

RISING SHADOWS

BLOODLUST RISING



ADVENTURERS LEAGUE

CCC-BMG-moon5-1

garrett colón

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When it was just livestock, few took note. When people disappeared, things changed. Now farmsteads are burning and bloodthirsty cackling echo through the hills of old Gnarhelm in northern Alaron. The farmers are defenseless against such bloodlust; can heroes help?

Part 1 of the *Tides of Blood* Trilogy, set in the Moonshae Isles, and brought to you by Baldman Games.

A 4-Hour D&D Adventurers League Adventure for 5th–10th Level Characters.

By Garrett Colón

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Introduction

Welcome to *MOON5-1 Bloodlust Rising*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system, the *Rising Shadows*™ storyline season, and the *Tide of Blood* trilogy.

The adventure is set in the northern parts of Alaron in the rural areas of the realm of Gnarlhelm. The terrain consists of rocky, grassy hills interspersed by farms in the valleys.

This adventure is designed for **three to seven 5th–10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. 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 Primer

The old Northland ways have become diluted, impure. We must strengthen our heritage and keep our culture strong!
—Skorri Boarson, to the Guardians of the North

Adventure Background

Northern Alaron has been a quiet and peaceful region for some time. Once known as the Northland jarldom Gnarhelm, House Kendrick absorbed the jarldom and the two different cultures mixed rather seamlessly. This peace and culture are about to be disrupted by internal machinations.

Years ago, a young man named Bryn killed a man and was banished. Brought in by Northland raiders, he changed his name to **Skorri Boarson** and enjoyed his life of bloodshed and violence. Later, when he came upon a relic of Yeenoghu, his mind was easily twisted and he became a worshiper.

Skorri has now returned to his old stomping grounds, forming a cult called the **Guardians of the North**. To the public, they're Tempus worshippers bringing the old customs and culture of the Northland people back to the forefront and making them strong once again. The locals and authorities treat them as foolish and suspicious but leave them alone. This is a poor choice. More details on the cult can be found in **Appendix 2**.

A deal has formed between Skorri and a fomorian named **Keolinn Ni Brianin** from the court of Vor Thomil. Keolinn and some of her servants have arrived under cover, bringing gnolls and other demons with them to create destruction and chaos. While their goals are different, the pain they will bring to Northern Alaron will be felt...

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Drest Jotunhammer (DREST YO-toon-HAM-mer). High-ranking member of the Guardians of the North, he believes that Northland culture needs to be preserved. Doesn't fully agree with hating the Ffolk and does not know of Skorri's plans.

Enga (EN-ga). Enga is a small farming village in Gnarhelm. Its primary produce are apples, sheep and horses. There's a stone circle nearby, but no moonwell.

Gnarhelm (GNAR-helm). The northern region of Alaron, separated from Callidyr to the south by the Fairheight Mountains. Home to a majority of the Northland people on the island, it is steep, rocky, cloudy, rainy, and harsh.

Haldis "Swift Feet" Ulfsdottir (HAL-diss OOLFS-dot-ter). Heir to Jarl Ulf Helmudson. Aware of her position, her blunt directness and warm camaraderie is well known. Very competitive, especially with long distance running.

Skorri Boarson (SCORE-ree BORE-son). The main antagonist of this trilogy. A worshiper of Yeenoghu, leader of the Guardians of the North cult, lover of Northland culture but born of Ffolk blood and exiled for past deeds.

SERIES

MOON5-1 Bloodlust Rising is the first part in the *Tide of Blood* trilogy. In the trilogy, the characters deal with the consequences of the demonologist Skorri and his alliance with a fey giantess from the Isle of Oman.

In **MOON5-1 Bloodlust Rising**, the characters learn that a large group of gnolls with demon allies is ready to raid the fiefdom of Gnarhelm. **MOON5-2 Bloodlust Contained** deals with the general of the horde, the fomorian shieldmaiden Keolinn Ni Brianin, and her lieutenants. The characters discover the true culprit behind the trouble on the isle of Alaron, which brings the PCs to the third part **MOON5-3 Bloodlust Tempered**.

It is assumed that characters will play the trilogy in order. For characters who have already played **MOON5-2** and **MOON5-3**, a few small changes are in order: the Guardians of the North are non-corrupted remnants of their organization seeking absolution for the sins of their former leaders, and the gnoll raiders are remnants of the army defeated in the later parts.

Adventure Overview

This adventure is broken down into five parts.

Introduction (Estimated Time: 45 Minutes). The adventurers begin in the town of Gnarhelm as they're recruited by Haldis to investigate the trouble inland. Negotiations are interrupted by Guardians of the North ready to test the mettle of the adventurers. Afterwards, the characters are directed to the hamlet Enga, where they listen to long-winded farmers discussing recent events and receive the clues they need to start their investigation.

Part 1 (Estimated Time: 60 Minutes). The adventurers find a gnoll outpost an abandoned dwelling (Skorri's old home, unknown to the adventurers). A fight breaks out, and as a second wave of opponents arrive, the characters meet the Guardians of the North. A plan is put into motion to stop the raids.

Part 2 (Estimated Time: 30 Minutes). Working with the locals and the Guardians of the North, the adventurers

set up traps, find information on the raiding party, and then wait.

Part 3 (Estimated Time: 1 Hour 15 Minutes). The plan comes together as the raiding party comes to attack! Gnolls, with support from fomorians and demons, try to break through.

Conclusion (Estimated Time: 15 Minutes). As the results of the raid are revealed, multiple groups agree that the stronghold for the raiders must be found and broken.

Adventure Hooks

A Call to Action. The Jarl of Gnarhelm is aware that his people are under duress: near the village of Enga, livestock and farmers are disappearing and their homes are being burned down. The jarl and his daughter, Haldis, have put out a call for seasoned adventurers and heroes to come to their jarldom and help resolve the root cause of these pains, which is rumored to be a monster army.

Northland and the Ffolk. Adventurers who call the region their home, or have worked in the region before, are aware of a new group: The Guardians of the North, created to preserve the culture of the Northlands. Some of the Ffolk are uneasy, including High King Derid. As tensions continue to rise, those with a connection to this region might feel duty-bound to stay in Gnarhelm and help stabilize the situation.

Faction Contact (Defenders of the Earthmother). The local druid has not received a message from her old teacher, Carwen, the druid who maintains the shrine of the Earthmother at Enga. The party is asked to check on her. Give the players **Player Handout 1** in **Appendix 3**.



Introduction: Chewing the Fat

Estimated Time: 45 minutes

Farmers in the jarldom of Gnarhelm have gone missing, and the characters are tasked to find the source of the issues in the region. Once they have learned what they need, they can move on.

General Features

The Gnarhelm countryside has the following general features.

