CCC-GHC-BK1-05

D&D

ADVENTURERS LEAGUE

FOR THE GLORY OF BLOUTAR!

A 4-hour Border Kingdoms adventure
for characters of 5th - 10th level

FOR THE GLORY OF BLOUTAR!

After being charged with recovering a relic of the 'Bloodsword Baron' by a distant relative of the long-dead Baron named Celban Hilathan, you have journeyed into the depths of the Qurth Forest. You are told that some terrible evil has taken up residence underneath the ruins of a long abandoned keep and is now actively collecting artifacts of the world of the living for some unknown purpose. Do you have what it takes to survive the challenges of both the forest and the ruins and return with the prize?

A Four-Hour Border Kingdoms Adventure for 5th-10th Level Characters

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Optimized For: APL 8

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Adventurers League Introduction

Welcome to *For the Glory of Bloutar!*, a four hour stand-alone adventure that is part of the official D&D Adventures League organized play system.

This adventure is designed for **three to seven 5th- 10th level characters** and is optimized for **six 8th level characters**. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Border Kingdoms region of the Forgotten Realms. During play, the characters will travel to Bloutar, on the southern edge of the Qurth Forest and will foray deeply into the forest itself in search of a long-abandoned keep called Starth Keep. The ancient cellars of this dilapidated keep have been recently inhabited by a strong and focused force of undead led by Xugan, a **sword wraith commander** operating under the orders of Kurth Avallar, a **death knight**, who is largely responsible for the recent increase in political turmoil in the Border Kingdoms.

The player characters will be hunting for an ancient relic once belonging to the 'Bloodsword Baron' of Bloutar on behalf of a distant relative of the long dead Baron. Kurth Avallar will not be present when the player characters arrive at Starth Keep, but his minions will be a stern test for any would-be adventurers.

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 specific 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 while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive 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.

Additional Credits

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A Special Note About Encounter Scaling

For the Glory of Bloutar! is optimized for a party of six characters. When running an adventure at a large convention such as Gamehole, it is common to have seven players at a table, which has the potential to affect encounter balance. The "Adjusting the Encounter" sidebars within the adventure are developed for an average party, but just like real life, one size doesn't necessarily fit all.

Players have a tendency to bring their best and brightest to shows like Gamehole, and a group of seven optimized characters can easily overpower the recommended party strength you determine at the adventure's start. As a DM, you can—and should—adjust each encounter's difficulty to present a challenge for your players.

If the characters are overcoming combats too easily, increase the recommended strength level of the encounters by a step (from **average** to **strong**, for example). If needed, you can also increase the number of monsters or maximize their hit points to make things a little harder. In some cases, you may even need to increase the difficulty by two steps, just be careful not to make things unwinnable.

Remember, adjusting or improvising is encouraged, so long as you maintain the adventure's spirit!

For the Glory of Bloutar!

The revolution is not an apple that falls when it is ripe. You have to make it fall.

— *Che Guevara*

Adventure Background

It is often said that the only predictable thing about the Border Kingdoms is its incessant unpredictability. Its volatile political nature very well may be its most consistent feature. Nary a week goes by without at least some small bit of politically fed chaos bubbling up somewhere in the temperate cluster of small principalities that comprise the Border Kingdoms.

If anything, recent events in the Border Kingdoms have only increased this inherent protean state. Far flung strongholds and castles are being besieged by legions of foreign mercenaries. Towns have been annexed and villages plundered (the most recent victim being Syrnt, a small town in the Barony of Blacksaddle) at the urging of a confusing array of local potentates that appear on the surface to be completely unaligned.

The one unifying factor seems to be that wherever the chaos is the most intense, the keen observer will note the presence of soldiers wearing a standard featuring a black wyvern on a golden shield. This is the standard of Daerdrard Orglast, known as the Black Wyvern.

Against this backdrop sits the small town of Bloutar, a hamlet nestled against the southern verges of the Qurth Forest. This small town of woodcutters and hunters is named after the 'Bloodsword Baron,' Bloutar Hilathan. However, those glorious days are long past. Much more recently, the historically fiercely independent and defiant people of Bloutar were subjugated by a large force from the Barony of Blacksaddle and have sullenly tolerated the Barony's rule ever since.

Enter Celban Hilathan, a distant scion of one of the sons of Bloutar Hilathan himself. He, like most Bloutarrans, has chafed under the rule of the Barony of Blacksaddle for years. In recent years, he has been quietly fulminating and preparing for the right time to spring an open rebellion against Blacksaddle. Given all the recent turmoil in the region, and especially that in nearby Syrnt, Celban feels that he is almost ready, and the time is nearly ripe.

The always unstable Talduth Vale (southern region of the Border Kingdoms containing Emrys, Bloutar, and Beldargan) has been particularly so recently thanks to the Black Wyvern. The only thing Celban needs is a symbol, something to remind the people of the past glory of Bloutar, and he believes he may have found it. Celban has acquired some fragments of an old journal which seems to indicate that Bloutar Hilathan's famous battle helm (shaped as a stylized owlbear head) may have been secreted away by undead creatures underneath a long-abandoned keep deep in the Qurth Forest. Celban is certain that if this famous helm is recovered and worn by him, the very sight of it will make the blood of his fellow Bloutarrans sing with the realm's past glories.

He just needs a band of plucky and trustworthy adventurers to quest for it.

Adventure Overview

For the Glory of Bloutar! consists of three parts.

Part 1: Bloutar. The player characters will arrive in the Border Kingdom town of Bloutar for a pre-arranged meeting with Celban Hilathan. They will know that the purpose of this meeting is to discuss a for hire adventuring job. They will meet and discuss the particulars of the mission at an inn called The Spitted Stag. Celban will reveal his background to the party and will charge them with questing into the Qurth Forest to recover an ancient relic of his family.

Part 2: Qurth Forest. After learning what they can from Celban about their mission, the party will sojourn into the Qurth Forest, an ancient and largely untouched forest. Therein, the party will have to keep their bearings in order to find the ruins of a long-abandoned keep while surviving the hazards of the Qurth. This will include a series of dangerous woodland encounters.

Part 3: Starth Keep. Should the party not get lost, after three or so days of travel north into the Qurth, they will encounter the River Scelptar which means that they are close to the location of the ancient keep. Once discovered, the player characters will have to deal with a series of guardians before getting into the actual cellars themselves. There, the player characters will have to try and survive a series of deadly traps and terrible undead monsters before forcing a confrontation with the leader of the foul creatures, a sword wraith commander named Xugan. Should the party survive and be able to slay Xugan, the famed Helm of Bloutar will be theirs, along with other treasures.

Adventure Hooks

Emerald Enclave. Unnatural things are stirring in the Qurth Forest. This ancient wood is one of the most pure and untouched places in the Realms. Discovery and elimination of the source of this taint is a must.

Harpers. The recent uptick of violence and political chaos has attracted the attention of the Harpers. Mirt the Moneylender was sent to the Border Kingdoms to investigate and all active Harper agents in the region are charged with finding out who or what is behind all this unrest.

Lords' Alliance. It seems that some new cabal has formed in the Border Kingdoms and that it has expansionistic goals. It appears to be centered around someone or something called the "Black Wyvern." All members are to discover all they can about this potential threat and report their findings immediately.

Order of the Gauntlet. Evil is afoot in the Border Kingdoms. Something or someone is responsible for the creation of hordes of undead. This cannot be countenanced. All of the righteous must work to crush this contagion before it grows out of control.

Zhentarim. Rumors of someone or an organization called the "Black Wyvern" are behind the recent spike in turmoil in the Border Kingdoms. All members of the black network are to collect any information that they can find on the subject. There may be a potential alliance in this for the Zhentarim.

