurers may decide that at least one of Jodi, Lasva, and Algreth is an immediate threat. If you and your table want to use more of a sandbox, DMs are strongly encouraged to move Scene 1: Hazy Memories to an impromptu briefing on horseback. As long as Jereth and Sluwaine convey key information and any boons the party has earned, the rest of the scene

This meeting scene – wherever it takes place – is also a good place to seed any Bonus Objectives you wish to use. If you are uncertain how much time you have, Jereth and Sluwaine should send the adventurers after the hag first. Try to avoid giving players all the information about Jodi, Lasva and Algreth at the same time, because it could be difficult to retain all the details.

BONUS OBJECTIVES

Glum Jodi Smokeshifter is an immediate threat. However, Jereth and Sluwaine were able to goad enough information from their captors to learn that each one could be a long term problem. Once the hag is eventually defeated, Lasva and Algreth may seek out other evil forces to help them try to consolidate power once more.

Jereth and Sluwaine conclude it is better to confront Lasva and Algreth now, removing them from their positions of relative power. After spending a few hours enjoying their freedom and decompressing from their ordeal, they lay out their plan to deal with Jodi, Lasva, and Algreth in quick succession.

1. HAZY MEMORIES

Jereth and Sluwaine explain over dinner at the Poached Toad what they know about Glum Jodi Smokeshifter.

CHARACTERS/NPCs

Jereth and **Sluwaine** brief the characters over dinner, inviting them to order as well. Anything the adventurers ask for (within reason) is available.

Objectives/Goals. Jereth and Sluwaine bonded over their shared preference for using intelligence and charisma to solve problems, as opposed to mindless violence. But they agree that Jodi is an irredeemable fiend and must be defeated instead of avoided.

What Do They Know? The pair prodded their arrogant captors for bits and pieces of information about Jodi. Each captor hoped to share the hag's power if they followed through on their fiendish deals. They both discovered that Jodi is a night hag, so corrupted by evil that she has become a fiend. **If they were unharmed in Chapter 2, they can offer more insight.** Otherwise they are too traumatised to recall additional details. They also offer boons, which are helpful for average and higher APL parties

- Lasva told Jereth she would gain Jodi's resistance to mundane weapons. If Jereth was unharmed, he offers to let the characters borrow his silvered shortsword, which he knows will overcome Jodi's resistance.
- Algreth coveted the hag's resistance to magical effects, like charm spells. If Sluwaine is able to share this information, she offers a pair of manticore pendants that will allow two characters to overcome Jodi's *magic resistance*.
- If both abductees are uninjured, Sluwaine also lends the party her silvered battleaxe.
- If both abductees were harmed in Part 1, Jereth lets the party borrow a petrified griffon talon, which can be wielded as a silver dagger.

2. SLICING THROUGH THE SMOKE

Characters confront Jodi in her lair. Combat is unavoidable.

AREA INFORMATION

Dimensions & Terrain. A two room cottage, each 30 feet by 20 feet. Rotting animals and dead tree branches of various sizes litter the cottage. See **Appendix 3** for a map of the area.

Lighting. Dim light can fill the first room of the cottage while the front door is open. There is no light in the cottage itself.

Smells. The sickly sweet aroma of rotten meat mixes with the musty odor of decaying trees and plant matter.

CHARACTERS/NPC'S

Glum Jodi Smokeshifter waits inside to rush adventurers, intimidating them with her overpowering, muscular physique.

Objectives/Goals. Jodi makes no pretense of being hospitable or grandmotherly to try and beguile humanoids. She despises other women who are able to get power or respect without resorting to bullying, violence, and hierarchy. Anyone willing to make a deal should know exactly whom they are dealing with. Other visitors are probably hostile and must be killed.

What Does Jodi Know? Algreth and Lasva unwittingly agreed to let Jodi cast *scrying* on them when making their deals. Jodi knows her minions have failed.

Adjusting This Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Jodi uses the statistics of a **sea hag** with 35 HP, but also counts as a fiend. Add one **darkling**. Remove the needle traps (see exploration below)
- **Weak:** Jodi uses the statistics of a **green hag** with 50 HP, but also counts as a fiend. Add two **darklings**.
- **Strong:** Add two **darklings**.
- **Very Strong:** Add four **darklings**.

Playing the Pillars

Here are some suggestions for this encounter:

- **Combat.** Jodi assumes brand new adventurers are so naïve that they may be willing to sell their souls. She chooses to do non-lethal damage to level 1 characters when possible. At average APL, she is both drained from trying to grant power to the humans and arrogant, so she tries to use her *claw* instead of *magic missile* whenever possible.
- **Exploration.** Anyone proficient in Arcana or casting *detect magic* notices nearby tree needles are traps. If someone tries destroying the cottage, a needle strikes them for 1d4+1 force damage.
- **Social.** Female presenting characters can easily taunt Jodi into attacking them as a free action. They must succeed a DC 10 Intimidation check using Strength or Charisma.

DEVELOPMENT: ROTTEN SAP TRAP

Jodi set a simple trap while home: a small sphere of rotten sap rigged to drop from the ceiling when someone opens the door.

