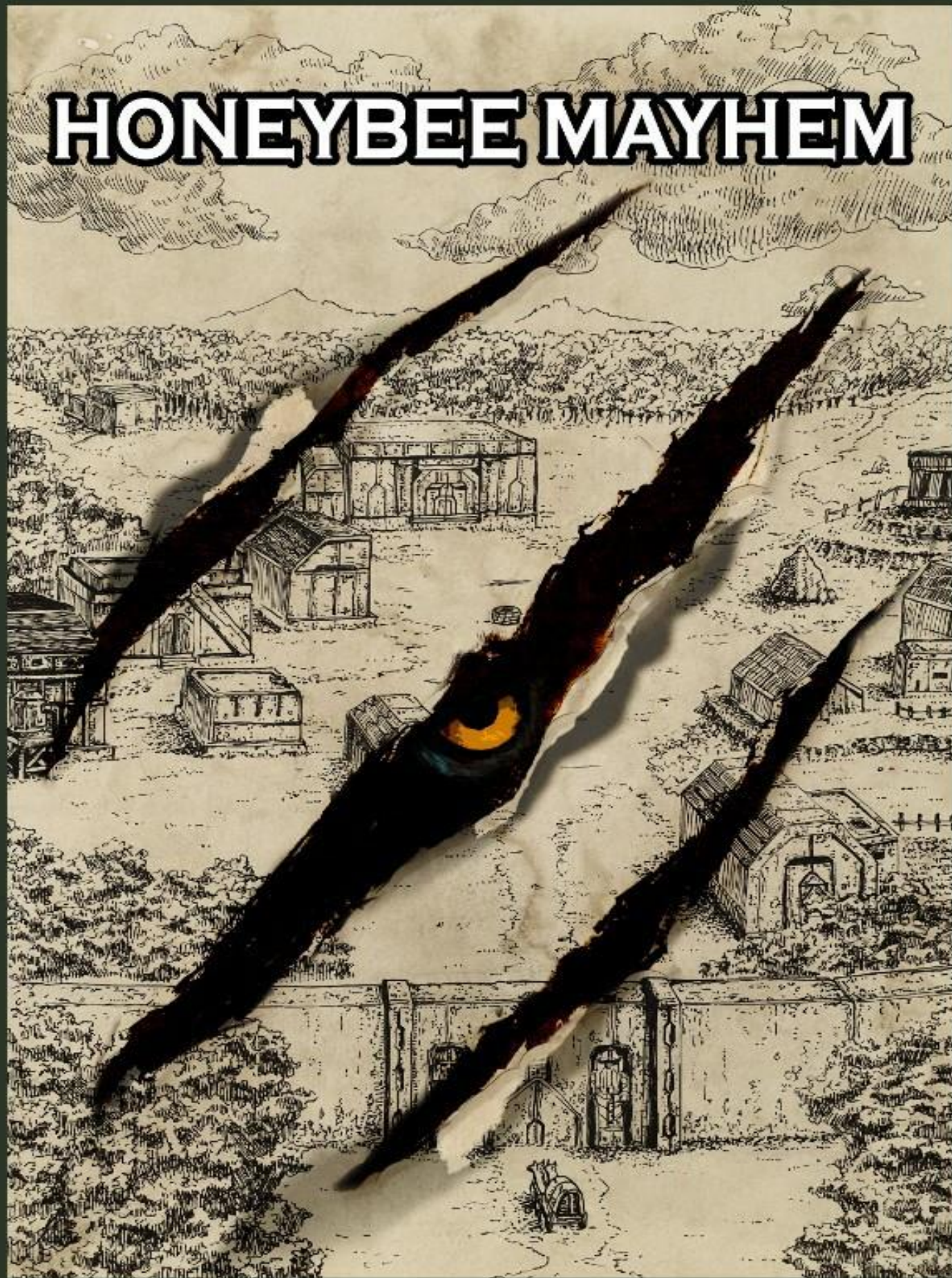


DUNGEONS & DRAGONS

HONEYBEE MAYHEM



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Honeybee Mayhem

Rumors say that a mysterious monster appeared in Honeybrew town. The monster wanders around the town and spreads terror, and finally, two young dwarves got hurt by the beast. Can adventurers protect the village from this monster?