Factionless. There are many good reasons to travel to the Border Kingdoms. Its very instability makes it ripe for adventuring. Rumors of kingdoms falling and towns being sacked may cause adventurers to investigate. Finally, terrible rumors of undead stirring across the Border Kingdoms should be enough motivation to warrant a visit by the player characters.

Part 1: Bloutar

Expected duration: 30 minutes

The player characters will make their way to Bloutar. They are here to meet with Celban Hilathan, a potential employer. They will have been told to meet him at The Spitted Stag Inn and that he will be easily recognized by his black hair and beard. When ready, please read or paraphrase the following introduction to them:

> After traveling through much of the Barony of Blacksaddle, a place famous across the breadth of Faerun for its reputation for endless war, you have arrived at the forested hamlet of Bloutar. Bloutar is a maze of long, rambling log houses that seem to grow out of the sheltering stands of trees, with wagon ruts winding off in all directions to outlying farms. From a few nearby woodcutter's clearings, hunting trails plunge into the vast gloom of the Qurth Forest in all directions.
>
> You know that Bloutar is famous for its pelts and smoked forest beast meats. These products are snapped up as fast as the locals can produce them. As you make your way into town, the locals, many of which are clad in the pelts taken from game from the Qurth, glance at you warily, but then look away with the practiced indifference of folk who are well used to seeing hunters and adventurers come and go.
>
> After a few minutes on the track that passes for Bloutar's main street, you spot the sign for The Spitted Stag Inn. This is where you are to meet with your contact, Celban Hilathan. You are here to meet Celban and consider his offer of employment.

The Spitted Stag Inn is a squat and sprawling structure with three wings that sprout from a central hub. These wings contain a series of well-appointed guest suites. They are outfitted with solid and rustic furniture and hip-baths. At the center of the structure is the Feasting Hall. It has a vaulted ceiling filled with all manner of mounted hunting trophies.

It is in the Feasting Hall where the player characters will meet Celban Hilathan.

When entering the Feasting Hall, it is apparent that this central portion of the Inn is much older than the rest. It seems that the Feasting Hall originally was a stand-alone lodge and that the guest wings were added many years later. There is a separate free-standing stable immediately to the west of the Inn itself.

As the player characters enter The Spitted Stag Inn, please read or paraphrase the following:

As you enter the rustic inn, you are immediately struck by the number of head mounts crammed on virtually every available wall surface. Proud stags, sullen boars, snarling bears, and even a few more exotic species such as giant weasels, a peryton and even an owlbear head festoon the inn's walls. You can tell that the inn is old. Well used trestle tables constructed from some sort of dark wood run the length of the rectangular hall. The wood floor, made of some lighter wood, shows wear patterns from what must have been thousands of footfalls over the years. The lighting in the inn is surprisingly good being afforded by a series of metal lanterns that seem to be burning cleanly. Beyond the exits from the main hall to the guest wings of the inn and the long wood bar on the far side of the hall, you spot a trio of men who look up expectantly as you enter. They are all dressed like woodsmen, but one of them has the jet-black hair and beard consistent with the description you were given of Celban Hilathan, your potential employer.

Before the player characters can do anything beyond taking in what they see, Celban will rise, beckon to the party and say, "Come friends, I believe you are the ones that we have been waiting for. I am Celban Hilathan. Welcome to Bloutar."

Roleplaying Celban

Hilathan Celban is a hardened woodsman and is the scion of the long dead Bloutar Hilathan himself. He is proud of his heritage and his town. And, like the citizens of Bloutar generally, he deeply resents the rule and taxes of the Barony of Blacksaddle. His deepest desire is to lead his people to independence from Blacksaddle. So, while proud and a bit rough around the edges, at least in terms of the stereotypical statesman, he is a shrewd judge of character and is measured in all of his actions. Common statements: "We will have our freedom!" "The Qurth is not a place for the faint of heart" and "Justice will carry the day."

Due to the general unrest in the region and the predilections of the Bloutarrians specifically, Bloutar is a powder keg needing only a spark. Celban knows this and is ready to seize the opportunity to lead his people to independence. He will speak openly with the player characters as he knows that the Barony has bigger problems right now given the turmoil being caused by the Black Wyvern. In conversation, the player characters will learn the following from Celban:

- Celban is a distant relative of Bloutar Hilathan, known as the 'Bloodsword Baron'. Generations ago, Bloutar ruled this entire region (the Talduth Vale). The hamlet of Bloutar is the only surviving remnant of the Bloodsword Lands.
- After maintaining their independence despite the attempts of many would-be overlords, 20 years ago, Bloutar was overwhelmed by a large army from the Barony of Blacksaddle. (See Adventure Background above.)
- Since then, Bloutarrians have chafed under the Barony's rule and remain fiercely defiant in the face of these neighboring, but still foreign usurpers.
- Celban is confident that his fellow Bloutarrians will follow him in open rebellion should he attempt to rally them. (His companions, Grimble and Darth, nod eagerly at this).
- However, it would be even better if Celban were able to recover a symbol of the Bloodsword Barron himself as that would both legitimize his claim of leadership while also inciting the Bloutarrians by starkly reminding them of their proud heritage.
- And this is where the player characters come in.
- Several weeks ago, Grimble, while out leading a hunt in the Qurth, came across the body of an unknown woodsman while traveling a seldom used game trail deep in the forest. He appeared to have been savaged by something resulting in deep and obviously fatal slashing wounds.
- After relieving this hunter of his possessions, Grimble found a journal that this stranger had kept.
- The unidentified author entered mostly terse details of the flora and fauna that he encountered in the Qurth.
- However, there was one entry that was of particular interest.
- It described an encounter with a **centaur** scouting party who warned the traveler of dangerous inhabitants of a ruined keep just ahead.
- The journal entry makes reference to an item of extreme interest to Celban and is the reason why he put the call out for adventurers.
- He offers to pay each party member 500 gp to venture forth into the Qurth and recover this item.

If the party is interested, but wants to learn more, give the player characters **Player Handout A**. Celban will immediately inform them that this is a copy of the specific journal entry. Celban has the following further information to offer.

- The helm of Bloutar is rumored to be in the shape of a stylized owlbear head.
- He does not know if it has any magical properties.
- Hawklyn is an ancient and ruined city, the remnants of which are somewhere in the Qurth.
- Legend tells that Starth Keep was the property of the fabulously wealthy Starth family. The ruins of the keep have never been found.

- Ruins of all kinds are not uncommon in the Qurth or anywhere in the Border Kingdoms for that matter.
- The River Scelptar is an east/west river that terminates in the Shining Sea.
- The crude diagram from the journal gave an approximate location of the ruins indicating that they are maybe a bit to the east of directly north of Bloutar and are located on the south bank of the Scelptar.
- The Qurth is a dense and ancient wood filled with magnificent game and dangerous monsters.
- Celban cannot accompany the party because he is too valuable to the cause to risk; and he must stay in Bloutar to continue to try to rally the people.
- Watch out for **ettercaps.**

If asked for more money, Celban will retort, "I have no more money to offer. I must use the rest of my resources to outfit an insurrection!" If the player characters ask for arms and equipment, Celban can provide any basic equipment or weapons and can offer three (3) *potions of healing* to assist the party. Celban will strongly urge the party to not take mounts. The "Old Gloom" is far too dense and overgrown for mounts.

Finally, if the player characters ask, Celban will provide a guide to take them into the Qurth. The guide will be one of Celban's associates at the meeting, Grimble or Darth. (Use **archer** stats).

Should the party wish to spend the night at the Inn before heading out the next day, rooms cost 2gp each for a double room and 3gp each for a single. Meals are included, but ale and wine are extra.

Part 2: Qurth Forest

Expected duration: 90 minutes

Important: Keeping Time!