- **Detection & Disarming.** A successful DC 13 Intelligence (Investigation) check is necessary to see the trap. Once spotted, it can be disarmed with a successful DC 13 Dexterity check using thieves' tools. The unlocked door can also be flung open with *thaumaturgy*.
- **Trigger & Effects.** If someone opens the door without disarming the trap, the sap drops in the doorframe. Every creature within 10 feet must make a DC 12 Constitution on a saving throw. On a failure, they are poisoned and can repeat the save at the end of the turn to shake off this condition.

Adjusting This Trap

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak and Weak:** Jodi uses a diluted sap, which ends after a character's turn.
- **Very Strong:** Increase all DCs for the trap by 1.

TREASURE & REWARDS

Algreth offered Jodi some gold. She'd never spend it, but loved taking what Algreth values.

WRAPPING UP

Now that Glum Jodi Smokeshifter is dead, Tarvel Bashar agrees to peace with Kolwyn Caravans. If the party has not attempted Bonus Objectives A or B, they are free to do so now if you have enough time left in the session.

If characters completed Bonus Objective B, Jereth is in charge and the peace seems stable. If Algreth is in charge, the mood is oddly tense, as people worry about Algreth's aggression. Each side gives the party a gift.

- Tarvel gives each character a custom saddle.
- Jereth, realizing adventurers are often more comfortable on foot than in the saddle, offers them Boots of False Tracks.
- If neither Jereth nor Sluwaine was scarred as part of a hag ritual in Episode 2, characters gain the **Eraka Peacemaker** story award. See **Appendix 7**. If one of the abductees was harmed, they notice even a tenday later that the wound does not fully heal due to the hag's foul curse.

TREASURE AND REWARDS

- **Saddle of the Cavalier.** When this smooth ankheg shell is placed on a mount it grows sticky, holding both the saddle and rider in place. The phrase "words are bolder than actions" is engraved in Common to help mark the front of the saddle. See **Appendix 6**.
- **Boots of False Tracks.** These fashionable black leather boots feature intricate silver stitching, depicting a dragon in flight. A subtle enchantment woven in to the boots ensures they never get dirty. See **Appendix 6**.



REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEMS

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 6**:

- *Saddle of the Cavalier*
- *Boots of False Tracks*
- *Spell Scroll of Locate Objects and Plants*

STORY AWARDS

During this adventure, the characters may earn the following story awards, which are described in **Appendix 7**:

- *Eraka Peacemaker*
- *Benevolent Takeover*

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

DRAMATIS PERSONAE

The following NPCs feature **prominently** in this adventure.

Tarvel Bashar (TAR-vehl buh-SHAR). NG Human female, high chieftain of the Eraka clan. Risks losing her leadership position due to her daughter Sluwaine's capture.

- **What They Want.** Her daughter's safe return and putting down the uprising among her people. In that order.
- **Pride of Leadership.** "All of my people must learn to defend themselves. But only my precious Sluwaine gets to know how I stay in the big saddle."

Sluwaine Bashar (slew-WANE buh-SHAR). CN human female, held prisoner by Algreth. Dispatched by her mother to represent the tribe in back-channel diplomacy before being captured.

- **What They Want.** To convince others to deal with the threat of Jodi, Algreth and Lasva. Then running away with Jereth on hijinks-filled adventures.
- **Bored With Battle.** "I'm a great warrior, but it's a lot more fun to wink and get people to fight for me." "I'm really bad at telling people how I truly feel when I'm not enraged."

Algreth Kolwyn (ALL-greth COAL-win). NE human male, merchant trying to expand in to The Ride. Happy to deal with a fiend.

- **What They Want.** Gold, platinum and gems.
- **What Are You Worth?** "I place monetary value on every relationship. Now let's make a deal, shall we?"

Jereth Kolwyn (JER-eth COAL-win). CG human male, Algreth's youngest son. Expert rider.

- **What They Want.** To be a hero, eventually. But that's a lot of risk to try without Sluwaine's support.
- **Best Left Alone.** "I don't think I can take big risks, because things always go wrong when people are watching."

Glum Jodi Smokeshifter (glum joe-DEE smoak-shift-err). NE night hag trying to take

advantage of humans' greed and willingness to make obviously evil deals.

- **What They Want.** To bring down Tarvel Bashar and any other powerful woman who builds others up in healthy relationships.
- **Know Your Place.** "Every relationship should have the powerful (me) and the subservient (you)."

Hakira Myixi (hah-KEY-rah me-ICK-see). LN female bronze dragonborn, captain of the Black Fist. Hires adventurers to rescue abducted Jereth and Sluwaine.

- **What They Want.** An end to the violence. All laws are important, but preserving life must come before others.
- **Ends and Means.** "Whatever it takes to prevent bloodshed is worth it. This is my obligation as a dragonborn in a city once leveled by a dragon."

Lasva (LUSS-vah). NE human female. A rising star of the Eraka tribe who tries to use Sluwaine's capture to become the new high chieftain and lead the Eraka to war.

- **What They Want.** To lead the Eraka to glory, by raiding and conquering neighbours.
- **Cull the Herd.** "Weak leaders must be challenged before they kill us all. Tarvel's diplomacy shows she is until to lead!"