A Two -Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Goblin Latte Con

The Dice Latte(다이스라떼)

Laughing Goblin (깔깔고블린)

Present

Adventure Primer

This adventure is designed for **three to seven 1-4-level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure. Also, this adventure is the first episode of the ‘The King Under the Mountains Saga.’

Background

Honeybrew town is a small but wealthy brewery town that belongs to Tief-Hold, a Dwarven kingdom that rules the Earthspur Mountains. The town is famous for Redcheek Mead, but they also make a special mead called King’s Sigh. It is brewed only a dozen bottles once per ten years, so only the monarchs of Tief-Hold can have a taste of it.

Ten days ago, village youths Adrick and Doridos were severely injured in the rampage of De-Claw, an owlbear that visited the town searching for the royal jelly of Red Bee. The royal jelly is powerful a natural remedy and an essential ingredient of King’s sigh.

De-Claw is the guardian spirit of the mountain where Honeybrew town is located. It is naturally a good and wise creature, but it is now out of its mind because of the pain of the injury from a fight to protect the mountain and town against a goblin warband. Not knowing what it truly is, the villagers are afraid of it and rumors are spreading like wildfire. The mayor Murin Honeybeard asked for the help of Tief-Hold rangers, but somehow they are not coming to the town for twenty days.

Meanwhile, Darun Honeybeard, a friend of the wounded dwarves and son of Murin, ran out of town and came to the Red pine Inn, a longtime client of the town, to find the adventurers who could help protecting the town. The adventurers must find out the identity of the monster by investigation and questioning, and eventually they have to decide whether to kill it or save it.

De-Claw

De-Claw is the guardian spirit and master of the mountain where Honeybrew town is located. It has been guarding the mountain for hundreds of years, and

it is a spirit wise enough to speak both Sylvan and Druidic.

But recently, after being attacked by goblins, it lost its mind to poison, wounds and pain. Its instinct lead it to Honeybrew town to look for the remedy, the royal jelly of Red Bee.

De-Claw uses the stat block of Owlbear, but its hp is 91, intelligence is 10 and wisdom is 20.

Overview

The adventure is divided into five parts: The Call to Action section and Parts 1 to 4. The entire adventure takes approximately **2 hours** to play.

- **Call to Action: Redcheek Mead.** The adventurers accept the Darun’s request and head to Honeybrew town.
- **Part 1: Honeybrew town.** Upon the arrival at Honeybrew Town, the adventurers meet Murin, the father of Darun, and learn of the general situation.
- **Part 2: Searching.** The adventurers get around the town to find the culprit. Above of all, they need to find out where it is. This is **Story Object A**.
- **Part 3: To kill or not to kill.** Finally, the adventurers found out De-Claw’s whereabouts. Killing it may result in a greater danger to the town. Should they make it pay for the blood of young villagers, or forgive it for a potential greater good? The choice is up to the adventurers. Killing or saving De-Claw is **Story Object B**.
- **Part 4: Ending.** The fate of the town depends on the choice of the adventurers. Neither is a bad ending; it’s just a choice of them.

Adventure Hook

In addition to the adventurers’ individual backgrounds, the following hooks are possible ways to involve the characters in the scenario.