If you are playing For the Glory of Bloutar! In a standard 4-hour convention slot, running each of the following five encounters will put you at a real risk of not finishing on time. As such, select the three encounters you think the players at your table will enjoy the most, and use only those. Encounters 2B, 2C, and 2E are recommended. Either the other two can be narrated by the DM to give flavor to the journey, or if you finish early, you can always run the remaining encounters for the characters as they travel through the Qurth on their return journey from Starth Keep back to Bloutar.

When the player characters are ready to depart they will either be directed or will follow a guide north. As Bloutar is on the cusp of the forest, there is really no transition between the town proper and the dense forest.

As the party enters the Qurth, please read or paraphrase the following:

> In a matter of just a few steps, the town of Bloutar disappears behind you. The buildings and signs of civilization, such as they were, seem like distant memories now that you have stepped into the embrace of this lush and verdant forest. While the trail you followed out of town seemed quite well used, it very quickly turned into a narrower game trail of some sort that only affords easy single file travel. The undergrowth around you looks quite dense. You seem to be surrounded by a riot of different shades of green. As you move into the looming Qurth Forest, you get an immediate feel for its age from the sheer size of the surrounding trees alone. You are able to spot massive duskwoods, oaks, and shadowtops everywhere. Because of the density of the canopy above you, the light is dappled. The air is humid but smells clean with the rich and verdant scent of a healthy forest. Finally, you hear a cacophony of woodland sounds including the warbles, calls of countless unseen birds, and the chittering and racket of small game. Your track continues straight and deeper into the Qurth taking you steadily north.

Getting Lost in the Woods

If the party has a guide, they will not get lost. If they do not, the party will know that they have to head north until they run into the River Scelptar. As keeping track of which way is north for player characters of this level should not be very hard, the party's navigator will have to make a successful DC:15 Wisdom (Survival) check twice a day, once in the morning and once in the afternoon, to keep heading in the right direction. For modifiers to the general principle and the remedy to getting lost, see the DMG p. 111-112 "Becoming Lost."

Qurth Forest General Features

Light. Dim light due to the extensive canopy.

Dense Forest. If the player characters stray from whatever game trail they are following, all other areas in the forest are difficult terrain.

PART 2A: BOARS

As the player characters make their way north over the first couple of hours, they will encounter a singular of boars. There are twelve (12) **giant boars** in this singular. The **giant boars** do not see well so this is very much an avoidable fight should the player characters wish. Any player character with a passive perception of 15 or higher will hear the sounds of snorts and rooting from clusters of nearby sources, ahead and to the right of the party. If the party has a guide, the guide will hear this and warn the party. If the party wishes to avoid the **giant boars** they must succeed on a group stealth check, DC:12. (See PHB 175).

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two of the **giant boars**.
- **Weak party:** Remove one of the **giant boars**.
- **Strong party:** Add two **giant boars**.
- **Very strong party:** Add four **giant boars**.

PART 2B: WEBS

At this point, the party should still be heading north deeper into the Qurth. This encounter can take place a few hours after the boar encounter or anytime over the next three days. In the meantime, they will have flushed several herds of stags that bounded away at their approach and seen countless other woodland creatures.

At any point of your choosing, the player characters will encounter a spider nest as they trek northward. When ready to run this encounter, please read or paraphrase the following to the player characters.

> Your trek through the Qurth has been largely pleasant so far. The weather has been mild and the variety and beauty of the flora and fauna has been impressive. However, as a group, you suddenly notice the existence of some large webs spun here and there to either side of the trail. As you look around and back the way you came, you now see that webs had been flanking either side of the trail for quite some time. They were just deeper into the woods off of the trail. Looking ahead, the trail seems clear and it does not appear that the webs get any closer to your current path than they are now.

If the party has a guide, the guide will shrug and say "webs like this are not uncommon in the Qurth." It should be clear that going back and trying to go around will be extremely time consuming and will greatly increase the chances of the party getting lost. If the player characters attempt this and try to push off of the trail, call for Wisdom (Survival) checks every hour. If a check is failed (DC:15) the party is lost and will blunder into a similar version of the below encounter.

As the party moves forward, a successful DC:13 Wisdom (Survival) or Intelligence (Nature) will inform that specific player character that the forest appears less healthy here and that the webs are increasing in density and number.

3 **giant spiders** will attack with the aid of 3 **ettercaps**. A successful DC:14 Wisdom (Perception) check will reveal subtle movement ahead and to both sides of the party.

At this point, please read or paraphrase the following to the player characters:

> As if suddenly rising from the forest floor itself, an ogre stands 30' before you right in the middle of the trail you follow. While taking this in, you also hear a large something or somethings crashing through the underbrush towards you from both sides of the trail. You are under attack!

TACTICS

The **ettercaps** are quite clever. As the party approaches, one of them will raise a desiccated ogre corpse [DC: 16 Wisdom (Perception) to notice the fact that the **ogre** is actually a corpse] to its feet by manipulating a series of webs 40' straight ahead of the party on the trail. In front of the ogre corpse, the **ettercaps** have dug a 10' pit and absolutely filled it with webs. The pit is very hard to spot, requiring a successful DC:19 Wisdom (Perception) check. A successful DC: 16 Wisdom (Perception) check is needed to notice that the **ogre** is just a corpse.

Should the party leave the trail, they will find the surrounding forest is difficult terrain. For any potential ranged attack, when either the player character or the target is off the trail, the target of that ranged attack will benefit from half cover. Finally, both the **giant spiders** and **ettercaps** will fight to the death.

Once the ogre corpse is raised into position, the 3 **giant spiders** will attack from both sides, 2 to one side and 1 from the other. The lead **ettercap** will attempt to remain hidden in its puppeteering position to try and make the ogre corpse move as if it were alive.

Finally, only when all of the giant spiders are in melee, the final 4 **ettercaps** will attempt to stealth and take those player characters in the rear of the party unaware.

Treat the webbing in the pit the same as if it were the result of a *web* spell. If a player character falls into the pit, the Dexterity save should be made with disadvantage.

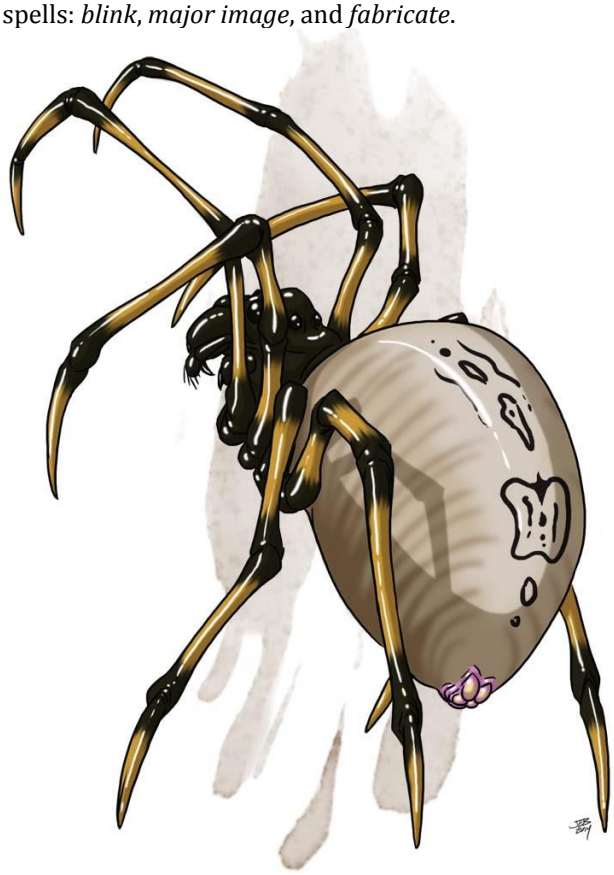
Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two of the **giant spiders** and one **ettercap**.
- **Weak party:** Remove two of the **giant spiders**.
- **Strong party:** Add two **giant spiders**.
- **Very strong party:** Add four **giant spiders** and one **ettercap**.