Soren (SORE-en). N non-binary human. A shaman who watches over the tribe's history, standing above the fray of any political strife.

- **What They Want.** To preserve Eraka traditions.
- **Code of Neutrality.** "Balance comes before justice. I only deal with issues once others bring them to me."

CREATURE STATISTICS

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

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

Ankheg

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages --

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Bandit

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Bandit Captain

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

Armor Class 15 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Reactions

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

Berserker

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Actions

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

Darkling

Small fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +5, Deception +2, Perception +5, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Elvish, Sylvan

Challenge 1/2 (100 XP)

Death Flash. When the darkling dies, non-magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of that creature's next turn.

Light Sensitivity. While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 5 (1d4+3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.

Green Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turn Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

Howling Hatred Priest

Medium humanoid, neutral evil

Armor Class 15 (studded leather armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)	14 (+2)

Skills Acrobatics +5, Intimidation +4, Religion +4

Senses passive Perception 10

Languages Auran, Common

Challenge 2 (450 XP)

Hold Breath. The priest can hold its breath for 30 minutes.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *blade ward, gust, light,*

prestidigitation, shocking grasp

1st level (3 slots): *feather fall, shield, witch bolt*

2nd level (3 slots): *dust devil, gust of wind*

3rd level (2 slots): *gaseous form*

Actions

Multiattack. The priest makes two melee attacks or two ranged attacks.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Manticore

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Night Hag

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Actions

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If

this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

Sea Hag

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

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

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

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

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

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

Tribal Warrior

Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10

Languages any one language

Challenge 1/8 (25 XP)

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

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) damage if used with two hands to make a melee attack.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

Warhorse Skeleton

Large undead, lawful evil

Armor Class 13 (barding scraps)

Hit Points 22 (3d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+0)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages --

Challenge 1/2 (100 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Worg

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Zombie

Medium undead, medium evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages --

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

APPENDIX 1: FAMILY HONOUR (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

SETTING DESCRIPTION

Once Jereth and Sluwaine are rescued, they know enough about Glum Jodi Smokeshifter and her minions for a final confrontation (Part 2). However, the two young leaders-in-training want to forge a lasting accord between their cultures by removing bad influences. In this **bonus objective**, they ask for the adventurers' help in removing Lasva from the Eraka tribe.

PREREQUISITES

This Bonus Objective cannot be completed until both Jereth and Sluwaine are rescued at the end of Part 1. DMs are free to run it before or after completing Part 2 with few changes. (DMs favouring a strictly linear experience may prefer running the Bonus Objectives after dispatching Glum Jodi Smokeshifter.)

The briefing in Scene 1: First Impressions can be moved to another meal, teatime, or a discussion from horseback as needed to ensure a coherent timeline of events.

A Dungeon Master who feels very comfortable with jumping around in a sandbox involving Bonus Objectives could allow characters to investigate Lasva's tent before completing Part 1, but Lasva does not return to camp to complete that scene until Part 1 and the rest of the Bonus Objective is completed.

Bonus Objectives A and B can be completed in any order.

BONUS OBJECTIVE A

Characters must find some way to get Lasva and her faction out of the Eraka tribe. Several options, ranging from getting Lasva's followers to defect to killing her, are available to the players.

1. FIRST IMPRESSIONS

Jereth and Sluwaine reveal they became friends while Jereth was held at the Eraka camp. They agree to remove Lasva, the person who kidnapped Jereth to seal a deal with a hag, from any kind of power.

CHARACTERS/NPCs

Jereth is the attractive, slender youngest son of the Kolwyn family. Sluwaine Bashar is more muscular, wearing traveler's clothes with the sleeves cut off to show tattoos of manticores on each arm. Both are in their early 20s.

Objectives/Goals. Sluwaine can't stand Lasva's bullying and attempts to establish dominance through constant confrontation. She wants to use Jereth's abduction as a sign of disloyalty and rationale for banishing Lasva. However, it would be best to avoid violence, to maintain the tribe's cohesion.

Jereth doesn't care about revenge for being kidnapped, but he's very interested in forging a bond with Sluwaine. She whispered stories of a wonderful summer she spent side-by-side with a former adventurer, hoping this would encourage Jereth to develop his adventuring skills and escape captivity. The pair are aware of their mutual attraction, but neither has acted on it yet.

What Do They Know? Lasva rose up the ranks of Eraka warriors through ruthlessness and intimidation. She's made many enemies and can be forced to leave the tribe:

- Brenna, a fighter from the Bucking Stallion loves her horse. However, Lasva and many of her followers push their horses to the brink of death. Winning a race could chance Brenna's mind.
- Many of the younger Eraka think defeating Kolwyn's caravan will be easy. If Jereth can prove his martial skills, they will back down
- Soren the shaman may be able to confirm Sluwaine's claims about Lasva making a deal with a hag.

2. PICK ME A WINNER

Brenna from the Bucking Stallion challenges adventurers to a race. They need to find the best horse to have a chance of victory.