Terrain. Steep hills and storm-ravaged cliffs, vegetation is sparse but hardy.

Weather. Stormy skies with occasional clear moments, rain one moment and gone the next.

Light. Dim light during heavy downpours, but more often than not there's enough light for it to be considered bright.

Smells and Sounds. Sea spray, wet moss and fresh rainwater, small sea birds crying to each other.

Recruitment

Estimated Time: 30 minutes

The characters are in the harbor town Gnarhelm (sometimes called Gnarhelm Town to differentiate it from the region of the same name) in the northern part of Alaron. The exact reason for being in town is up to the characters; regardless, each has received a personal invitation from Haldis Ulfsdottir, assumed heir of Jarl Ulf Helmudson, to discuss a potential job. The meeting is in The Lost Miner, a drinking hall run by a dwarf family and famous for its high-quality ale and boisterous atmosphere.

The small town of Gnarhelm consists of narrow muddy streets, wooden houses, and a large harbor. It reeks of an odd mix of the sea, smoke, and a faint hint of horse—a reminder of its harbor nature, the many forges, and large horse market. An impressive stone keep on the northern part of the harbor dominates the town.

The Lost Miner is a low building with a stone roof and walls, small windows, and sturdy doors. It is a dark cozy place kept warm by a large hearth. This early in the morning, most customers appear to be locals enjoying a hearty breakfast served by several young dwarves. You are directed to a booth offering a good line of sight on the entrance, kitchens, and outside. Haldis has not arrived yet, but several other adventuring types have.

Allow the characters to introduce one another. Once finished, **Haldis** arrives with two **gladiator** bodyguards. The bodyguards keep a wary eye on the characters, but they keep their distance. Haldis gives the characters a warm greeting, expressing her gratitude for accepting the invitation and offering a drink before proceeding with business.

Haldis is not one for small talk and starts by offering the characters a job with a decent amount of pay (enough to reach the maximum gold from the rewards page). Livestock has been disappearing, which is not uncommon and usually the result of animal predators, common thieves or occasionally a monster from the mountains. Recently, however, a farm at the hamlet Enga has been burned down and its inhabitant is missing. Obviously, something more is going on than a rabid dog or lone ogre, and Haldis wants the adventurers to investigate and deal with whatever is causing the problems.

She only got the news yesterday and she knows nothing more. She advises the characters to go to Enga and talk with **Magnus Hallman**. The old coot was a friend of her grandfather and is well-respected by his neighbors despite his advanced age. Magnus petitioned the jarl for help and should be able to provide more information.

Roleplaying Haldis Ulfsdottir

Haldis “Swift Feet” Ulfsdottir is a short human woman with pale, freckled skin and spiky red hair.

As the heir to the Jarl of Gnarhelm, she's conscious of her position but prefers blunt directness and warm camaraderie to politeness and feigned friendship. She has a good sense of humor, a competitive streak, and a talent for archery and long-distance running.

Quote: “What? Three whole hours? I could run to that pass in half as much time, and barely break a sweat!”

A Test of Mettle

When the characters are about to finish talking with Haldis, they hear commotion in front of the tavern. A quick look through the window shows a short, broad-shouldered man with braided black hair, an impressive beard, and the attire of a traditional Northlander. He's standing on higher ground, surrounded by a dozen or so locals who are listening to him preach.

Characters listening in hear praise of traditional Northland values and condemnation for the locals having grown soft. Haldis looks a bit displeased, and gladly explains that the man Skorri Boarson, leader of the Guardians of the North, a cult dedicated to Tempus. See **Appendix 2** for more detail.

Note: Skorri wears a *ring of mind shielding*.

If the characters want to interact, Haldis tries to stop them, saying she might need the adventurers to look into the cult later on and prefers them not to draw too much attention to themselves from its leadership.

Before the characters can go outside, though, five of the cult's followers enter the tavern. Four members look like traditional Northlanders with hide armor and greataxes. These are berserkers. Their leader is a wiry warrior in splint armor with long, braided black hair and pale skin. He's a Ffolk veteran known as Medyr.

Medyr zeroes in on the characters. He heard that outlanders were in town and he wants to test the characters' mettle the old-fashioned way: through a bout of non-lethal combat. Of course, no magic is allowed.

Haldis is clearly against such waste of time, but she does not stop the characters as long as the fight remains non-lethal. (Duels to the death are illegal in the Moonshaes). If the characters refuse, Medyr tries to rile them with remarks about cowardice but he cannot force them to accept his challenge.

If the majority of the characters accept, you can either run the fight normally on the square in front of the tavern (by that time, Skorri is gone) or as descriptive event with skill checks to determine the result. The audience should also be able to interact and influence the fight through cheating, offering advice, and cheering. Keep an eye on the time; this is an easy encounter, but fights sometimes run longer than expected.

Note that for Medyr, winning or losing is unimportant. If the characters act with bravery and honor and show martial skill then they impress him. If they use arcane magic, use trickery, or cheat then they anger him.

Roleplaying Medyr

Medyr is a tall, wiry man with long, braided black hair and pale skin. He's young, proud, and certain of his own skills. He dislikes obvious city folk and arcane spellcasters (except bards) and respects warriors, especially the more outdoors types. He's loud and boisterous, but it is mostly bluff. He's scared of the characters, but he doesn't want trouble with the authorities.

Adjusting this Encounter

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

Very Weak: Remove two **berserkers**.

Weak: Remove one **berserker**.

Strong: Add 12 hit points to all the opponents and they have a +2 bonus to attack and damage rolls.

Very Strong: Add 25 hit points to all the opponents and they have a +2 bonus to AC, attack and damage rolls. The berserkers also have the multiattack action which allows them to make two greataxe attacks.

Treasure

If the characters accept the challenge, are victorious, and impress him, Medyr gives the characters a *potion of hill giant strength*.

Development

Ask the players write down how their characters interact with Medyr and the Guardians of the North. Medyr talks with his fellow cultists and the party's disposition should impact how the Guardians treat them in *MOON5-2* and *MOON5-3*.

If at least one of the characters has earned the respect of Medyr, he informs them that his friend Drest Jotunhammer and a handful of Guardians are also going to Enga. Medyr gives the character a token with the rune of friendship on it. The two groups might be able to work together against a common enemy.

Once the characters have dealt with the Guardians, assuming they accepted Haldis' mission, they're free to buy supplies before heading inland to the village of Enga. The trip takes about a day and the characters arrive in the evening.

Stay a While and Listen...

Estimated Time: 15 minutes

The trip to Enga is uneventful. The characters arrive at the porch of Magnus Hallman at dinner time.

Having received compensation and details from the authorities in Gnarnhelm, you find yourselves in a very long conversation on the porch of an old farmstead's house.