Treasure

Neither the **giant spiders** nor the **ettercaps** have any treasure on them, but at the bottom of the pit and if the webbing is cleared, the party will find the bones and remains of at least 3 humanoids that seemingly previously succumbed to this devious trap. Among the remains, they will find 100 gp in loose coins, a *potion of climbing*, and scroll a tube containing a scroll bearing the following arcane spells: *blink*, *major image*, and *fabricate*.



2C: Eladrin

This encounter takes place a few hundred yards down the trail following the **2B: Webs** encounter.

After the players clear this part of the Qurth infected by the foul **ettercaps**, they will meet Petal, an **autumn eladrin**. She will be quite pleased with the party for destroying the **ettercaps** which were despoiling this part of the forest.

When you are ready to run this encounter, please read or paraphrase the following to the party:

> Fortunately, whatever was afflicting the forest in the area of the **ettercap** ambush seems to have abated as you leave it further and further behind you. The Qurth quickly returns to its normal luster and beauty. As you continue to follow the track north while taking a deep breath following the terrible **giant spider** and **ettercap** encounter, you are suddenly surprised by a flash of movement in the tree limbs above you. As you scramble to see what it was, you are met with a gentle shower of fragrant flower petals raining down on you. Seemingly in accompaniment with this floral sprinkle, you hear tinkly and musical laughter coming from ahead of you. As you focus on the source of the melodic mirth, you see a most odd, but lovely creature reclining on a tree bough, some 20' ahead of you and approximately 15' off of the ground. She (you assume it is a she due to its clearly feminine features) is looking directly at you while she continues her mischievous laugh. This lovely creature is very slight and no more than 5' tall. She bears a bow of some sort on her back. Her hair, skin and even clothing are a collage of different tones of tan. Before you can do anything other than take in the scene, she cuts off her laughter with a smile and says, "dear friends, my name is Petal. Are any of you hurt?"

Petal was disgusted by the **giant spider** and **ettercap** nest that was poisoning this part of the forest. She is thrilled that someone has dealt with the problem. She was being genuine with her question and will heal the player characters to the best of her ability.

Roleplaying Petal

Petal is an **autumn eladrin**. As such, she is deeply in tune with her natural surroundings. She is fey in the purest meaning of the word. While she is tolerant of any life form that respects the natural world, she does not understand normal human drives and emotions. In conversation, she is very hard to keep on subject as she flits to whatever stray thought that enters her head. This results in a series of non sequiturs when speaking to her. Common statements: "Does the air not taste most delicious?" "That tree is being so silly!" Caterpillars to butterflies and then back again." and "The flowers are calling. I must go."

Petal will willingly and repeatedly share her disgust concerning the **ettercaps**. If asked, she will tell the party that she is unaware of any similar creatures in the immediate area. If further queried, she has heard whispers of some terrible evil inhabiting an old "man place" some distance to the north. She knows nothing specific about it. Finally, she is territorial so does not stray far from this part of the forest. For this reason, she will not accompany the party.

2D: Splendor of Nature

It will take the party three full days to get to the River Scelptar. Along the way, the player characters will have many nature sightings that while interesting, should not result in combat. They may include:

- A mother **black bear** and her two cubs crossing the trail 20 yards ahead of the party moving from the party's left to right and paying the player characters no heed if they are left alone.
- A mated pair of **giant badgers** digging a den 40 yards to the east of the north heading trail. Either a successful DC: 12 Wisdom (Perception) check or a passive perception score of 12 or higher will hear the clear sounds of digging. The badgers will not attack the party unless bothered by the player characters in some way.
- At night, a giant owl will ghost over the camped party. [DC: 15 Wisdom (Perception) to notice.] It does not mean any harm and is merely curious.
- A **panther** will stalk the party for 30 minutes or so [DC: 16 Wisdom (Perception) to notice.] before deciding better of it and seeking easier prey.

2E: Owlbears

A day out from the ruins of Starth Keep, the party will unfortunately enter the hunting grounds of an **owlbear** family. Normally, **owlbears** are solitary hunters, but the party will encounter a mated pair and their nearly fully-grown brood. There are 6 total **owlbears**. A DC:17 Wisdom (Perception) check will reveal faint hoots/growls coming from both sides of the trail. Success will give the party two rounds to prepare for the attack. Anyone successful, can attempt a DC:14 Intelligence (Nature) check to identify that it is **owlbears** that are approaching. Failing that, a successful DC:12 Wisdom (Perception) check will reveal large things crashing through the underbrush towards the player characters. This will give the party one round to prepare.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two of the **owlbears**.
- **Weak party:** Remove one of the **owlbears**.
- **Strong party:** Add one **owlbear**.
- **Very strong party:** Add two **owlbears**.

Tactics

The owlbears will attack with great ferocity and will break off the attack only when over half of their number has been slain.

Part 3: Starth Keep

Expected duration: 120 minutes

After three days of travel, the party will arrive at the River Scelptar. They will hear it before they see it. At this point, the Scelptar is roughly 25' feet across and variable in depth between five and ten feet. Here, not far from its source, the river is placid and easy to cross. The Scelptar picks up speed and volume as it heads west towards The Shining Sea.

However, the player characters should have no need to attempt a crossing as they should have learned from Celban Hilathan that the ruins of Starth Keep are located on the south side of the river, likely just a bit to the east of their current location.

It will not take the party long to find the area of the ruins should they make any reasonable effort to search for them. A successful DC13: Intelligence (Nature) check or a Wisdom (Survival) check will reveal that the general health of the forest here seems to decline as the player characters move east along the bank of the Scelptar. The further east they head, the clearer the signs of blight and disease become.

As the party approaches the site of the ruins themselves, please read or paraphrase the following to the party:

> There is no question that something is very wrong with this part of the Qurth. As you continue to make your way east moving parallel to the south bank of the River Scelptar, the signs of blight and pestilence become increasingly obvious – mottled leaves, twisted and stunted trees, and most alarming, the near complete silence. Gone is the constant cacophony of heathy forest sounds that had become so familiar to you over the past few days. It seems as if you alone are the only living things in this decrepit and ruined stretch of forest.
>
> As you continue your somber march onward, you see ahead of you a clearing of sorts. Peering closer, you see ahead through the tangled underbrush what appear to be clusters of overgrown ruins. If anything, the ruination seems most concentrated there. The clearing is approximately 100' to the east from you and it seems to occupy a pretty big part of the forest – you estimate over 200' across from one side of the clearing to the other.

The player characters have found the ruins of Starth Keep.

General notes on the Ruins

Starth Keep was abandoned hundreds of years ago. As such, very little remains above ground. One can see the approximate outline of the curtain wall based on the intermittent clusters of deeply pitted but finished stones. The walls of the keep itself are long gone as well. All that remains are periodic collections of stones here and there that look like they may have once made up interior walls of the long-abandoned keep.

The only reasonably intact portion of the keep is at the very center of the ruins. The current inhabitants built an arched opening to cover the entrance to the former cellars of the keep.

Starth Keep is now the lair of a **sword wraith commander** named Xugan. In life centuries ago, Xugan was a cruel and merciless commander of a mercenary company operating in the Border Kingdoms. He was betrayed by his greedy and disgruntled men and summarily executed. Since then, his valor-hungry spirit wandered the Talduth Vale before being conscribed by Kurth Avallar, a **death knight**, into reoccupying this ancient and remote stronghold.