AREA INFORMATION

Terrain. Wide open plains. Brenna doesn't trust adventurers enough to race in the forest.

Bystanders. Members of the Eraka tribe loudly cheering for one side or the other.

CHARACTERS/NPCs

Brenna (berserker) is the most accomplished rider of Lasva's Red Tears' faction. She agrees to leave her weapons behind with Wei the horsemaster if adventurers do the same.

Objectives/Goals. Brenna has never lost a race while riding her jet black stallion Shadowflash. She loves how the Red Tears' confrontational style creates more opportunities for her to win.

Wei despises most of Lasva's Red Tears. Lasva kicked and whipped her horses at every opportunity, then blamed Wei for their poor performance. He has been unsuccessful at convincing Brenna to leave Lasva's faction.

What Do They Know? A brown mare with white spots named Freckles is the fastest horse in the camp. Anyone inspecting the horses can pick out Freckles' aptitude with a successful DC 13 Wisdom (Animal Handling) or Intelligence (Nature) check. Wei can't share this information unless an adventurer finds a way to talk to him in private. A good excuse and successful DC 11 Charisma (Deception) check convinces other Eraka to let Wei speak to the party alone.

DEVELOPMENT: THE RACE

Anyone riding Freckles wins the race if they are proficient in Animal Handling or pass a DC 10 Wisdom (Animal Handling) check. Characters riding other horses must make a successful DC 14 Wisdom (Animal Handling) check to beat Brenna and Shadowflash.

If any adventurer wins the race, Wei feels confident enough to tell Brenna that the other Red Tears mistreat horses. She tearfully apologises to Shadowflash, then leaves Lasva.

3. PLAY TO YOUR STRENGTHS

Sluwaine suggests Jereth can win over some of Lasva's followers by succeeding on a hunting trip. However, unless someone in the party can talk him in to using a bow, he foolishly tries impressing them by using spears and axes.

AREA INFORMATION

Dimensions & Terrain. A large hunting party ventures in to the woods to the east of the camp.

CHARACTERS/NPCs

Sluwaine helps the party and Jereth track some deer a few hours outside of Phlan. Osamu (stats of **howling hatred priest**), a long haired human male, officiates the hunt and reports back to Lasva.

Objectives/Goals. A successful hunt can show Jereth is worth including at the negotiation table. However, the Eraka expect people to prove themselves. Anyone who needs to be shown how to hunt or fight is unworthy.

Jereth is desperate to impress, so he tries to hunt with Sluwaine's weapons instead of the few he knows how to use effectively.

What Do They Know? Sluwaine uses a spear and axe for hunting because she is a relatively poor shot with a bow. Jereth tries to imitate her muscular style, despite his lithe build. Anyone proficient with martial weapons will recognise that Jereth is trying to throw way too hard and would do better by emphasizing precision. Other characters recognise this with a successful DC 12 Wisdom (Perception) check.

Sluwaine just shakes her head. If Jereth can't learn to switch weapons on his own, he will never adapt to a real battle.

DEVELOPMENT: STOP WORRYING

Characters must convince Jereth that he doesn't need to show off his masculinity by using a strength weapon. Roleplay the scene, using a group DC 12 Charisma (Persuasion) check if needed. If the party can't get Jereth to use a bow, he won't kill a deer. The Eraka jeer and future scenes will be more difficult.

4. UNNATURAL ORDER

Sluwaine suggests going to Soren the shaman with their accusation that Lasva made a deal with a hag. Lasva arrives, potentially looking for a violent confrontation to clear her name.

PREREQUISITES

Characters must decide how they want to deal with Lasva before starting this scene.

- **Non-violent.** If they want to try and undercut Lasva's power, recruit her followers, exile her, etc. they must complete Scenes B and C first.
- **Violence.** If the party decides Lasva needs to be put to death for her evil deeds, **skip to Lasva Returns to Camp** below.

AREA INFORMATION

Dimensions & Terrain. A 50 x 50 outdoor area with tables along the outside.

CHARACTERS/NPCs

Soren, a shaman of Silvanus, wears hides and an oak leaf necklace. They watch over the camp, trying to ensure waste does not pile up.

Objectives/Goals. Soren sees themselves as caretaker of the Eraka tribe and its history. The shaman's role is to guide, to aid, and to heal. Like their predecessors, Soren wants to avoid getting involved in power struggles for leadership of the tribe unless someone has committed a truly evil act.

What Do They Know? Soren healed Jereth after he was captured, because all prisoners are to be treated humanely until the chief carries out any punishments. The shaman knows nothing of Lasva's deal with a hag and requires evidence beyond Jereth and Sluwaine's claims.

INSPECTING LASVA'S TENT

The ladybugs along the tent flap are wards. Characters must actively investigate for traps and succeed a DC 12 Intelligence (Investigation) check or cast *detect magic* before entering to see them. Grant advantage if the party found the similar ward in Bonus Objective B. They can be safely scraped off the tent with a successful DC 12 Dexterity (Sleight of Hand) check.

If someone walks in to the tent without scraping off the ladybugs, they burrow inside

that adventurer's cheek and the next closest adventurer's cheek. Each targeted character must attempt a DC 13 Dexterity saving throw. On a failure they suffer necrotic damage equal to twice their level and have disadvantage on Charisma checks until they take a rest, as the hag's magic pulses from the wound.

