



The Rescue

There are times when someone is called to the adventuring life and then there are times when someone tries to force the adventuring life. This is a case of the former helping the latter.

A 2-Hour Adventure for 1st-4th Level Characters



AUTHOR NAME

Steven Grosshuesch

Adventure Code: MCX 01-02

Optimized For: APL 3

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Feedback: Xavier A. Devenoges

Development and Editing: Claire Hoffman, Travis Woodall

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Lysa Chen, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

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Introduction

Welcome to *The Rescue*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Anihilation*™ storyline season.

This adventure starts in Bá Glas and the surrounding forest near the coast of the Moonsea. The immediate area surrounding the settlement is heavily wooded.

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.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

Determining Party Strength

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

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. Familiarize 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 Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Background

The settlement of Bá Glas has produced adventurers in the past and a few of them have been from Noble Families. Kidren Shesk is a noble gentleman with hopes and dreams of becoming an adventurer.

Though he is not as capable as the adventurers that have gone before him. He is relying on the magical cloak he purchased from a traveling wizard to help him get started.

The Shesk family set up residence in Bá Glas a couple generations ago with the desire to grow their fortune. The settlement has developed and attracted enough people and business to start calling itself a town. There still isn't much to do in Bá Glas, but adventurers can find food and a place to stay at The Rotting Donkey.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Bá Glas (Ba-h Gla-S). A fast-growing settlement close to the Cormanthor, where the Shesk family comes from.

Kidren Shesk (Kee-D-ren Sh-ess-K). A would-be adventurer and nobleman; Kidren went missing while investigating reports of orc settlements close to his home.

Abigale Shesk (A-bee-gayle Sh-ess-K). The adventurers' boss; her husband went missing and she hires the Player Characters to find him and bring him back.

Brother Charles (Brother Charles). A human male in his mid-fifties, priest of Selune. He accompanies the adventurers in their quest to find Kidren Shesk.

Harley Doomcleaver (Harley Doomcleaver). A human female in her mid-twenties. She leads the adventurers in their quest to find Kidren Shesk.

Rundydit (RUN-die-dee-T). A young red dragon bent on leaving his mark in this vast new world while escaping his mother's fury; currently looking for a place to set up his lair, and looking for every opportunity to gather treasure.

Part3. A young dragon has been scouring the area in search of a new place to settle; his attention has been drawn by the encampment, which offers possible treasure and food. The characters are expected to flee the area with their charge, while going unnoticed by the Dragon.

Part4. The characters make it back to Bá Glas, Kidren and Abigale are very grateful. The characters will receive their rewards.

Adventure Hooks

A new settlement has sprung up on the Moonsea and there is a lot of work to do. This is a great place for upstart adventurers to make a name for themselves.

Story Hook. In a new small settlement there is much to do and this settlement is no different than any other. You've heard of a call for help from Abigale Shesk.

Lord's Alliance (Faction Assignment). Small settlements are known to spring up from time to time, usually led by a noble striking out on their own. Bá Glas is no different. The Lord's Alliance is interested in making a contact with Kidren Shesk to expand their influence to a new port city on the Moonsea.

Adventure Overview

This adventure is broken down into 4 parts:

Part 1. The characters meet with Abigail Shesk, who asks them to find and rescue her husband.

Part2. The characters discover that Kidren has been captured by an Orc patrol and taken to their encampment. There are too many Orcs to "storm the gates" and rescue Kidren. The characters will have to find a way to draw out the Orcs in smaller groups or other creative solutions to free Kidren.

Part 1. The Job

Estimated Duration: 15 minutes

In Part 1 of the adventure Abigale Shesk seeks out the adventurers to find her husband. She has at her disposal a **priest** and a **scout** that will go out with the group. She insists that her attendants travel with the adventures and and she assures the group that the attendants will not get in the way.

General Features

Bá Glas has the following general features

Terrain. The area just to the south of Bá Glas is forested while to the north is the Moonsea

Weather. The weather is a clear sunny day

Light. There is plenty of sunlight

The Rotting Donkey

Here the adventurers are told about Abigale Shesk and her missing husband. It is assumed that the adventures arrived late the night before and are now eating breakfast when they hear about the missing noble.

As you feast upon your morning meal, you are approached by the owner of the fine establishment. Before you is a cheerful squat man about 30 years old. He looks happy to see you. "Welcome to Bá Glas, I am Sterling and I pray that you slept well last night. If you are in our fine settlement looking for work perhaps I can point you in the right direction."

Sterling will provide the following information:

- Kidren Shesk, the settlement's leader has gone missing.
- His wife Abigale has offered to pay those willing to seek him out.
- She is located at their manor near the Moonsea

The Shesk Manor

Shesk Manor isn't hard to find, it is the second largest building in the settlement. Second only to the Temple dedicated to Selune. You are greeted at the door by gentleman dressed in the holy robes of Selune. "Greetings, I am Brother Charles. I take it you are here to speak with Mrs. Shesk so please follow me."