Xugan's orders from Kurth Avallar are to covertly build an undead force while also clandestinely acquiring ancient relics important to mortal civilizations. Such is Kurth Avallar's hatred of the living. He seeks out any advantage that will further his goals of destroying the collective will of mortals in order to more easily dominate and rule them.

Kurth Avallar's Badge

3A: Ruin Guardians

Xugan is cautious and has recruited a collection of terrible fey sentries to alert the denizens of the ruins of the presence of intruders, accidental or otherwise. Currently, there are 4 **redcaps** lurking in the ruins. Xugan regularly feeds them mortal captives to slake their bloodthirsty appetites. Their location is indicated on the map which follows.

The **redcaps** sit together in a small camp of sorts on the far side of the clearing. If the player characters approach cautiously and get to the edge of the clearing without being seen, a successful DC:14 Wisdom (Perception) check will reveal the signs of the **redcap** camp – muted conversation, a thin plume of smoke from their fire, etc.

A with a successful group DC:12 stealth check (same DC for an individual check), the party may creep up and observe the **redcap** camp. A success will also allow the PC's to approach the entrance to the cellars unseen. If the party observes the **redcaps,** they see the 4 of them sitting around a fire each working on sharpening their scythes. 10' away from the fire, to the east, is a short tripod from which a metal triangle and a mallet hang. Any PC will recognize this as a crude alarm.

River Scelptar
Redcap
Camp
N
W
E
S

Tactics

At the first sign of the party, the **redcaps** viciously attack the player characters. Knowing that failing Xugan is not an option, the r**edcaps** will fight to the death. Should the party successfully stealth past the camp but set off the archway trap (see below) the **redcaps** will run to the archway as soon as they hear the explosion and engage the player characters there.

Treasure

The **redcaps** don't have anything of value to the player characters.

3.1: Entrance to the Cellars

The only structure in the ruins lies at the very center. There, Xugan had the old entrance to the cellars cleared and covered with a small stone building. The roughly built edifice looks like a squat cottage, approximately 10' x 10'. The only entrance faces to the north. That entrance is an open archway approximately 8' tall at the apex and 4' wide.

A successful DC 12: Intelligence (Investigation) check will reveal the presence of a repeating, crudely engraved image on the forward face of the arch. The image is of a grinning skull centered in an inverted triangle. A successful DC:14 Intelligence (Religion) (Arcana) (History) check will inform that this is the symbol of Myrkul – the lord of bones and the lord of death.

The images are glyphs of sorts that activate a *detect good* spell whenever any creature walks through the arch into the chamber beyond. If any good aligned creature moves through the arch, it alerts the **zombies** in area 3.2 below as well as the below described trap. A *detect magic* spell reveals that images are imbued with divination magic. A *dispel magic* spell suppresses the effect for 1 hour but will not affect the explosive runes trap below.

Archway Trap Details

On the backside, or inward face of the archway, there are another set of glyphs matching the Myrkul images on the front. They are *glyphs of warding* – explosive runes. They detonate the first time a good aligned creature passes through the arch, affecting a 20' radius area. If the player characters somehow became aware of this second set of ruins short of walking through the arc and seeing them without somehow triggering them, a *dispel magic* spell accompanied by a successful DC: 16 spellcasting ability check will dispel them. The stone archway is nearly 18" thick so a *detect magic* spell cast from the outside will not detect their presence. The explosive runes were cast at 6th level, meaning that any creature takes 8d8 thunder damage on a failed saving throw, or half as much damage on a successful one. Finally, the sound of the blast will alert all inhabitants of the player character's presence.

Beyond the archway is a 10' x 10' room with a hard-packed dirt floor. At the rear of the chamber a passage descends down a steep ramp into the former cellars of the keep.