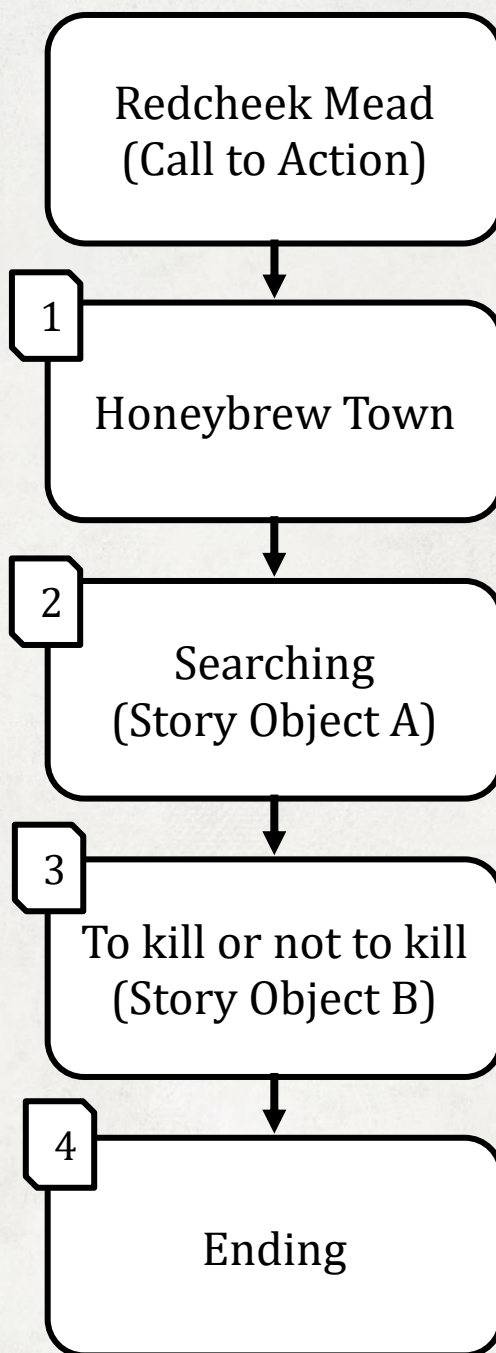
Rookie. Arrow Anthony, the innkeeper of Red pine Inn, is generous to rookie adventurers. Maybe characters have a credit to the innkeeper and it would be hard to reject his request.

Heavy Drinker. Characters that love to drink great booze cannot tolerate that a town that

brews such a good mead is in danger. Also, Darun promises they can drink Redcheek Mead as much as they want if they save the town.

Soldier of fortune. The town is small but wealthy. If characters help them, they can get some extra coins to reach their real goal.

Adventurer Flowchart



Call to Action: Redcheek Mead

Estimated Duration: 15 minutes

When the adventure begins, the characters are coming to the Red Pine Inn to relax after a long day's journey. Red Pine Inn is the only place in Mulmaster that sells dwarven Redcheek Mead, and it is the shelter for rookie adventures. The adventurers have already met each other and shared one or two small tasks. Read or paraphrase the following:

After a long day, when you enter Red Pine Inn, you see the hall unusually lacks of crowd. The innkeeper Arrow Anthony smiles and speaks to you.

"Others are busy hunting goblins. They are everywhere these days. Hmm... Yeah! It is good time to show our secret menu to you, rookies!"

When the adventurers sit down, Anthony recommends "Redcheek Mead" to you. The mead is much more expensive than normal beer but tastes exceptionally delicious. Let the players describe how delicious it is. You can reward a good roleplay with an inspiration.

Meeting with Darun

When the adventurers toast their mugs, the inn door opens and a common dwarf (LG, dwarf **Commoner**) rush into the inn. Darun tells Anthony that a mysterious monster has appeared at the Honeybrew town. His story sounds quite interesting to the adventurers.

Call to Action

After a short conversation with Anthony, Darun comes to the adventurers. He explains the situation in the village, and then asks them to protect the town from the threat. He also says they will be given a handsome payment as well as a feast of Redcheek Mead. He asks to protect the town. Accepting Darun's request is the **Call to Action**.

Creature Information

Darun is a young dwarf who is barely out of adolescence. His clothes are those of an ordinary farmer, but the unusual cleanness suggests a decent living.

What Does Darun Know? If characters ask the situation in the village, Darun gives the following information:

- A huge monster has been haunting the town for ten days.
- The monster wanders around the apiary.
- This kind of work is usually dealt with by the rangers of the Tief-Hold. They are to patrol the town once per ten days, but they haven't showed up for twenty days.
 - Murin, the village head and Darun's father, made the villagers take turns guarding the apiary to protect it from the monster.
 - Two days ago, Darun's friends Adrick and Doridos were attacked by the monster while they were on guard. Their injuries are pretty bad.
 - Murin believes the monster is an old Ankheg that attacked the town 100 years ago.
 - However, it is so strange for an Ankheg to wander around openly but not attacking the people for long.