"Jarl Ulf is finally noticing our issues!" A Northland man, beard and hair gray but still braided, shakes his tankard happily at the person in the chair to the right. "The Guardians of the North are waking that Northland blood."

“Bah, those Guardians are just making the more nervous Ffolk worried!” The Ffolk woman sighs, her stark white hair cut short and simple. “We’ve integrated enough. Poor Marta and the others should be our concern, not our past.”

The characters have arrived in the middle of a discussion between two elderly human farmers. Below is some information to help guide the conversion.

The Farmers

The farmer on the left is the Northland man **Magnus Hallman**. Well into his 80s and going blind, his calloused hands and wrinkled skin show the years of hard labor and fighting he has done. He’s excited to see some of the more nuanced Northland traditions and culture returning, as they have been lost over time to the mingling of Northland and Ffolk cultures.

The farmer on the right is the Ffolk woman **Keira Byrne**. A few years younger than Magnus, the scars running down her neck to her missing arm are a reminder of past fights with lycanthropes. She’s nervous about the Guardians of the North and fears they might destabilize the region further.

The Situation

Both farmers are happy to continue talking about recent events in their area once the characters have introduced themselves and explained why they’re here. Formalities and small talk are well-respected and enjoyed in Gnarhelm. The following bullet points are topics and news the two might bring up.

- Jarl Ulf Helmudson’s daughter and first in line for the throne: Haldis “Swift Foot” Ulfsdottir.
 - Magnus: “Her feet move as swift and straight as the arrows from her bow, and she’s not one to shy away from a conversation.”
 - Keira: “That red-head is going to give her father endless headaches soon though, if she doesn’t learn how to fake a smile!”
- The Guardians of the North and their leader Skorri Boarson.
 - Magnus: “Skorri’s fair skin hides his true heritage! The man is doing great things, even the authorities know that!”
 - Keira: “The authorities don’t do much these days, and I trust the second in command Drest over Skorri.”

Both Magnus and Keira are initially reluctant to discuss the recent disappearances with Outlanders (non-Northlanders). The emotional wounds are still fresh, and both are old warriors who were unable to do as much as they would have liked.

- Magnus and Keira both took measures to defend their animals when other farms were attacked and when people started to disappear. They did their best to train those they could and helped set up traps and other defenses for those unable to fight or unwilling to move to a safer location.
- One of their good friends, **Marta**, has disappeared. Marta’s farm was burned to the ground and various animal and monster tracks were found around it. Magnus and Keira fear the worst.
- Magnus and Keira are thankful to both Jarl Ulf Helmudson and the adventurers, they plead for the characters to go to one of the first farmsteads, further into the countryside. They have tried some investigation of their own and have heard strange laughter and shapes moving in the area as recently as last night.
 - Keira: “I thought it was some lycanthropes at first, but there was no wolf fur to be found. Magnus found some thinner dog hair and thinks it might be another beast-like creature.”
 - Magnus: “Keep your wits about you and your silver weapons ready.”
- They have not heard from the druid Carwen in two days, but they’re not overly worried. She might be old, but she knows how to stay out of trouble. If the characters want to check up on her, the shrine is a short distance past the burned-down farm.

Development

The characters have time to prepare before heading out, knowing that there will be beast-like monsters in the direction of the farmstead. If silver weapons or ammunition are needed, both farmers are willing to lend some to the party. Ammunition is expected to be used and unable to be returned, but the rest of the equipment is from their defense stores, and having it returned means they can outfit farmers and other locals in the future.

- 1 silvered battleaxe
- 2 silvered handaxes
- 1 silvered spear
- 4 silvered daggers
- 1 silvered shortsword
- 20 silvered arrows and 20 silvered bolts

Proceed to **Part 1**, once the characters move out and head towards the burned farmstead.

Part 1: Out of Gnoll-where

Estimated Duration: 60 minutes

“We will kill, and we will eat, and He will eat, and He shall be and we shall be and be and be and be...”

— Gnoll Visionary

Fangs Bared

The setting sun breaks through the clouds in bursts, greeting you as you arrive. Parts of the farmstead have been burned down, and various tracks litter the ground.

The characters have time to check four of the six locations in the farmstead before the gnoll hunting party returns. Before then, they’re the only living creatures in the area.

Use the map from **Appendix 1B** for this scene.

1. Farmhouse. Various signs of battle mar the inside of the farmhouse. In a pocket of a bloodied pair of pants is a note written in Abyssal. “Raise the ground of that old home and eat the weak as your god commands, Ruhguk. Then eat the messenger, as a treat from us to you.” The signature is a giant rune, twisted and impure.

2. Pigsty. DC 10 Intelligence (Survival): No pig survived, and very little of each creature is left behind. Whatever ate them was viciously hungry; the scraps show evidence of claws and fangs at work.

3. Sheep Barn. DC 14 Wisdom (Animal Handling): One sheep seems to have survived, terrified and wounded. A successful skill check calms it down and finds dozens of arrowheads lodged in its wool and skin. The arrowheads are crudely made but vicious in use.

4. Hayloft. DC 18 Wisdom (Perception): The partial remains of a male human can be found, an arm and hand lodged in the hay and still clutching a sickle.

5. Infield. DC 16 Intelligence (Arcana or Religion): Multiple humanoids have died in this field and the evidence points to an intelligent creature doing a ritual or divination addressed to a demon.

6. Outfield. DC 12 Intelligence (Nature): The amount of devastated terrain and makeshift burrows suggest a large band of creatures making temporary shelter. Bits of cave flora litter the area, indicating that their main hideout is underground.

Once four checks have been made, those with a passive Perception of 14 or higher spot shadows moving in the distance, giving characters a round to prepare for battle against the four **gnoll flesh gnawers**, two **gnoll fangs of Yeenoghu**, and one **gnoll pack lord**.

A cacophony of laughter echoes across the fields and off the cliffs and hills around you. In the distance, multiple furry figures charge forward, weapons drawn and makeshift barriers in front. Gnolls have descended on the farmstead.

Adjusting this Encounter

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

Very Weak: Remove two **gnoll flesh gnawers**.

Weak: Remove one **gnoll flesh gnawer**.

Strong: Add one **gnoll flesh gnawer** and one **gnoll pack lord**.

Very Strong: Add one **gnoll flesh gnawer**, one **gnoll fang of Yeenoghu**, and one **gnoll pack lord**.

Tricks of the Trade

The gnolls are a small raiding party that has broken off from the larger horde. This encounter is meant to frighten the party but not be insurmountable and following tips can help bring it to life.

The gnolls are aware of the distance. Each gnoll starts at least 200 feet away, and they shield themselves as they approach with barely living humanoids strapped to wood and stone. If this is too graphic for your table, adjust your narration as needed to show that the gnolls are vicious, relentless, and cunning adversaries. Regardless of how you describe their approach, the gnolls are behind full cover until they either reach regular longbow range or are within 60 feet of their targets.