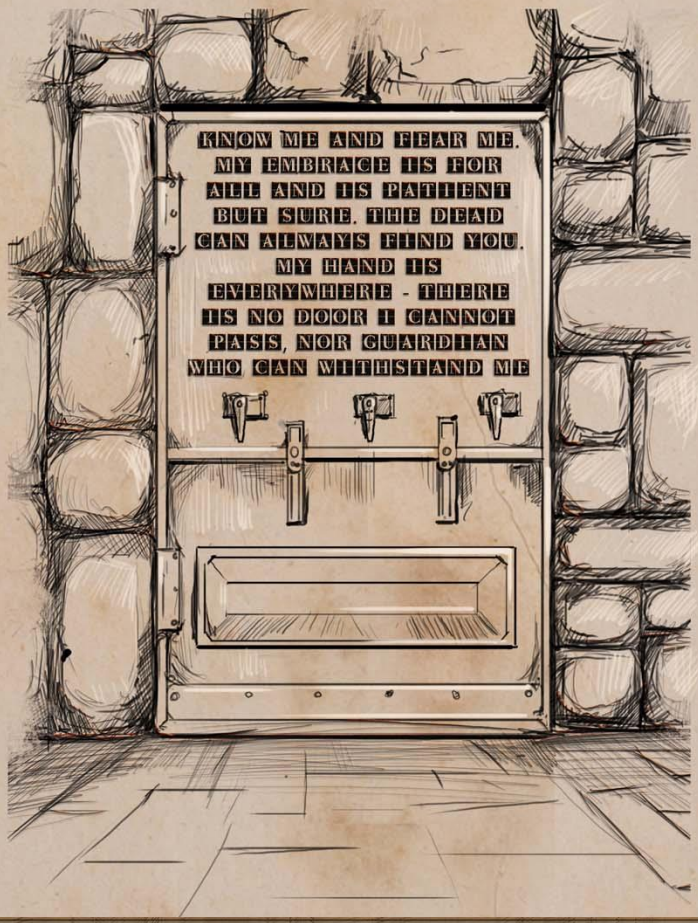
3.2: Guard Zombies

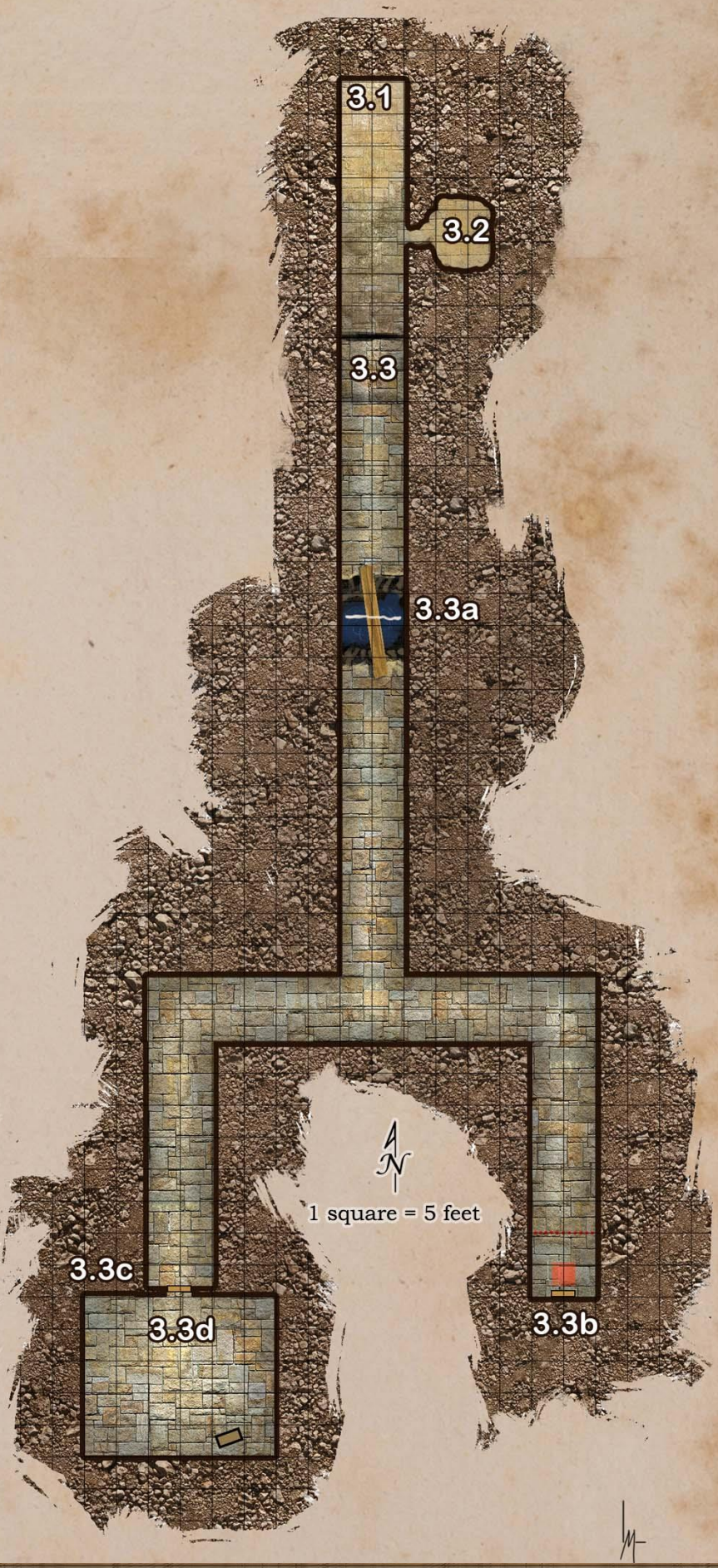
Approximately half way down the ramp to the cellar, the new inhabitants dug a small guard post of sorts. Standing in this small room are 10 **zombies** and one **revenant**. If the player characters either fail to suppress the detect good effect of the archway or trigger the explosive runes above, the **zombies** and **revenant** will immediately shuffle forward and up to confront the invaders. If the party can successfully bypass the alarm and trap, the undead guards remain standing in this room until they detect the presence of the player characters. The player characters will notice that all the undead wear the tattered remnants of raiment featuring a black wyvern on a golden shield. A successful DC:16 Intelligence (History) check will inform that this standard is that of Daerdrard Orglast, known as the Black Wyvern. That check is made with advantage if the player character is from the Talduth Vale.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove four of the **zombies**.
- **Weak party:** Remove two of the **zombies**.
- **Strong party:** Add two **zombies**.
- **Very strong party:** Add four **zombies**.


KNOW ME AND FEAR ME.
MY EMBRACE IS FOR
ALL AND IS PATIENT
BUT SURE. THE DEAD
CAN ALWAYS FIND YOU.
MY HAND IS
EVERYWHERE - THERE
IS NO DOOR I CANNOT
PASS, NOR GUARDIAN
WHO CAN WITHSTAND ME


3.1
3.2
3.3
3.3a
N
1 square = 5 feet
3.3c
3.3d
3.3b

3.3: The Cellars

The short walk down the entry ramp* leads to a small landing (10' x 10'). The player characters will be approximately 25' underground at this point. A single 10' passage leads away from this landing heading south.

Note. The Undead struggle with stairs. So, in an effort to be compliant with the UDA (Undead Disabilities Act) Xugan, the evil mastermind behind this lair, had a dirt ramp installed over the pre-existing cellar stairs.

Cellars General Features

Light. The cellars are completely dark.

Ceiling. Unless otherwise stated, the ceiling height in the cellars is 10'.

Tracks. A successful DC15: Wisdom (Survival) check will reveal signs of humanoid passage in the cellars. If the check is a 20 or more, the check will further reveal that the tracks were made within the last 24 hours.

Rest. A rest of any sort is not possible in the cellars of Starth Keep. Any attempt to do so will result in an attack by whatever denizens of the cellars that are available.

3.3A The Bridge

30' south of this landing, the party will encounter a crevasse that will block their passage. When the player characters get to this point, please read or paraphrase the following:

> After descending into the cool and clammy embrace of the dark, you immediately see that the cellars of the abandoned keep have not fared well in the intervening long years. The stone work of the passage that you now follow is crumbling and the ceiling shoring seems suspect at best. Moving forward, you see that several side passages were sealed off sometime long ago. As you make your way down the decrepit passage, you see that your path forward is complicated by a wide crack in the floor running across the entire breadth of the passage effectively blocking your way. The uneven crevasse is approximately 15' wide. In the middle of the passage, you see what looks like an old and desiccated but over 3" thick and 15" wide plank spanning the divide. Looking down into the chasm, you see that the entire rift is filled with fetid water with the surface of the water approximately 20' down from the lip. You do not see any signs of movement in the water.

Player characters will naturally be suspect of the plank bridge. However, their concerns are misplaced. The bridge is quite sound and will support up to 3 average sized PC's at the same time. Denizens of the cellars know this as they use this crossing all the time.

Xugan had a *wall of force* erected running parallel to and in the middle of the fissure with the only opening being over the plank bridge. A player character walking over the bridge normally will not notice the magical barrier. However, any one attempting to cross the gap by any other means, e.g. jumping, climbing the walls, or flying will hit the barrier.

Bridge Trap

Simple Trap (level 5-10, deadly threat)

Trigger. Attempting to jump, fly, climb around, or otherwise eschew the plank bridge will bring that player character into contact with the *wall of force*.

Effect. The 15' span will likely make for an attractive long jump for many player characters. Should any PC attempt the jump, they will hit the barrier sustaining 3 (1d6) bludgeoning damage and fall into the chasm below.

Anyone attempting the crossing with a *fly* spell will take the same damage and will have to make a concentration check or fall into the chasm below.

Any player character who attempts to climb the side walls [DC:14 Strength (Athletics)] to bypass the fissure will suddenly encounter the barrier. They must succeed on a DC:18 Strength (Athletics) check to maintain their grip and not fall.

The fall is a mere 15', but that is only the beginning of the problem. Xugan has coaxed a massive **black pudding** into residing in this rift where it lies just beneath the surface of the noxious water. There is no way to detect the pudding short of disturbing the water which will certainly rouse the **black pudding**.

A player character who falls into the rift plunges directly into the **black pudding**. In addition to all the other unfortunate consequences that attend that event, that player character is restrained until is either pulled out of the pudding by some means or the pudding is killed.

Countermeasures. The magical wall is very difficult to see. Spotting it requires a successful DC:23 Intelligence (Investigation) (Arcana) check. A detect magic spell will detect evocation magic. Otherwise, simply walking across the plank bridge avoids the wall of force and the lurking black pudding altogether.

Intersection

40' or so beyond the pudding chasm, the player characters will be confronted with a "T" intersection. Any check for tracks will reveal approximately the same amount of traffic going in either direction. Both passages, to the left and the right, run 30' away from the intersection before turning south.

The player characters will have to choose left or right.

3.3B Portcullis

After turning south, the left-hand passage terminates with a wood door 40' to the south.

Five feet in front of the wooden door, there is a small pit trap. It is covered by a piece of canvas and should be easily spotted requiring only a DC: 12 Wisdom (Perception) check. The pit itself is 5' x 5' and is 10' deep. Should a player character fail to see the pit trap, a DC: 13 Dexterity save will keep them from falling in. In the event of a failed save, the player character will take 3(1d6) (bludgeoning) damage from the fall and 6(2d6) (piercing) damage from the wooden spikes affixed to the bottom of the pit.

Once discovered, there is plenty of room to either side of the pit to walk around it to access the wooden door.

The iron banded and wooden door at the end of this passageway is unlocked and opens to blank dirt wall behind it. Opening this false door triggers the cell trap. 30' down the south turn in the passageway or 10' away for the false door, there is a narrow opening in the ceiling that houses an iron portcullis.