Abigale is a beautiful woman whose strength is easily seen in the way she carries herself. She welcomes the adventurers "Welcome and thank you for coming."

Provide or paraphrase the following information.

- Her husband, Kidren, has been missing for about a week now.
- He heard reports of a group of Orcs setting up an encampment a couple of miles from here.
- Kidren to scout the area to gauge their numbers and see how secure their encampment is.
- Before he left purchased a cloak from a wizard that was supposed to help him.
- She will pay each adventurer 10 gold, and she wishes she could do more but the town requires financing.
- She has two individuals that she insists travel with the characters: a human male **priest** named Brother Charles and human female **scout** named Harley Doomcleaver. They will be waiting for the party at the door.

Tricks of the Trade

It is easy for players that like to roleplay to stretch this out or ask questions aren't covered in this portion. Try not to spend too much time discussing the situation. It is important to note that Abigale is a strong woman married to a strong man. The couple have equal respect for each other and neither hold the others failures over their head. She respects what her husband has attempted to do and won't hold his failure over his head. Their relationship is built on a strong mutual respect and love for each other.

Part 2. The Rescue

Estimated Duration: 75 minutes

In Part 2 of the adventure the adventurers must figure out a way to take down or deal with an overwhelming force to rescue Kidren Shesk. After observing the Orcs the adventures learn that in couple of days there will be more Orcs arriving and any rescue of Kidren would require a much larger force. They have two days to make the rescue.

Entering the Cormanthor Forrest

With Harley Doomcleaver leading the way the adventurers have no problem finding the Orc encampment.

General Features

The nesting area has the following general features:

Terrain. The forest opens up into roughly a 100-foot-wide clearing. To the west is a rocky outcropping A top a hill overlooking the clearing.

Weather. The weather is clear and dry.

Light. The area is well lit.

Read or paraphrase:

Harley Doomcleaver motions for you to halt and get down. As you cautiously move forward you are able to take in the scene before you.

At first glance, in the middle of the clearing you see and encampment of 30 orcs with a group of 6 heading out on a patrol. In the center of the encampment you see a cage holding what appears to be a prisoner.

Harley turns to you and says "I'll be up in the trees watching and making sure you don't get into too much trouble. Good luck!"

Gurukk, an **Orog**, leads the encampment. He is seconded by Mazoga, a ruthless one-eyed female **Orc Eye of Gruumsh**, and they lead an additional 28 **Orcs**.

It should be clear to the adventurers that this is too large of an encampment to head straight in and rescue Kidren. Not only do the orcs have a squad on patrol at all times, with one patrol relieving another in place and at the same place every time, meaning that the adventurers will find twice the number of orcs on patrol at the time of relief, but also every patrol carries a horn they could blow to alert the entire camp; in case the party insists on attacking a patrol, the orcs will attempt to sound the alarm the

first time they are able to act. It could be possible to take down a patrol on a single turn if they catch them by surprise, but the risk is very high. The horn has an AC of 15 and 5 hit points, and is immune to poison and psychic damage.

Haley Doomcleaver will assist the group by helping them either get away and/or hide if they alert the camp to their presence. Her directions will enable the party to hide with advantage as she shows them the perfect location to stay put. Hidden characters are not able to be found by the orcs and should be treated as invisible. Make sure to describe the camp's increased activities and alertness level.

If they choose to, the characters can observe without much concern about being found for two guard rotations. After two rotations, they will be able to tell how long it takes for a new patrol to reach the current patrol and the route and location of the meet up point. They will know the exact location after the first rotation if they watch for it, but not the time it takes to rotate. If the characters decide to try and take out the incoming patrol they will have 5 rounds of straight combat before the current patrol would be able to hear the combat. They would arrive 3 rounds later, meaning the 8th round of combat. Should the initial fight last at least 5 rounds keep the characters in initiative and allow them a chance to set up an ambush.

There are and should be plenty of different ways for the characters to take down or elude the Orcs (including but not limited to the options below).

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** The orcs move in patrols of 4 and the Orc Eye of Gruumsh loses her spell casting ability
- **Weak:** The orcs move in patrols of 5.
- **Strong:** The Orcs move in patrols of 8.
- **Very Strong:** Add Shagol, an **Orc War Chief** and his own personal guard of 10 additional Orcs.

The Options

There are multiple ways to try to thin out the Orcs, some listed here and others the players may come up with. Brother Charles is there only to make sure that the players and Kidren survive. He will save his last spell slot to heal Kidren when they rescue him.