Once inside, characters can find other dead beetles not native to the area, which contain residue from the ward and other hag magic.

LASVA RETURNS TO CAMP

After characters complete their investigation, Lasva (**berserker**) returns from her scouting mission, flanked by her two most loyal followers (**thugs**). Lasva is riding a warhorse unless characters succeeded at the races in Scene 2. Osamu (stats of **howling hatred priest**) joins the fight against the foreigners if Jereth did not prove himself in Scene 3.

Objectives/Goals. Lasva wants to crush any threats to her growing power. If she hasn't lost any support she attacks immediately. If she returns to see her power diminished, Lasva could be bullied in to exile to save her life.

What Do They Know? Lasva violated Eraka tradition by making a deal with a hag. Death or exile is the traditional punishment.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Replace the **thugs** with **bandits**. If Osamu is present, he casts *shield of faith* on Lasva but does not otherwise fight.
- **Weak:** If Osamu is present, he uses **acolyte** statistics.
- **Strong:** Lasva uses statistics of a **veteran**.
- **Very Strong:** Lasva is a **veteran**. Add a **veteran**.

NON-VIOLENCE?

Characters can bully Lasva in to exile with a successful **group** DC 13 Intimidation check using Charisma or Strength. Grant advantage if they succeeded on all three scenes. Impose disadvantage if they failed all three.

APPENDIX 2: CRISIS OF LEADERSHIP (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

Once Jereth and Sluwaine are rescued, they know enough about Glum Jodi Smokeshifter and her minions for a final confrontation (Episode 3). In this **bonus objective**, they ask for the adventurers' help in punishing Algreth for his crimes and instigating conflict.

PREREQUISITES

This Bonus Objective cannot be started until both Jereth is rescued during Episode 2. DMs favouring a linear experience may want to save this for last. DMs favouring more of a sandbox have wide latitude to move or alter Scene 1: Crossing The Line to ensure a coherent timeline of events.

The Bonus Objectives can be completed in any order.

BONUS OBJECTIVE B

Characters must build (or manufacture) a case against Algreth, and then use it to remove him from control of his merchant company

1. CROSSING THE LINE

Jereth Kolwyn explains his plan to have his father removed from power. His goals are somewhat altruistic, but insightful adventurers can learn that Jereth stands to benefit from a change in leadership.

CHARACTERS/NPCs

Jereth offers to buy the adventurers dinner at one of Phlan's better restaurants, the Poached Toad.

Objectives/Goals. Jereth never liked his father Algreth, as the merchant focused on growing his business by any means necessary and ignored his youngest son. Algreth's other children showed more interest in business and forging an independent name, taking some of their father's gold to start a trading company in Hillsfar.

When Algreth made a deal with a night hag, he crossed the line from awful to evil. Now Jereth feels a responsibility to deal with the problems his father created.

If Algreth is imprisoned or exiled, Jereth can take over Kolwyn's Caravan and run it in a more humane manner.

- Jereth tries to change the subject and will not admit to benefitting personally unless a character succeeds a DC 12 Charisma check with an appropriate skill. He's not entirely comfortable with benefitting personally – this is why Jereth hasn't already made a move against his father.
- Sluwaine thinks Jereth will be a more successful businessman because he treats people well. This makes him fully entitled to benefit from taking over! She respects Jereth enough to support his wishes, but it's awfully hard to resist nudging him to be more assertive.

What Do They Know? Algreth relies on bribes, threats and violence to enforce deals. He physically attacked an up and coming halfling merchant named Finnian a year ago. Since then, Algreth has paid large bribes to have the Black Fist expedite his cargo through the gates and keep him out of jail for violent outbursts.

- Algreth bragged to Jereth about keeping a ledger in his office in the Noble's Quarter. He could try to blackmail anyone who received bribes.
- Algreth's motto is "always write a contract, then use it to your advantage!" He probably wrote too many details of his deal with the hag.
- Jereth personally delivered a bribe to Hakira, the guard captain who initially hired the adventurers, on his father's behalf. She seemed open to starting a friendly "business relationship" with any other merchant, dropping Algreth's protection.

2. NOTES ON A CONSPIRACY

Jereth tells the party that his father is the type to write everything down, even records of illegal activities. He asks the party to find Algreth's ledger and something describing a deal with a hag in Algreth's trapped office.

AREA INFORMATION

Dimensions & Terrain. A small, 25 foot square office off a back alley in the Noble's Quarter. A sign reading "Kolwyn's Caravan" is painted in gold letting on the door. See **Appendix 4** for a map of Kolwyn Caravan's Office and the surrounding area.

Lighting. An oil lamp on Algreth's desk.

Arrow Slit. An arrow slit looks out from the left side of the room in to the alley. Anyone shooting from behind the slit has partial cover from return fire. A trap can reverse the direction of this allow slit!

ALGRETH'S DETAIL

Jereth gives the party his key to Algreth's office. A young human female **spy** is on the roof of the building across the street, keeping watch. Any character with a passive Perception of 14 or higher or passing a DC 14 Wisdom (Perception) check notices her.