When the false door is opened, the iron portcullis slams down effectively creating a 10 x 10' cell.

The loud clanging of the portcullis slamming into place will alert the denizens of the hidden chamber in the passageway's ceiling to the presence of intruders. Depraved Xugan ordered that two **bodaks** man this post. Once signaled, one of the **bodaks** will throw an iron bar into place locking the portcullis in the down position. At the same time, the other undead will throw open the 5'x 5' trap door located directly above the false door and drop down to attack any that are trapped in the 10'x 10' cell. The iron bar throwing **bodak** will follow in the next round.

The cramped ceiling chamber is only 10 'x 10' with a 6' high ceiling. The only contents of this room are the iron bar locking mechanism and the portcullis when it is in the up position.

Tactics

The **bodaks** will savagely attack those trapped in the 10' x 10' cell ignoring any player characters on the far side of the portcullis until all player characters in the cell area are slain. The undead will fight to the death and only once all PC's are slain in the cell, will one of them climb back up into the ceiling chamber to release the iron bar so that they can attack any remaining party members on that side of the portcullis.

Cell Trap

Complex Trap (level 5-10, deadly threat)

This trap creates a cell like space immediately in front of the false wood door.

Trigger. The trigger of this trap is any attempt to open either the false wooden door or the hidden trap door in the ceiling.

Dynamic elements. The three **bodaks** will act on the same initiative number.

Countermeasures. The false door/portcullis triggering mechanism is behind the lower right door hinge (not visible to a find traps spell) so is almost impossible to find. Discovering it before it is activated requires a DC: 28 Intelligence (Investigation) check.

The iron portcullis is very difficult to see as it is disguised as part of a ceiling support and can only be spotted with a successful DC: 25 Wisdom (Perception) check.

Once the iron bar is thrown locking the portcullis in place, a DC:35 Strength check is required to lift it. Up to three player characters may work together to attempt to lift the locked portcullis. If the portcullis is not locked, a DC: 20 Strength check lifts it.

Finally, the ceiling trap door is well hidden. A successful DC: 18 Intelligence (Investigation) check or a successful DC: 18 Wisdom (Perception) check will reveal it. However, even if found, there is no obvious way of opening it from below. And, any attempts to open it from below will alert the undead above resulting in their manually lowering and locking the portcullis followed by their throwing open the trap door and attacking those below.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove one **bodak**.
- **Weak party:** Remove one **bodak**.
- **Strong party:** Add one **bodak**.
- **Very strong party:** Add one **bodaks**.

Treasure

The **bodaks** have no treasure.

3.3C Myrkul's Door

Like the left-hand passage, the right passage turns south for 40' and then terminates in a door. This door though is iron and decorated with a series of iron buttons. The door is trapped. The door does not open via the handles. In fact, the handles do not even move. Instead, it can be opened only when the correct series of buttons are pushed. And, the consequences for pushing the wrong buttons are severe.

When ready to run this encounter, please read or paraphrase the following to the party:

After turning back to the south, the antiquated hallway with its dilapidated shorings and crumbling stone work terminates approximately 40' ahead of you in an iron door. As you get closer, you see a row of three large handles, all pointing down. Above the handles, the top half of the door seems to be decorated with clustered rows of small embossed or raised squares. As you get closer yet, you see that each square has a letter on it. Those clustered rows seem to form sentences. The four separate sentences read as follows - "Know me and fear me. My embrace is for all and is patient but sure. The dead can always find you. My hand is everywhere - there is no door I cannot pass, nor guardian who can withstand me."

The message is spelled out in 2" metal block letters. It reads as indicated above and as in the illustration.

The only way to open the door is to push the right sequence of buttons. A strong push is required to depress any button. A minimum of 10 lbs. of force must be applied. Thus, *mage hand* will not be of assistance with button pushing.

Door Trap

Simple Trap (level 5-10, deadly threat)

The door is trapped requiring the right series of buttons to be pushed to avoid the trap and to open the door. The correct order is: BONES

Trigger. Pushing any button out of order triggers the trap.

Effect. Anytime a wrong button is pushed, a *glyph of warding* – explosive runes, detonates affecting a 20' radius area, unless the effect is suppressed by a *dispel magic* spell. A *detect magic* spell will reveal that each button glows with *abjuration* magic. Any creature takes 6d8 lightning damage on a failed saving throw, or half as much damage on a successful one.

Countermeasures. A successful DC: 13 Wisdom (Religion) check alerts that passage is an ode to Myrkul. A successful DC: 15 Intelligence check will reveal that this is a word puzzle. A more successful Wisdom (Religion) check of 16 or higher will inform that Myrkul is known as the "Lord of Bones". An Intelligence check (Investigation) made at 17 or higher will reveal that the buttons can be depressed. Finally, a successful DC:20 Intelligence (Investigation) check reveals that the first letter "B" in the passage from the word "embrace" seems to be slightly more worn than any of the other buttons/characters.

Depressing the letters to spell "BONES" in the phrase: "My embrace is for all and is patient but sure." (My em**B**race is f**O**r all a**N**d is pati**E**nt but **S**ure) safely unlocks the door with an audible click and with the door opening a few inches on its own.

3.3D Xugan

The player characters have found their way into the lair of Xugan, a **sword wraith commander** and a trusted lieutenant of Kurth Avallar. The party will find Xugan seated on what looks like a chest, flanked by some sort of terrible creature. The creature is a **boneclaw**. As the player characters enter, and assuming that they can see in the dark or have a light source, please read or paraphrase the following:

> As you push open the lettered iron door, a large and nearly square room opens up in front of you. Before you can take in any of the further details, your eyes are drawn to two creatures at the far end of the room. The one on the left is a hulking mass of twisted sinew and bones. Its head nearly brushes the ceiling and each of its arms terminate in a massive set of terrible claws. The creature on the right is smaller, but no less impressive. The thing must have once been a man as it is dressed in full armor while seated on a chest of some sort. Across its knees is an unsheathed longsword with a stylized cross-guard that looks like a small tree branch. Its red eyes glow with malevolence as it speaks in a sibilant voice, "Well now. It appears that we have visitors. We HATE visitors. Time to die mortals!" And with that, both creatures start towards you.

Room General Features

Dimensions. The room is 30' x 30'.

Light. The room, as with the rest of the cellars, is completely dark.

Room Contents. The section of the room that is opposite of the door is filled with old barrels, crates, and boxes – detritus from the original cellar inhabitants generations ago. The desiccated wood and thoroughly rusted metal of the containers are very brittle and crumble to the touch. This area takes up the far 10' of the room opposite the door and constitutes difficult terrain. Xugan and the **boneclaw** are in front of this refuse so are 20' from the door when the party enters.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Replace the **boneclaw** with a **bodak**.
- **Weak party:** Xugan will not use his *call to honor* ability.
- **Strong party:** Add one **sword wraith**.
- **Very strong party:** Add two **sword wraiths**.

Tactics

The **boneclaw**, a wizard named Blettle in life, serves Xugan faithfully as it was drawn to Xugan's venomous soul and his hate-filled heart. If able, the boneclaw will use its *shadow jump* ability to close the gap between itself and the party, attempt to grab a player character, and then *shadow jump* away with that player character so that it can tear the PC to pieces.

Xugan, a **sword wraith commander**, will charge the party head on and lay about with the Starth longsword (see the Xugan's Sword sidebar below). If wounded, Xugan will attempt to use its *call to honor* ability as soon as possible.

Xugan's Sword

Xugan carries "Stout", a *+2 longsword* with a cross-guard shaped like a tree branch and an oak tree embossed on its pommel. The weapon provides the following adjustments to the sword wraith commander statblock.

- ***Longsword.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands.