Nothing said or done will stop their attack. Gnolls are a demonic plague on the land. Capturing one or showing mercy to a gnoll does nothing but give them a second chance to attack with claw and teeth and weapon. A swift death is the best decision.

Once the characters defeat the final gnoll, more battle can be heard in the distance, and a few Guardians of the North come into view.

Three gnolls move across the barren fields in a dead sprint, quickly followed by a half-dozen dark-haired humans with bows drawn. A quick salvo of arrows downs the gnolls, and one of the victors confirm their demise. The others nod, then quickly move back into the hills.

The Guardians of the North, led by Drest Jotunhammer, are eager to have a meeting with fellow monster slayers, but they're needed to continue the push against the gnolls. If the characters don't move to interact with the remaining Guardians, he approaches them instead.

A Meeting of the Minds

Having just killed some gnolls, a high-ranking member of the Guardians of the North does not waste time to discuss feats and future plans.

A gloved hand reaches forward in earnest from what looks to be the head of the group of archers. His beard tucked into his clothing, a smile breaks out as he gruffly introduces himself.

“Drest Jotunhammer, Guardians of the North. It's great to see others keeping the land safe from the likes of gnolls and their demon consorts.”

As a high-ranking member of the Guardians of the North, Drest's Northland heritage is on full display. Furred leathers, well-maintained weapons and gear, and a bushy, braided black beard hide the majority of his skin save his smile and his eyes.

The following bullet points can help guide this discussion:

- Drest is grateful that the characters took care of the gnoll pack and is eager to hear of other exploits or work that they have done around the Moonshaes. While he patiently listens to tales about other lands, they don't actively interest him.
- Each character who shakes his hand must make a DC 15 Strength (Athletics) skill, as Drest's handshake is very firm. If at least one character succeeds on this contested skill check, Drest nods in approval and focuses his questions and discussion with them.
- If there are fellow Moonshae Island adventurers in the party, Drest asks if they approve of the Guardians of the North and if they have worked with other cultural or defense groups. While not a large concern of his, he wants to ensure that people are aware of the good deeds that the Guardians have done: finding lost animals, spreading good faith, teaching old traditions, aiding civilians, and killing monsters.
- If the characters found the note in the farmhouse, and show it to Drest, his eyes light up.
 - “Skorri was recently showing me how to read this filthy script. Give me just a moment.”
 - A minute or so later, Drest is able to provide the translation if the characters cannot do it themselves.

Those who can speak Abyssal can tell that his skill with the language is lacking, but that it was sufficient.

After a few questions and answers, a hunting horn blows three times in quick succession and Drest's mood immediately sours.

- “That is not a good sound. My friends have found more trouble and are leaving to defend those who need aid.”
- If the characters don't offer to help, Drest asks them bluntly to do so, his mood souring further. The Guardians and other adventurers have been unable to find the hole in the ground that the gnolls call their home, but they're getting close.
- “Any aid you can provide would be appreciated, though you should go to Magnus and Keira. Their farm is well-defended, and the locals will flee to it when they hear the horns. Magnus and Keira have taught me a great deal.”
- There's no time to check upon the missing druid. The farmers need aid, although one or two characters skilled in stealth should probably be able to check upon her if that is what they want.

At this point, the hunting horns bellow three times once more, and Drest turns to leave, nodding to the characters before running off.

- “I will see you tonight, if we all survive. Damned gnolls. Not a clue where they came from.”

Developments

Drest's suggestion is the best plan forward: Magnus and Keira need help defending their home, and their knowledge keeps others safe on their land. The characters must move swiftly to prepare for the incoming trouble. Proceed to **Part 2**.

In addition, if the characters had at least one success on the contested Strength (Athletics) check, didn't act disrespectfully to Drest or the Guardians name, and immediately offered aid to the land and its people, Drest calls them a dear friend of the Guardians. Encourage the players to write down these interactions as they may affect future dealings with the Guardians, most notably in *MOON5-2* and *MOON5-3*.

Part 2: If You Build It...

Estimated Time: 30 minutes

It is a busy hour or so of preparations at the farmstead of Magnus and Keira. The gnolls will be vicious when they arrive and the traps must be ready.

Preparations and Defenses

Magnus and Keira are moving other farmers and civilians from the area into their basement shelter when characters arrive, and fear is in the air.

The faces of many Gnarlhelm civilians greet you as you make your way to Magnus and Keira. Bare necessities and precious belongings sit lightly on their backs as they make their way into the few shelters on the farmstead.

One older man turns and looks at you, eyes pleading. “Please keep us safe.”

Back at the farmstead, the characters have exactly **30 minutes** to prepare for the invasion. Magnus and Keira do not waste times with greetings, instead giving a detailed list of defenses that can be finished or weak points that need to be reinforced. **Appendix 1C** shows this layout.

Below is the list of defenses shown on the map, and a list of example skill checks and choices that can be used to facilitate this section. If there are four or more characters, then **one character can only do one skill check or action during these 30 minutes**. If there are only three characters, then **one character can do two skill checks or actions**.

Reward player ingenuity when possible, as the final fight is difficult but can be reduced for each successful defense. In addition, feel free to adjust the skill checks as needed to fit your narrative and the player’s actions.

Gnoll Bait. DC 14 Intelligence (History): A successful skill check will remind the character that gnolls prey on the weak and defenseless first. Setting a beguiling trap in the pigsty would help to cull the weaker of the lot, and save resources better spent elsewhere.

An Assassin’s Lullaby. DC 16 Wisdom (Medicine): Keira isn’t one to rest when danger is coming, but with only one arm she needs some support. A successful skill check means that her “special brew” (a homemade poison) is properly created, which she uses to coat her traps and a character’s weapon with wyvern poison (Dungeon Master’s Guide).

A Hunter’s Deception. DC 15 Dexterity (Sleight of Hand): Magnus’ wealth of knowledge on traps to both

capture and kill prey have not lessened over the years, but his poor eyesight impedes the work he can do. A successful skill check gives Magnus the details he needs to set up some of his more nefarious traps, killing or incapacitating unsuspecting gnolls.

Bolster a Shelter. DC 14 Wisdom (Survival) or appropriate tool kit proficiency: The civilian shelter is adequately protected, but any additional work done to bolster said defenses can only increase their chance for survival and stymie the gnolls. A successful skill check makes the civilian shelter immune to damage and forces the first gnolls that try to gain entry to spend one turn attempting to gain entry.