If the adventurers accept the request, they can head straight to the Honeybrew town by Darun's carriage.

Twist for the Combat lovers

This scenario is designed to allow players to avoid the combat, depending on their choice. However, if your players really like combat, you can bring out the goblins who chased the De-Claw. A **Goblin boss** and Six **Goblin** ambushed near Honeybrew town and attacked the players. If players capture the goblins, they speak nothing but said that they chased the 'Master of the Mountain'. If use this encounter, Murin gives the information that goblins show up near the town after the accident happens, but they know nothing why.

- Very Weak: four **goblins** show up.
- Weak: A **goblin boss** and four **goblins** show up.
- Strong: two **goblin boss**, six **goblins** show up.

Part 1: Honeybrew town

Estimated Duration: 15 minutes

In this part, the adventurers arrive at Honeybrew and learn of the general atmosphere of the town. Then, they can meet Darun's father Murin and hear what he knows and how to start the investigation.

Location Information

Honeybrew town has the following features:

Dimension & Terrain. It takes about two days from Mulmaster to Honeybrew town by carriage, and three days on foot. The town is on the edge of the Earthspur Mountains. Unusually for a dwarven town, it is above the ground. However, the roads and squares are made of stone. See Appendix 3 for a detailed layout. It is a small town with a population around 40.

Lighting. On daytime, there is nothing to obscure the light around the town. Even the forest surrounding it does not bother the sight unless the adventurers leave the town and get into the woods. In night, the crescent moon gives off dim light.

Smell & Sound. Mealtime or not, subtle scent of honey fills the village. Once the adventurers enter the woods, they notice there are significantly less bird songs in the forest than on the way to the town.

Creature Information

The Mourners. When the adventurers come to the center of the town, a bell tolls twice from the northeastward of the mountain. After a while, townsfolk come back to town in sorrow. By talking with them, the adventurers get to know a young dwarf named Doridos died from an injury.

Murin Honeybeard is the mayor of Honeybrew town and a typical stubborn dwarf. He has dark golden beard and hair. The adventurers can meet Murin (LN, dwarf **commoner**) at the town square.

What do they want? Murin is sure that the monster is an ankheg that assaulted the town a hundred years ago. Also, he believes the rangers

of Tief-Hold will come to defeat the monster. Therefore, he wants the adventurers to focus on nothing but defending the town until the rangers come.

What do they know? From the conversation with Murin, adventurers get the following information:

- Another injured dwarf named Adrick is still alive, but he is in critical condition. He is hospitalized in the clinic of Hospil, a healer and potion seller of the town. If the adventurers cure him, they will greatly appreciate it.
- Murin believes rangers of Tief-Hold will arrive soon and solve every problem.
- The monster appeared about ten days ago. Townsfolk say they heard moaning cries and saw glittering red eyes near the apiary.
- On the alert for the monster, Murin organized the townsfolk into a vigilante. The injured young dwarves were guarding the apiary at his order.
- Murin believes an old ankheg near the town is responsible for all of this. He also believes the rangers of Tief-Holds will easily deal with of this problem.
- If adventurers ask him what is an ankheg, he tells it is a large-sized insect monster that burrows the earth and has a big jaw, spiny shell and a pair of paws like a scythe. He also says it can spit acid. When one of them broke into the village a hundred years ago, Murin saw it for himself, and all the old dwarves in the town know of that, too.
- Murin heard of a rumor that goblins are suddenly organizing themselves, but he never saw a goblin around the town. He firmly believes that goblins are not the problem.
- The adventurers cannot enter the apiary. If they want to know why, they must succeed on DC 16 Charisma (Persuasion) check. If they do, Murin says outsiders cannot enter because now is the time when Red Bees change their queen once per ten years. (At this moment, he doesn't mention that there is rthe oyal jelly of Red Bee, which is essential to brew a King's Sigh and is a powerful natural remedy.)