The spy scrambles away to warn of intruders unless the party passes a group DC 12 Charisma (Deception) check to fit in. Grant advantage if characters know they are being watched.

WALL SAFE

Algreth's ledger is in a three foot cubic safe along the wall, opposite the arrow slit. There is a keyhole on the front panel and depictions of various winged monstrosities along the sides: griffons, harpies, manticores, and rocs. Anyone passing a DC 12 Intelligence (Investigation) check notices the griffon image closest to the wall can be depressed. Jereth's key fits perfectly.

Anyone opening the safe without pressing the button triggers a trap. Characters hear a bolt shoot through the door, sealing it for a minute or until someone succeeds a DC 15 Strength (Athletics) check. The arrow slit reverses direction, letting security shoot intruders.

COLLATERAL DAMAGE

Algreth's desk has three neatly arranged books:

- A blue book "All The Pieces Matter" and an icon of a griffon carrying a puzzle piece.
- A red book with the title "No, It's The Other Way" and an icon of a sword. Anyone spending an action to investigate it can reverse the arrow slot.
- A green book – Algreth's journal – titled "Spit You Back Out" and an icon of a beetle.

Any character examining the books can make a DC 12 Intelligence (Arcana or History) check, recognizing the role of beetles in hag magic on a success. Grant advantage if characters found the similar ward in Bonus Objective A. The beetle is one of Jodi's wards. Adventurers recognizing the ward can scrape it off with no complications.

If a character opens the journal without scraping the beetle off, they feel a jolt of energy and must make a DC 13 Constitution saving throw. On a failure they suffer 7 (2d6) thunder damage and have disadvantage on initiative. On a success they take half damage and no additional effects. Then roll initiative!

RIP AND RUN

When characters pick up Jereth's journal, or two turns after triggering the wall safe trap, Jereth's security detail arrives. Each group has one **spy** and one **thug**, working together. Both groups arrive immediately if the lookout caught the party's entrance. Otherwise the second group arrives at the start of round 3.

Adjusting This Scene:

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove the shocking trap. The first group is one **spy**. The second group is two **bandits**.
- **Weak:** The second group arrives one round later than expected, even if the party was spotted.
- **Strong:** Replace a **thug** with a **bandit captain** in the first group.
- **Very Strong:** Replace both **thugs** with a **bandit captains**. Add a **spy** to the first group.

3. BLACK FIST BARTER

Hakira, the Black Fist captain who asked adventurers to deal with the kidnappings, has taken bribes from Algreth. She's happy to take a better offer if the party can provide one.

AREA INFORMATION

Terrain. A guard station in one of Phlan's bigger markets.

CHARACTERS/NPCs

Hakira is reading a book, "Unleashing the Majestic Beast Within."

Objectives/Goals. The guard captain wants to know if Jereth and Sluwayne have been rescued successfully. She doesn't really want to know how the rescue was done or discuss her old arrangements with Algreth. As an officer, Hakira expects to ask the questions and interrogate people.

Talking to Hakira about Algreth requires tact. A successful DC 12 Wisdom (Insight) or Intelligence (History) check suggests the first impression and tone matter more than the gold offered. Anyone with a Criminal, Soldier or related background can roll at advantage.

Hakira has already decided that Algreth was more trouble than he is worth. If characters say Algreth is a problem, Hakira asks if anyone is willing to provide a solution. A successful DC 11 Wisdom (Insight) check confirms she wants a bribe, which Jereth can provide.

What Does Hakira Know? Algreth paid 10 gp per month for Hakira to expedite his caravan's new iron shipments through the gate. Greasing the wheels of commerce is typical in Phlan. However, Algreth has to pay more than most because he lacks charm and attacked Finnian the merchant last year.

REFUSING THE DEAL

If characters emphasise nobility or honour too much, or try to intimidate Hakira, she threatens to have them all arrested. Only a successful DC 12 Charisma (Persuasion) check can walk back this faux pas and give characters a second chance to offer a bribe.

WRAPPING UP BONUS OBJECTIVE B

Algreth moved all his gold out of his office. Jereth hedges a bit about paying the party extra because he doesn't know where the family gold is. However, Sluwayne is happy to give the party a set of amethysts and silver rings she just won in a card game.

Depending on whether the adventurers talked Hakira into working with Jereth, Bonus Objective B can have two different outcomes.