Train the Defenders. DC 15 Charisma (Persuasion), or DM’s discretion: Some of the civilians have decided to stay on the surface, wishing to fight with Magnus and Keira. A successful skill check bolsters the civilian defenders in a way that fits, making them more successful in their rebuke of the attackers.

Research. DC 16 Intelligence (Arcana or Religion): A successful skill check confirms that the gnolls are working with Fomorian and demonic entities, giving the characters and other defenders a chance to refine their choices before the battle.

Personal Preparations. This action is a catch-all for various player actions, defensive barriers or traps, or other plans that they may come up with. This can be done multiple times.

Optional: Missing Druid

Magnus and Keira don’t think to gather the nearby druid Carwen unless reminded by the party. Carwen has always kept her distance from the villagers and has disappeared for days on end. The two farmers assume she’s safe but aren’t opposed if one or two characters want to go get her to help with the defenses.

If the characters decide to get her, this counts as the **one skill check or action per character**. Rescuing her and her animal friends can add to two successes to the defenses. The two farmers oppose all the characters going, trying to limit it to a maximum of two (preferably stealthy) characters. Ultimately, however, that decision is up to the party.

The directions given by the farmers are easy to follow and you arrive at Carwen’s home within ten minutes. It’s eerily quiet. The nearby cabin has no light, but there’s no smoke coming from the chimney, and no sounds come from inside. A small stone circle is located on top of a grassy knoll surrounded by several bushes. A narrow path leads from the cabin to the circle.

A quick look at the cabin reveals that the door has been forced open from the outside with some kind of battering ram. Nobody is inside, but there are no signs of a struggle either.

Investigating the circle leads the party to two heavily wounded wolf hounds who are concealed in the bushes. These are Bark and Bite, Carwen's loyal pets. Any healing magic wakes them up, alternatively a DC 10 Wisdom (Medicine) check does the same. The characters then need to calm the two before the dogs can follow Carwen's trail from the cabin away from the main road. If somehow questioned, they can tell that they fell asleep due to a magic melody and only woke after the characters' actions. Helping the dogs counts as **one success** towards the defense of the farm.

The dogs find Carwen's tracks automatically, otherwise a DC 12 Wisdom (Survival) check is required. The tracks are that of a two-legged, medium-sized goat clearly carrying something about the weight of a human. Following the tracks lead to a small clearing among a large patch of brambles. Here they find Carwen gagged and slowly bleeding to death while being observed by the dispassionate, shadow-infused **Fitheal** (a satyr with panpipes).

Fitheal isn't here to fight; if confronted by the characters, he flees at the earliest opportunity. He's always open for a conversation though, especially with a pretty character (male or female). His attack on Carwen is nothing personal. His boss, the fomorian Keolinn Ni Brianin, asked him to accompany the gnoll raiders and torture Carwen to death. Fitheal knows that the dark fey have formed a temporary alliance with the gnolls, although he doesn't know (and doesn't care about) the details.

Fitheal has a personal message to Carwen from Bryn: *"Nothing is forgotten, nothing is forgiven. Enga will burn and everybody within will die."*

Fitheal knows that the message is from the human who leads the gnolls and is responsible for forming the alliance between fey and gnoll. If Carwen is rescued, she remembers an angry young man named Bryn who was banished after killing a local farmer in a fit of anger more than a decade ago. Last she heard, Bryn had joined up with Northlander raiders.

Rescuing Carwen is as simple as chasing Fitheal away and untying her. She can use her own magic to heal her wounds.

Roleplaying Carwen

Carwen is an elderly woman with long, braided white hair and piercing blue eyes. She wears simple, practical clothing. She's a motherly type unless angered—in which case her fury knows no ends. She's a bit of a loner, though, and can be awkward when among large groups of people.

Roleplaying Fitheal

Fitheal is a typical satyr except for his black fur and black pupil-less eyes. He's soft-spoken, cold, and calculating with no love for anything besides himself. He's a coward at heart, quick to betray his allies if it saves his skin. He has a cruel streak and enjoys inflicting pain.

Development

Rescuing Bark and Bite counts as **one success** towards the defense of the farm. Saving Carwen counts as **one success** as well, giving the characters the potential for two successes.

The Sun Begins to Set

With decisions made and plans completed, for better or worse, the characters and farmstead are ready for the gnoll attack.

Proceed to **Part 3**.

Part 3: Capture Your Fey-t

Estimated Time: 75 minutes

It all comes together as the gnolls and demons attack the would-be defenders.

3A. First Wave

As tension begins to mount, read the following box text as two **bulezau**, four **gnoll hunters**, two **gnoll fangs of Yeenoghu**, and one **gnoll pack lord** make their entrance from the northern hills. The gnolls are considered demons for the purposes of bulezau's *rotting presence*.

The farmstead is quiet and everyone is on alert for the first signs of the attack. Suddenly, a roaring scream and dissonant horns rend the air with their sounds, signaling the beginning of the attack.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative. To make the fight easier, you can remove the gnolls immunity to the bulezau's Rotting Presence.

Very Weak: Remove one **gnoll hunter** and one **gnoll fang of Yeenoghu**.

Weak: Remove one **gnoll fang of Yeenoghu** and add one **gnoll hunter**.

Strong: Add one **bulezau**.

Very Strong: Add one **bulezau** and increase each creature's HP by 25%.

This first wave is deadly if no preparations were made! But if the characters prepared well and did their part, the following changes are made before the start of combat. They're cumulative.

- **One Success:** one gnoll hunter is defeated.
- **Two Successes:** one gnoll fang of Yeenoghu is knocked unconscious.
- **Three Successes:** one bulezau is returned to the Abyss.
- **Four or more Successes:** The gnoll pack lord, much to its surprise, is killed before combat.

Failures don't factor into the First Wave.

Tricks of the Trade

These gnolls are just the first wave of enemies! Their hubris is great, and the following tips can help being this encounter to life.

The gnolls break failed preparations. While failure's do not mechanically change the fight, they do impact the final results. Having the gnolls recognize poor decisions or weak defenses by having them interact with the environment will show the characters grim results.

Death is coming. This first wave of gnolls and demon are to soften up the defenses, as their commander is coming behind them.

Treasure

The gnolls collectively have one *potion of greater healing* that smells of something foul.

Once the first wave of enemies is cleared, give the characters one round to rest before moving to 3B.

3B. Second Wave

As the next wave of gnolls enters the battlefield, read the following:

The small respite from the gnoll attack is quickly broken. More gnolls and demons emerge from the surrounding woods and begin to cheer!

"RHOKSKAN, RHOKSKAN, RHOKSKAN."

A mighty gnoll with a multi-balled flail steps forth to lead the gnoll pack. This must be Rhokskan, and he roars in anticipation of the kill.

To respond to the rallying cry, whistles are heard around the area as arrows rain down on the gnolls, keeping the main forces occupied. Rhokskan charges at you, determined to break your defense. He must be brought to heel!