Treasure

The only items of value are in the chest that Xugan was sitting on. Therein are a number of things. They include: The Helm of Bloutar - a full face helm made of tin and other light metals that is in the shape of a stylized owlbear - while it offers no actual protection, it does have a value of 1,500 GP; a gold circlet set with 10 total stones - this is the circlet of Hawklyn. A successful Intelligence (History) check of 23 or higher will inform of that fact. Its value is 2,500 GP; finally, among the other otherwise useless junk in this chest (old candelabra, dishes, serving ware, etc. all of no value) there is a brass chalice that is inlaid with silver worth 250 GP and a small gold idol to Helm that is worth 750 GP.

Xugan wields the Starth family sword which has a cross-guard that is shaped like a tree branch an oak tree embossed on its pommel and is a *+2 longsword*. See **Player Handout B** for additional details.

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 4 advancement checkpoints and 4 treasure checkpoints for completing the **story** objective below:

- ***Story Objective:*** Retrieve the helm of Bloutar and return it to Celban Hilathan.

Player Rewards

The characters earn downtime and renown as outlined in the *Adventurers League Dungeon Master's Guide* for completing the adventure.

Magic Item Unlock

Characters completing the adventure's **story** objective unlock this magic item.

Stout *(+2 Longsword).* This longsword has a cross-guard shaped like a tree branch and an oak tree embossed on its pommel. This item can be found in **Appendix 2: Player Handout B**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and **downtime** as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League* Dungeon *Master's Guide*) for more information about DM Quests.

Appendix 1. Monster/NPC Statistics

Autumn Eladrin

Medium fey (elf), chaotic neutral

Armor Class 19 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	18 (+4)

Skills Insight +7, Medicine +7
Damage Resistances bludgeoning, piercing, and s lashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 10 (5,900 XP)

Enchanting Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Enchanting Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.

Fey Step (Recharge 4-6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

3/day each: *cure wounds* (as a 5th-level spell), *lesser restoration*
1/day each: *greater restoration, heal, raise dead*

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

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands, plus 18 (4d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (ld8 + 3) piercing damage plus 18 (4d8) psychic damage.

Reactions

Foster Peace. If a creature charmed by the eladrin hits with an attack roll while within 60 feet of the eladrin, the eladrin magically causes the attack to miss, provided the eladrin can see the attacker.

Black Bear

Medium beast, unaligned

Armor Class 11 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Black Pudding

Large ooze, unaligned

Armor Class 7
Hit Points 85 (10d10 + 30)
Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, non magical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Bodak

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +6
Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Abyssal, the languages it knew in life
Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Boneclaw

Large undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 127 (17d10 + 34)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	9 (-1)

Saving Throws Dex +7, Con +6, Wis +6
Skills Perception +6, Stealth +7
Damage Resistances cold, necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common plus the main language of its master
Challenge 12 (8,400 XP)

Rejuvenation. While its master lives, a destroyed boneclaw gains a new body in 1d10 hours, with all its hit points. The new body appears within 1 mile of the boneclaw's master.

Shadow Stealth. While in dim light or darkness, the boneclaw can take the Hide action as a bonus action.

Actions

Multiattack. The boneclaw makes two claw attacks.

Piercing Claw. *Melee Weapon Attack:* + 8 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 14). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

Shadow Jump. If the boneclaw is in dim light or darkness, each creature of the boneclaw's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 34 (5d12 + 2) necrotic damage.

The boneclaw then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

Actions

Deadly Reach. In response to a visible enemy moving into its reach, the boneclaw makes one claw attack against that enemy. If the attack hits, the boneclaw can make a second claw attack against the target.

Ettercap

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

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

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, is vulnerable to fire damage, and immune to bludgeoning, poison, and psychic damage.

Giant Badger

Medium beast, unaligned

Armor Class 10
Hit Points 13 (2d8 + 4)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The badger makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.
Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Giant Boar

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8
Languages —
Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.
Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

Giant Owl

Large beast, neutral

Armor Class 12
Hit Points 19 (3d10 + 3)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +4
Senses darkvision 120 ft., passive Perception 15
Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them
Challenge 1/4 (50 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit*: 8 (2d6 + 1) slashing damage.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.
Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.
Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Owlbear

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.
Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.
Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Panther

Medium beast, unaligned

Armor Class 12
Hit Points 13 (3d8)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6
Senses passive Perception 14
Languages —
Challenge 1/4 (50 XP)

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.
Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Redcap

Small fey, chaotic evil

Armor Class 13 (natural armor)
Hit Points 45 (6d6 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

Revenant

Medium undead, neutral

Armor Class 13 (leather armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

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

Saving Throws Str +7, Con +7, Wis +6, Cha +7
Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points unless it is permanently sent to the afterlife by a *wish* spell.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Multiattack. The revenant makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

Sword Wraith Commander

Medium undead, lawful evil

Armor Class 18 (breastplate, shield)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Perception +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The sword wraith makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (ld8 + 2) piercing damage.

Call to Honor (1/Day). To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4 + 1 sword wraith warriors appear in unoccupied spaces within 30 feet of it. The warriors last until they drop to 0 hit points, and they take their turns immediately after the commander's turn on the same initiative count.

Xugan's Sword

Xugan (a sword wraith commander) carries "Stout", a *+2 longsword* with a cross-guard shaped like a tree branch and an oak tree embossed on its pommel. The weapon provides the following adjustments to the sword wraith commander statblock.

- ***Longsword.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands.

Sword Wraith Warrior

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages the languages it knew in life
Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

Actions

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

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

Zombie

Medium undead, neutral evil

Armor Class 8
Hit Points 22 (3d8+9)
Speed 20 ft.

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

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1/4 (50 XP)

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

Actions

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

Appendix 2: Player Handout A

Odd one today. As I was moving through a dense stand of duskwoods, I suddenly saw 3 centaurs in front of me at full draw. Damned if I know how they got the drop on me. They said, "Turn your path interloper. This direction is only death. You approach the ruins of Starth Keep."

Never heard of it. And when I asked – what is Starth Keep? The same beast said, "Ruins of a long past civilization now inhabited by fell undead creatures who horde baubles of your people."
When I asked – what sort of baubles? The creature replied, "Relics of your people's past mostly. A helm of Bloutar, a token of Hawklyn, and other such follies."

I am no fool so decided to follow their advice and head back to Bloutar to raise a proper expedition. Bloutar is 3 or so days south from here. The ruins are near the Scelptar River. What other treasures are hidden in the ruins? I mean to find out.

Appendix 2: Player Handout B

During the course of the adventure, the characters may unlock or acquire the items below. If you are distributing these to your players, print as many as you need to ensure all eligible characters receive a copy. Alternatively, allow each player to take a picture of the information with their mobile device.

Stout (+2 Longsword)

Weapon (longsword), rare, Table G

This longsword has a cross-guard shaped like a tree branch and an oak tree embossed on its pommel.

You gain a +2 bonus to attack and damage rolls made with this magical longsword. In addition, the sword has the Gleaming minor property and never gets dirty.

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

Potion of Healing

Potion, common

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

This item can be found in the *Player's Handbook*.

Potion of Healing

Potion, common

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

This item can be found in the *Player's Handbook*.

Potion of Healing

Potion, common

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

This item can be found in the *Player's Handbook*.

Potion of Climbing

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

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

Spell Scroll of Blink

Scroll, rare

This scroll contains a single *blink* spell.

A description of spell scrolls can be found in the *Dungeon Master's Guide*.

Spell Scroll of Fabricate

Scroll, uncommon

This scroll contains a single *fabricate* spell.

A description of spell scrolls can be found in the *Dungeon Master's Guide*.

Spell Scroll of Major Image

Scroll, uncommon

This scroll contains a single *major image* spell.

A description of spell scrolls can be found in the *Dungeon Master's Guide*.

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