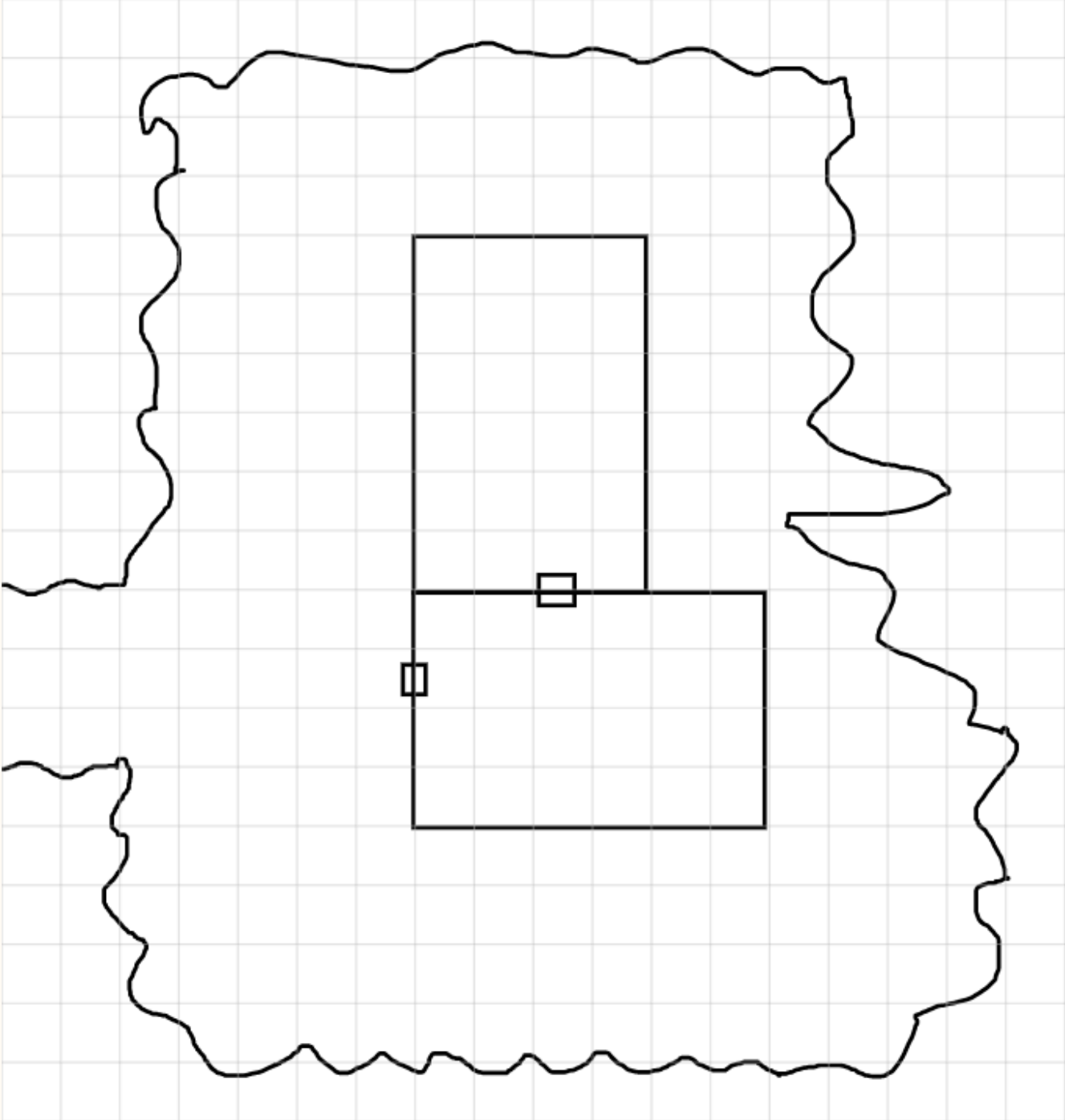
- **Alliance with Hakira.** The Black Fist captain arrests Algreth for his crimes. Following Phlan's older traditions, he is quickly imprisoned. Jereth takes over Kolwyn Caravans. **Characters earn the Benevolent Takeover story award for their shrewd dealings.**
- **No Alliance.** Jereth and the adventurers still have enough incriminating evidence that they can bully Algreth in to fleeing Phlan. Feel free to roleplay this scene if you have time. **Characters do not get the Story Award.**

If you have not completed Part 2, go there now. Or go to Bonus Objective A if it has not been completed.