The opposing forces consist of one gnoll per party member. The main opposition is Rhokskan (a flind) and a chasme to back him up. Like in the first wave, the gnolls are considered demons for the chasme's drone ability. The rest of the gnolls battle the Guardians of the North around the party, but don't interact with this encounter.

Adjusting this Encounter

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

All: The flind ignores critical hits due to the magical chain mail it wears.

Very Weak & Weak: Remove one **chasme** and add one **dybbuk**.

Strong: Remove one **chasme** and add one **shoosuva**.

Very Strong: Remove one **chasme** and add one **shoosuva**. The flind gains one legendary action as shown below, which recharges at the start of its turn:

Sudden Rush: The flind moves 60 feet towards an enemy that it can see and does not provoke opportunity attacks.

Tricks of the Trade

The flind and its subordinates are ruthless and deadly. The following tips can help reinforce this.

Death for the fallen. Any creature that drops to 0 hp should be terrified. The flind doesn't show mercy, only destruction, and actively attacks downed combatants when convenient and fun. Remember, each hit on a dying combatant when counts as a failed death save, or two failed death saves on a critical hit.

The flind wears magic armor. Rhokskan is wearing *adamantine armor (chain mail)* (see **Appendix 4**), which allows him to ignore critical hits.

Developments

If the characters successfully defend against Rhokskan, then the gnolls break for the hills to lick their wounds. Proceed to **Conclusion A** to resolve the adventure. The characters can recover Rhokskan's *adamantine armor (chain mail)*.

If the characters fall, the gnolls run rampant on the farmstead, killing everyone. It's not a joyous day, proceed to **Conclusion B**.

Conclusion A. Gnollish Rebuke

The characters are the victors! As the gnolls retreat, the characters have a chance to check on the others.

Were there failures?

If there were failures, the following defenders didn't survive. These results are cumulative. The first two failures aren't seen as a direct result of the adventurers' actions.

- **One Failure.** The civilian defenders were overrun by gnolls, but they died fighting. No one blames the adventurers for this loss.
- **Two Failures.** Magnus is found inside of one of the farmstead buildings, multiple enemies lay around him, a smile on his face. His shield was shattered but his hand never let go of his battleaxe.
- **Three Failures.** Some of the civilians hidden away were taken, not to be found. The survivors left in the shelter do not speak of what transpired.
- **Four or more Failures.** Keira's favored pouch and shortsword are found, poisoned gnolls and the signs of battle around it. The farmstead won't operate again.

In addition to the above information, if any, the gnoll rebuke revealed that they're working with demons and fomorians, and the possible location of their stronghold! Rest is required before attacking such a location, but the local defenders are ready.

Conclusion B. Farmstead Fallout

The defense was a failure and the gnolls have destroyed the farmstead. All of the listed failures in **Conclusion A** occur, but there's still hope for the region: The gnoll attack showed that they're working with demons and fomorians, and the gnoll stronghold may have been found.

Another day will dawn.



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 wherever 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
2	30 gp	240 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 4**:

- *Adamantine Armor (chain mail)*
- *Potion of Greater Healing*
- *Potion of Hill Giant Strength*

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 are featured prominently in this adventure:

Drest Jotunhammer

(DREST YO-toon-HAM-mer) High-ranking member of the Guardians of the North, he believes that Northland culture needs to be preserved. Doesn't fully agree with hating the Ffolk and does not know of Skorri's plans.

Drest's Northland heritage is on full display. Furred leathers, well-maintained weapons and gear, and a bushy, braided black beard hide the majority of his skin save his smile and his eyes. He's loud, boisterous, and loves tales of daring. He's not a big fan of trickery or arcane magic.

Carwen

(CAR-when) Carwen is an elderly woman with long, braided white hair and piercing blue eyes. She wears simple, practical clothing. She's a motherly type unless angered—in which case her fury knows no ends. She's a bit of a loner, though, and can be awkward when among large groups of people.

Fitheal

(FITH-a-yall) Fitheal is a typical satyr except for his black fur and black pupil-less eyes. He's soft-spoken, cold, and calculating with no love for anything besides himself. He's a coward at heart, quick to betray his allies if it saves his skin. He has a cruel streak and enjoys inflicting pain.

Haldis Ulfsdottir

(HAL-diss OOLFS-dot-ter) The heir to the throne of Gnarhelm and the leader of the fiefdom's defenses. Aware of her position as a noble and leader, her blunt directness and warm camaraderie are well known. Very competitive, especially with long-distance running and archery. She's a spirited commander who leads from the front.

Keira Byrne

(Keye-rah BEER-n) A few years younger than Magnus, the scars running down her neck to her missing arm are a reminder of past fights with lycanthropes. She's nervous about the Guardians of the North and fears they might destabilize the region further.

Magnus Hallman

(MAHK-noose HALL-man) Well into his 80s and going blind, his calloused hands and wrinkled skin show the years of hard labor and fighting he has done. He's excited to see some of the more nuanced Northland traditions and culture returning, as they have been lost over time to the mingling of Northland and Ffolk cultures.

Meldyr

(MEL-deer) Meldyr is a tall, wiry man with long, braided black hair and pale skin. He's young, proud, and certain of his own skills. He dislikes obvious city folk and arcane spellcasters (except bards) and respects warriors, especially the more outdoors types. He's loud and boisterous, but it is mostly bluff. He's scared of the characters, but he doesn't want trouble with the authorities.



Creature Statistics

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.

Bulezau

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	8 (-1)	9 (-1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft.

Challenge 3 (700 XP)

Rotting Presence. When any creature that isn't a demon starts its turn within 30 feet of one or more bulezaus, that creature must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage plus 1 necrotic damage for each bulezau within 30 feet of it.

Standing Leap. The bulezau's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Sure-Footed. The bulezau has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Barbed Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease ends. While poisoned in this way, the target sports festering boils, coughs up flies, and sheds rotting skin, and the target must repeat the saving throw after every 24 hours that elapse. On a successful save, the disease ends. On a failed save, the target's hit point maximum is reduced by 4 (1d8). The target dies if its hit point maximum is reduced to 0.

Chasme

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.

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

Spider Climb. The chasme can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

Dybbuk

Medium fiend (demon), chaotic evil

Armor Class 14

Hit Points 37 (5d8 + 15)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	16 (+3)	16 (+3)	15 (+2)	14 (+2)

Skills Deception +6, Intimidation +4, Perception +4

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The dybbuk can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

- At will: *dimension door*
- 3/day each: *fear*, *phantasmal force*

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

Violate Corpse. The dybbuk can use a bonus action while it is possessing a corpse to make it do something unnatural, such as vomit blood, twist its head all the way around, or cause a quadruped to move as a biped. Any beast or human that sees this behavior must succeed on a DC 12 Wisdom saving throw or become frightened of the dybbuk for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on a saving throw against this ability is immune to Violate Corpse for 24 hours.