- **Rolling boulder** There is a rocky outcropping atop a hill overlooking the

encampment. It takes a DC 10 perception or investigation check to notice which stone to remove to cause a boulder to fall and crush some of the Orcs. The boulder can also be moved with a DC 15 Athletics (Strength) check to push it down the hill. When the boulder rolls down the hill it will hit the barracks dealing 22(4d10) bludgeoning damage to all inside. There are always at least 10 orcs in the barracks (unless the signal horn has been blown or the characters have sufficiently thinned the ranks). If the characters want to turn the boulder into burning rock it will take 3 alchemists fire flasks to have a sufficient cover of the boulder to work. Add 7 (3d4) fire

- **Small pit trap** Unless the characters have some way of removing a lot of dirt at once they will not be able to dig a hole fast enough. There are areas of loose earth so a character with a spell “Mold Earth” can create a hole. Unless the characters do something with the removed dirt it piles up and becomes visible. They do not have enough time to make a very big hole, but they do have enough time to make a 5’ cube hole unless they use stronger magic. A trap like this will help the characters remove one orc from initial combat. Roll 1d6 and on a one the orc with the signal horn falls into the pit breaking the horn. A small 2’ cube hole is easy enough for the characters to dig out and trap.
- **Player trap ideas** Setting up other traps are completely up to the players imagination. Reward creativity but it should not be too easy. Always roll for damage and hits, but feel free to grant advantage when it may apply. If they are able to incapacitate an orc it will not be able to sound the horn.
- If it appears that the players are getting overwhelmed have Harley Doomcleaver begins firing from the trees. She will always be considered hidden when firing her arrows and only engages with her arrows. Hiding gives her advantage on her shots. This is meant to be a last resort kind of thing and should only done if a TPK is imminent.
- **Stealth options** Should the player decide to stealth in without taking out any of the Orcs it will require a stealth check **DC 20** to sneak in without being noticed by the

encampment of Orcs. The DC is reduced by 5 per patrol taken out. Have the players roll initiative and track the movement of the player through the Orc encampment. It should be clear to the players that trying to sneak in with all the orcs present is a very difficult and hazardous task.

- **Deception** If the players have enough time between patrols and are able to they can make it appear that the previous patrol just up and left the area. A DC 10 nature or survival check is all it will take to make the appropriate tracks appear to be leaving. Alternatively, within deception the players could make it look like an animal attack on the orcs. They would not dare blow the signal horn if an animal were attacking. Also, if a clever Druid imitates combat in animal form, the Orcs would not signal the horn until they identified there was more going on. It could be possible for the players to take out an Orc or two while the main group is occupied with an attacking animal.

Development

The characters should hopefully be able to eliminate two rotations of patrols without alerting the camp. Either by taking a current patrol out and ambushing the new patrol at the relief site or by other means. It is meant to be open on how the characters decide to do this. No matter how the characters decided to take out the two patrols, when a patrol does not return as normal the camp will be alerted that something is happening. The orcs will send out a larger patrol at this time. This will be a patrol about 1.5 times larger than the previous patrols. The possibilities for the characters to succeed or fail are many. Once you feel the characters have sufficiently thinned the encampment out have the Orc in charge set the camp at the ready. At minimum the orcs will be on full alert after the enhanced patrol does not return or report in. This happens 5 minutes after they have been sent out. If they are unable to find either patrol at the relief site they become aware of the characters presence, but do not know the characters location. If left undisturbed they will immediately return to camp and if attacked after becoming alerted they will immediately blow the signal horn.

Alternatively, the party could come up a clever RP non-combat way to rescue Kidren Shesk. One way this could be completed with one character

bringing up another party member as a captive. To have this work the character will need to look like an orc. Have the character who is proficient in a disguise kit roll a disguise check opposed by the orcs' insight. This could allow for a horribly made disguise to work. The character acting as an orc will need to make a charisma check (DM's choice based on RP) when interacting with the orcs. Orcs and half-orcs have advantage on this check. Combining this with a distraction of either blowing the signal horn or dropping the boulder will make an escape with Kidren Shesk a breeze. Should the players choose a non-combat option award each player 500 xp

Damage examples for traps

- Rock Damage 22 (4d10) bludgeoning
- Burning Rock Damage 22 (4d10) bludgeoning + 7 (3d4) fire
- Small Pit Trap 5 (2d4) piercing
- Improvised weapons do 1d4 damage

Part 3. The Escape

Estimated Duration: 15 minutes

In Part 3 of the adventure Rundydit a young Red Dragon has noticed the orc encampment and wishes to clear it out to make room for his lair. It should be clear to the players that this battle is too much for them.

Roleplaying Rundydit

This Young Red Dragon is just getting his start. He is as arrogant as all other Red Dragons. He is a bit different than most red dragons as he is looking to set up in an area abnormal to Red Dragons.

Quote: "I'm starting something new and taking over!"

Every good adventurer can spot a Dragon in the sky and this Dragon is not making any attempt to hide. Whether it be the first time you see a dragon or the 100th the majesty of the dragon remains the same. This time is not different when you notice the red dragon in the sky.