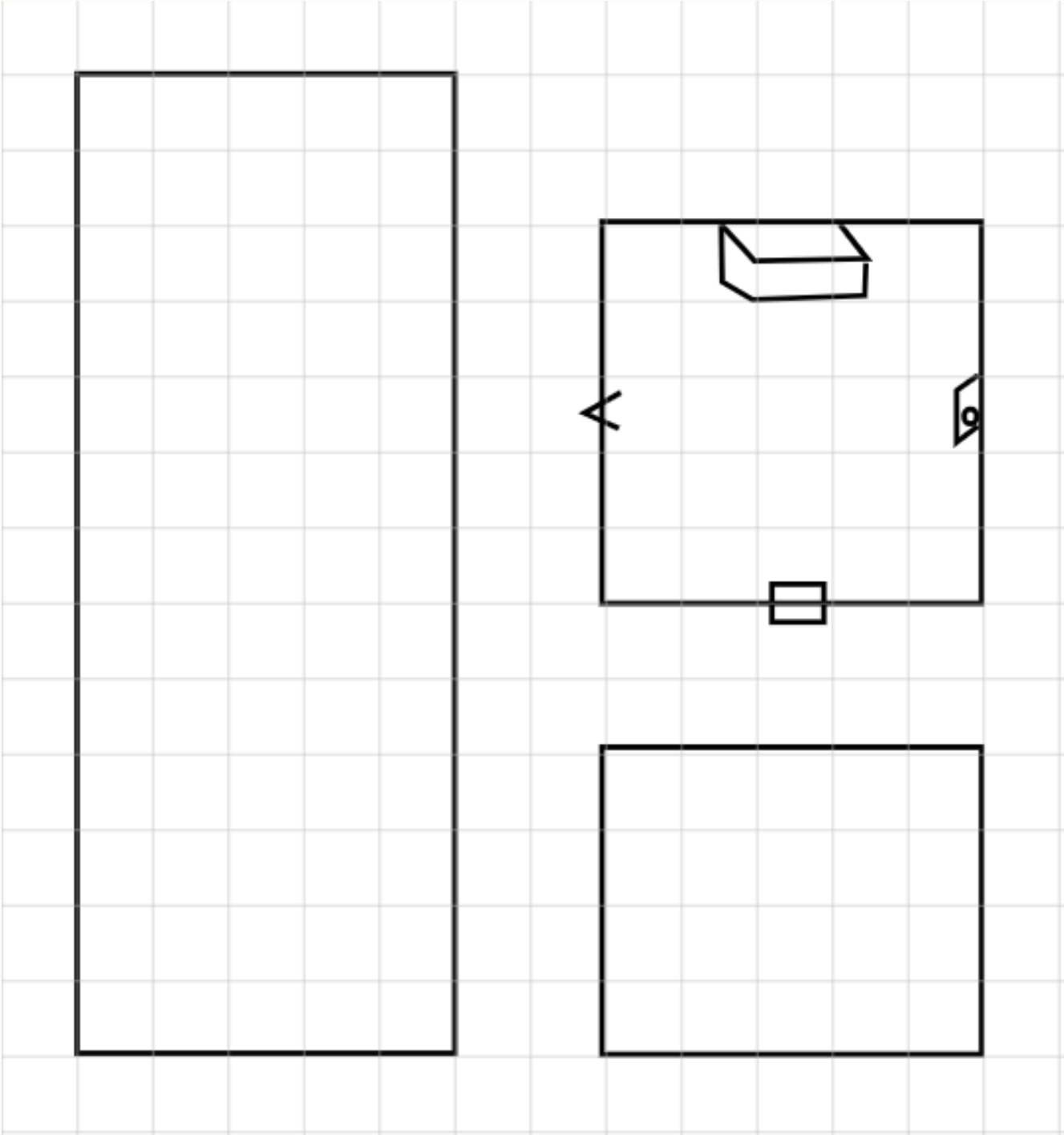
TREASURE & REWARDS

Gems and/or rings Sluwayne offers as payment. Give inspiration to the first player who asks if "each" member of the party gets equal payment (they do).

APPENDIX 3. GLUM JODI SMOKESHIFTER'S COTTAGE



APPENDIX 4. KOLWYN CARAVAN'S OFFICE



APPENDIX 5. RIDING HORSES (PLAYER HANDOUT 1)

Riding Horse

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 1/4 (500 XP)

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage.

Riding Horse

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 1/4 (500 XP)

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage.

MOUNTED COMBAT QUICK SHEET

- Unintelligent mounts like horses act on the rider's initiative.
- While ridden, mounts can only take the Dash, Disengage, and Dodge actions.
- Mounting and dismounting costs half your movement.
- If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.
- If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

MOUNTED COMBAT QUICK SHEET

- Unintelligent mounts like horses act on the rider's initiative.
- While ridden, mounts can only take the Dash, Disengage, and Dodge actions.
- Mounting and dismounting costs half your movement.
- If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.
- If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

APPENDIX 6. MAGIC ITEMS

Characters completing this adventure's objective unlock these magic items.

SADDLE OF THE CAVALIER (TABLE B)

Wondrous item, uncommon

While in this saddle on a mount, you can't be dismounted against your will if you're conscious, and attack rolls against the mount have disadvantage. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

When this smooth ankheg shell is placed on a mount it grows sticky, holding both the saddle and rider in place. The phrase "words are bolder than actions" is engraved in Common to help mark the front of the saddle.

BOOTS OF FALSE TRACKS (COMMON)

Wondrous item, common

Only humanoids can wear these boots. While wearing the boots, you can choose to have them leave tracks like those of another kind of humanoid of your size. This item is found in the **Common Magic Item list** in *Xanathar's Guide to Everything*.

These fashionable black leather boots feature intricate silver stitching, depicting a dragon in flight. A subtle enchantment woven in to the boots ensures they never get dirty.

APPENDIX 7. STORY AWARDS

Characters may earn the following story awards during the course of this adventure.

ERAKA PEACEMAKER

After negotiating a successful treaty, you are respected by the Eraka as an agent for peace. You may call upon them for assistance in the future.

BENEVOLENT TAKEOVER

Jereth's successful leadership of Kolwyn's Caravan has earned you favour among the merchants of Phlan. They may offer further opportunities in the future.

APPENDIX 8. DUNGEON MASTER TIPS

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

New to D&D Adventurers League?

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organiser) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

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

Determining Party Strength

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