ACTIONS

Tendril. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) necrotic damage. If the target is a creature, its hit point maximum is also reduced by 3 (1d6). This reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hit point maximum to 0.

Possess Corpse (Recharge 6). The dybbuk disappears into an intact corpse it can see within 5 feet of it. The corpse must be Large or smaller and be that of a beast or a humanoid. The dybbuk is now effectively the possessed creature. Its type becomes undead, though it now looks alive, and it gains a number of temporary hit points equal to the corpse's hit point maximum in life.

While possessing the corpse, the dybbuk retains its hit points, alignment, Intelligence, Wisdom, Charisma, telepathy, and immunity to poison damage, exhaustion, and being charmed and frightened. It otherwise uses the possessed target's game statistics, gaining access to its knowledge and proficiencies but not its class features, if any.

The possession lasts until the temporary hit points are lost (at which point the body becomes a corpse once more) or the dybbuk ends its possession using a bonus action. When the possession ends, the dybbuk reappears in an unoccupied space within 5 feet of the corpse.

Flind

Medium humanoid (gnoll), chaotic evil

Armor Class 16 (chain mail)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Con +8, Wis +5

Skills Intimidate +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Gnoll, Abyssal

Challenge 9 (5,000 XP)

Aura of Blood Thirst. If the flind isn't incapacitated, any creature with the Rampage trait can make a bite attack as a bonus action while within 10 feet of the flind.

ACTIONS

Multiaction. The flind makes three melee attacks: one with each of its different flail attacks or three with its longbow.

Flail of Madness. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must make a DC 16 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.

Flail of Pain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 22 (4d10) psychic damage.

Flail of Paralysis. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must make a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

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

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Gnoll Fang of Yeenoghu

Medium fiend (gnoll), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Gnoll

Challenge 4 (1,100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC12 Constitution saving throw or take 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Gnoll Flesh Gnawer

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (studded leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +4

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes three attacks: one with its bite and two with its shortsword.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

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

Sudden Rush. Until the end of turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.

Gnoll Hunter

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target's speed is reduced 10 feet until the end of its next turn.

Gnoll Pack Lord

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +4

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow, and uses Incite Rampage if it can.

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

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Incite Rampage (Recharge 5-6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

Satyr

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shoosuva

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +4, Con +6, Wis +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Gnoll, telepathy 120 ft.

Challenge 8 (3,900 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the shoosuva can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The shoosuva makes two attacks: one with its bite and one with its tail stinger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

Tail Stinger. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 12)

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 longsword 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.

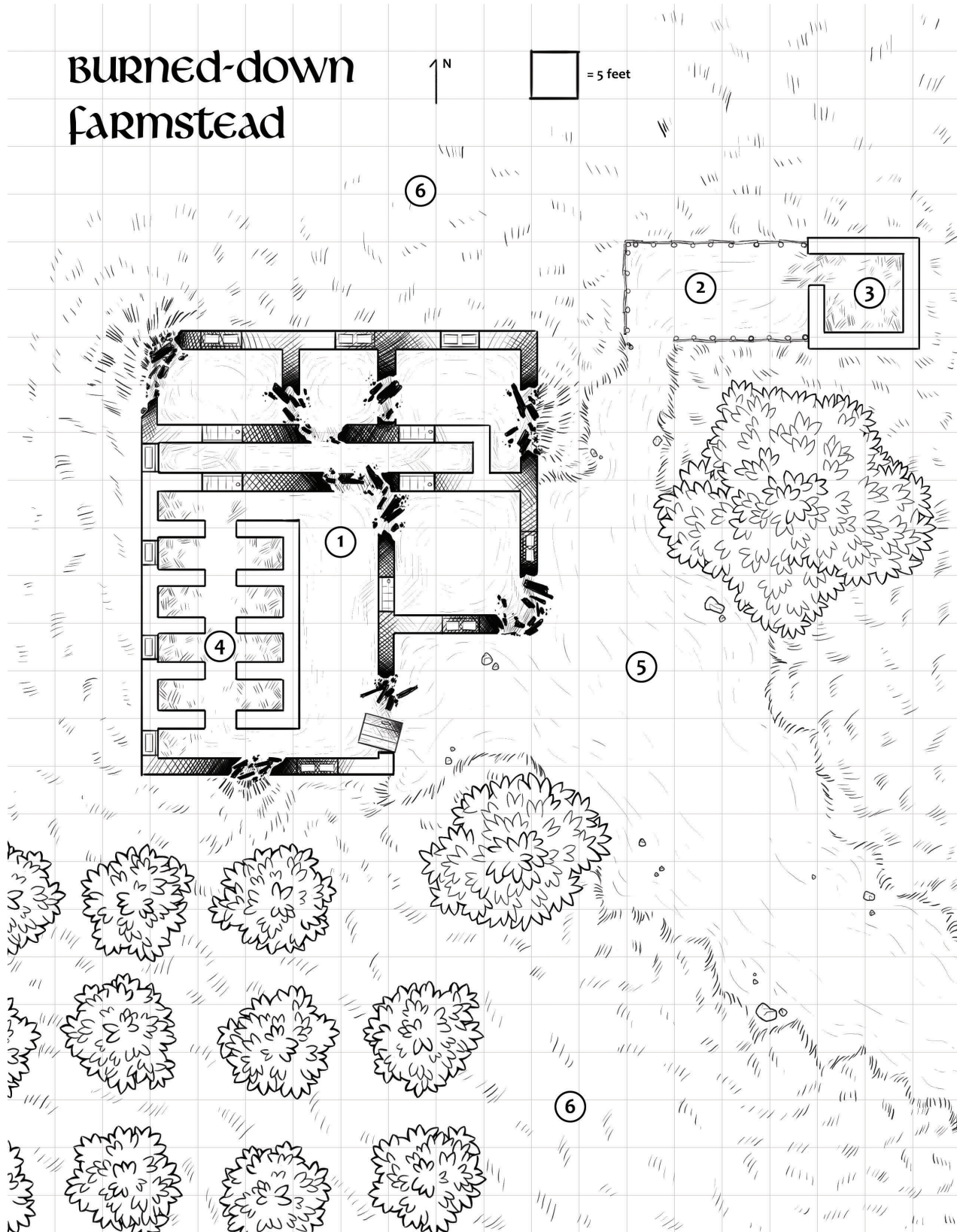
Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Appendix 1A: Gnarhelm