You can see the Red Dragon circling over something in the distance. As you take notice you see another contingency of orcs coming out of the woods on the opposite side of the clearing. It becomes obvious that the orcs you previously encountered were just the initial contingent. You witness the dragon swoop down exhaling fiery breath in the middle of the orcs incinerating at least half of the orcs instantly.

Then you see the Dragon take flight higher as the Orcs scatter and the Dragon turns your way. It has noticed you and it looks like it's ready to breathe again. It's time to RUN!!

Development

The players are free to stay and attempt to fight the **Young Red Dragon** if they would like to. Doing so would most likely lead to their deaths as it should be clear that the dragon is too much for the group to handle. Be sure to fully describe how easily the Dragon dispatches the Orcs before coming after the players. It should be clear that staying and fighting almost certainly means death.

Should the players decide to fight the dragon will start by breathing the fire breath and catching as many as possible. If there are any players still alive

the dragon will attack while flying by and breathing whenever available until one remains. At this point the dragon will land and finish off the last player one on one. Rundydit fights to the death as he is too arrogant to think he could be killed by lowly adventurers.

Alternatively, the players could try to roleplay their way out of this encounter. Rundydit is an exceptionally proud Red Dragon that has recently left home. He left his home after a disagreement with his mother about where Red Dragons should set up lairs. Rundydit believes that Red Dragons, the most powerful and best of all the Dragons, should have a lair where every they so choose to have one. He currently is eyeing this area. He can be convinced that this particular area would not suit his needs with a convincing explanation and a persuasion/deception (charisma) check DC 15. Attempts to use intimidation should be strongly discouraged since it will be met with a breath weapon being released on the group.

Regardless of what the players choose Brother Charles and Harley Doomcleaver take control of Kidren Shesk and usher him away. They came along to ensure Kidren's survival and will not stick around to fight the dragon. Kidren is not a coward by any means but he doesn't get much of a choice on returning home. If he tries to stay he will be forcibly removed from the area by Brother Charles and Harley Doomcleaver. Kidren's death is an automatic failure. Award each player 100 xp for keeping Kidren alive.

Part 4. The Payout

Estimated Duration: 15 minutes

In Part 4 of the adventure the players return Kidren Shesk and receive their reward.

When Kidren enters his home he is quickly met with an embrace from his wife Abigale. She briefly scolds him, but he takes it in stride understanding her concern. He reassures her that it won't happen again and then turns and thanks you for getting him back home.

Development

Kidren gives the players his cloak since he is hanging up his adventuring hat. The cloak is a Cloak of Billowing. He thanks them for their help and informs them that he may need their help in the future. He will be using some of his resources to track down and find the wizard that sold him the cloak. Kidren is worried that the wizard might sell a similar cloak to others that might not be as fortunate. Kidren will also be reaching out to other adventures to help with the dragon.

Kidren leaves the players with this last little bit

“Thank you for rescuing me. I’ve learned that I am more fit to lead a town and not an army, or else I would have been successful as you have. I hope to be able to call on you again once I track down this wizard, until then, please take this cloak as a token of my gratitude.”

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Orc War Chief	1,100
Orog	450
Orc Eye of Gruumsh	450
Orc	100
Young Red Dragon	5,900

Non-Combat Awards

Task or Accomplishment	XP Per Character
Rescue Kidren without Combat	500
Get Kidren home alive	100

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the “target XP” award. Only epics may grant the “maximum” amount.

The **minimum** total award for each character participating in this adventure is **450 experience points**.

The **maximum** total award for each character participating in this adventure is **600 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Rescue Kidren	10 gp each

Consumable magic items should be divided up however the group sees fit. If more than one

character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Cloak of Billowing

Wondrous Item, common

While wearing this cloak, you can use a bonus action to make it billow dramatically. This item can be found in **Player Handout 1**.

Renown

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

Members of Lord's Alliance - Rescuing Kidren Shesk helps secure a new area should it survive. Members of the Lord's Alliance gain 1 extra renown.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Monster/NPC Statistics

Orc

Medium Humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *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)

Orog

Medium Humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	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 orc 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 creature. *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)

Orc War Chief

Medium humanoid, Chaotic Evil

Armor Class 16 (chain mail)

Hit Points 93 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 4 (1,100 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Actions

Multiattack. The Orc makes two attacks with its greataxe or its spear.

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

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

Battle Cry(1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

Orc Eye of Gruumsh

Medium Humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to his with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bles, command*

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

Actions

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

Young Red Dragon

Large dragon, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunity fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 17 (2d10+6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5ft. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Player Handout 1. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Cloak of Billowing

Wondrous Item, common

While wearing this cloak, you can use a bonus action to make it billow dramatically. This item can be found in the *Xanathar's Guide to Everything*.