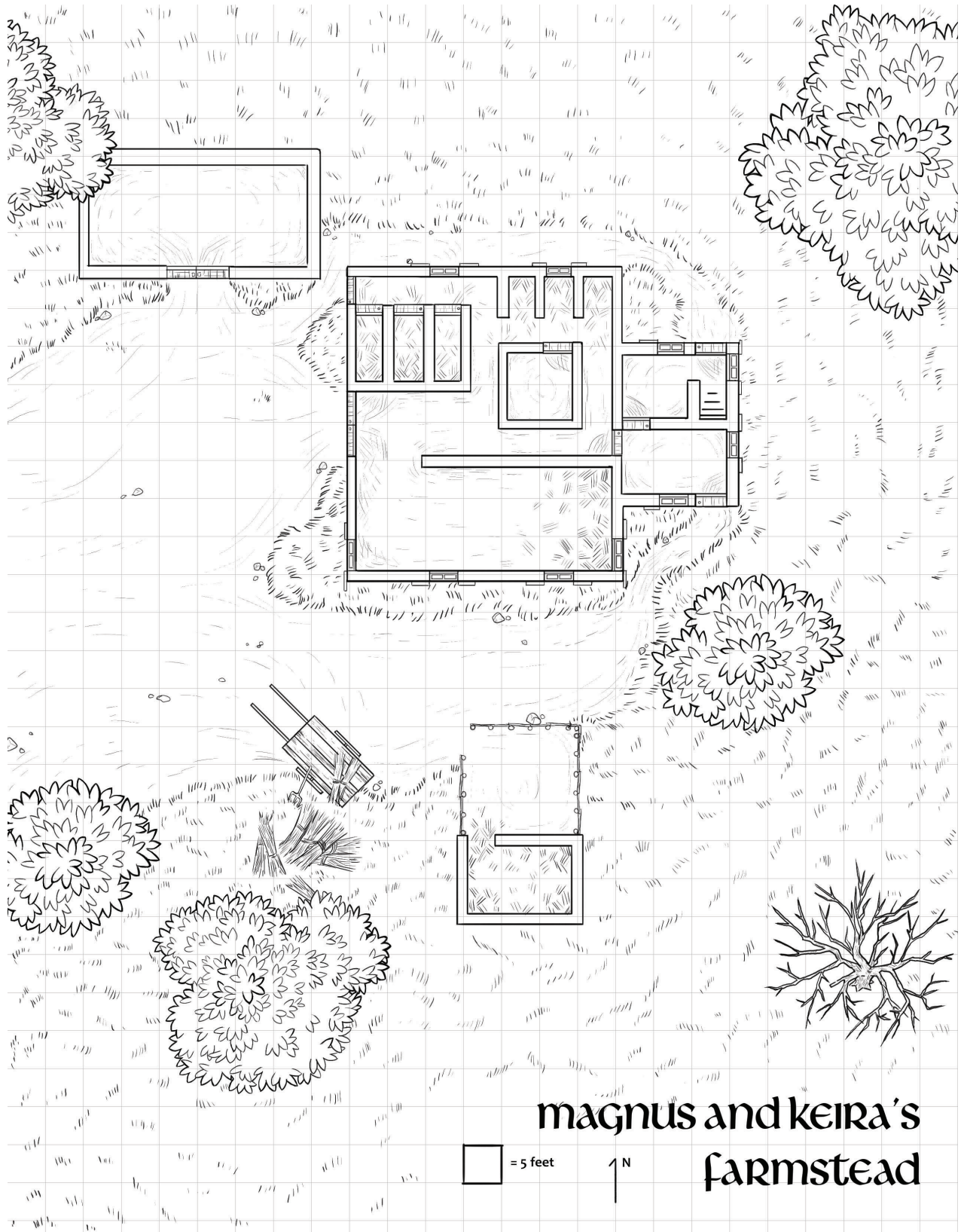


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Appendix 1B: Burned Down Steading



Appendix 1C: farmstead of Magnus and Keira



Appendix 2:

Guardians of the North

The Guardians of the North primarily operate within the Jarldom of Gnarhelm and push for a return to classic Northlander values. While they claim to care about culture, not ancestry, they imply that the Ffolk are inferior by comparison. The basic precepts of their religious organization are common knowledge.

Culture and Traditions

The cult glorifies all aspects of Northlander culture, but primarily focuses on the virtues of strength, hardiness, and bravery. They embrace notions of honor and an individual's need to defend against embarrassment or challenges. Weakness and cowardice are grave sins or terrible insults. The cult believes Northlander traditions are under attack and that they must guard against outside influences.

The Guardians generally dislikes arcane magic, thieves, and city folk. They disparage notions of art, higher education, and sophistication, seeing these traits as impractical. The cult does not forbid individuals with these backgrounds from joining, but the traits are generally viewed as embarrassing weaknesses to be abandoned or mocked.

Though the cult professes acceptance of all races and genders, their leadership is almost always human or male, and commonly both.

Religious Cult

The cult worships the war god **Tempus**, also called the Foehammer or the Lord of Battles. The deity directs his followers to be brave, never turn from battle, and obey the honorable rules of engagement.

The Guardians of the North cult diverges from the main religion by primarily focusing on an individual's mettle and honor, with competition greatly encouraged. Members are expected to be fearless warriors in defense of their home and Northlander culture.

While clergy of Tempus refer to themselves as "Hammers," the cult instead calls individuals, "Guardians." New adherents are called "acolytes."

Ritual

The words, "Tempus thanks you," are used by the faithful whenever witnessing a deed seen as pleasing to Tempus, with the complimented party expected to respond with, "And I thank Tempus."



Appendix 3: Player Handout 1

A seagull with a slip of paper tied to its leg descends near you, squawking and dancing until the note is removed.

Sibling,

Our contacts amongst the local authorities have informed us you are offered a job investigating the village of Enga.

The lack of news from my old teacher Carwen tending the shrine of the Earthmother near Enga worries me.

If you decide to accept the mission, please check up on her to make sure she is ok.

Thanks.

A sister

Appendix 4: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session).

Adamantine Armor [Chain Mail]

Armor (heavy), uncommon

Made by fomorians for a demonic subordinate, this armor crackles with hellish energy and is marked with Yeenoghu's symbol. The symbol can be removed by hand, but the faint smell of blood can never be removed.

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

This item can be found in the *Dungeon Master's Guide*.

Potion of Healing [Greater]

Potion, uncommon

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated. A *potion of greater healing* cures 4d4 + 4 hit points.

This item can be found in the *Dungeon Master's Guide*.

Potion of Giant Strength [Hill Giant]

Potion, uncommon

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score. The potion has no effect on you if your Strength is equal to or greater than that score. Your Strength score changes to 21 with a *potion of hill giant strength*.

This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type.

This item can be found in the *Dungeon Master's Guide*.