From now on adventurers are allowed to move around the town and search for the clue, and progress moves on ***Part 2: Searching.***

A Clew for De-Claw

If you want to give more clew for the adventurers, introduce the stone totem at the entrance of the town. Totem is made of poor workmanship that is not suitable for Dwarf's village, so it is easy for adventurers to find. If adventurers pass DC 15 intelligence (Religion) check, they can find out that this is an altar of an ancient religion that idolizes a specific animal or a monster. If adventurers ask about it to Darun, he said that it is a totem for the spirit of the mountain, but it has been there as old as the town and no one knows who made it.

Part 2: Searching

Estimated Duration: 1 hour 15 minutes

In this part, the adventurers have to investigate what the monster is, where it is, why it attacks, and how to defeat it. Locating De-Claw's hideout is Story Object A. In part 2, the adventurers can visit the following locations:

- **Scene A, Clinic.** The adventurers can heal Adrick and acquire information from Adrick and Hospil. Also, they encounter Ivelios for the first time and realize the urgency of the event.
- **Scene B, Temple of Valkauna.** The adventurers meet grief-stricken Aurin. She says Doridos' wounds were from the claws of a beast and the beak of a bird.
- **Scene C, House of the Herbalist.** Sneaking into this place reveals that De-Claw and Ivelios are on good terms, and De-Claw is seriously injured.
- **Scene D, The Apiary.** Here are a variety of clues on what happened when the dwarves were attacked. Tracking the monster's trace leads to part 3.

When the adventurers start the investigation, Darun remains with Murin to soothe him, but he will come to aid if any character asks for help.

Race Against Time

De-Claw is seriously injured when the adventurers encounter it on part 3. If the adventurers take too much time to reach it, it will lose its mind and go wild. At that point, De-Claw's attacks gets the features of a barbarian's reckless attack (PHB, p48). "Time Delay Point(TDP)" stacks up on the following conditions:

- A character tries a failed check again.
- Taking a short rest.
- A round passes during the battle against Ivelios.
- A round passes during the battle against De-Claw.

If TDP stacks up to six, De-Claw loses control and barges out of its hideout. Also, the events below occur as TDP stacks. Urge the players to act swiftly by reminding them there is no time to rest or delay.

- 2 Stacks – Birds fly out of the forest and leave the mountain, blotting out the sun. Also, the mountain quakes a little.
- 4 Stacks – Insects and beasts crawl out of their nest and run away. Mountain quakes stronger than before.
- 6 Stacks – The quake stops, and De-Claw goes berserk.

If the adventurers take a long rest or hunt an ankheg, TDP immediately stacks up to six, triggering De-Claw to go berserk and attack the apiary. Refer to Situation C of Part 3 in this case.

Scene A. Clinic

The survivor Adrick is being treated at Hospil's Clinic. Hospil is a potion seller, healer and alchemist of the town. When the adventurers enter the clinic, Hospil calls for help from a small back room. He is trying to settle down Adrick's seizure. If the adventurers help him, he will provide helpful information. They also meet Ivelios when they leave this place after the conversation.

Location Information

Dimension & Terrain. The clinic is located at the opposite side(southeast) of the town square from Murin's Place. It is a stone building with a sign "Potion Vendor" and nailed wooden plank which is carved as "& Clinic."

Lighting & Sound. The window lets the bright light in. Even on nights, a lantern provides adequate lighting. The adventurers hear someone's noise as soon as they enter.

Creature Information

Adrick is a young dwarf just like Darun. He is unconscious with serious injuries and bandages all over his body.

Hospil is the potion seller and therapist of the town, but his healing skill is not that good. The

most critical injury that he has ever treated is a that of a villager who dropped an ax on a foot.

Saving Adrick

When the adventurers enter the clinic, they hear a noise from the back room. When they open the door to the room, they see Adrick. With bandages all over his body, he is convulsing with foam at mouth. Hospil, barely holding Adrick, asks for help of the adventurers. They can hold Adrick with a successful DC 12 Strength (Athletic) check. If they succeed to hold Adrick, they can stabilize Adrick with a successful a DC 12 Wisdom (Medicine) check; otherwise, the DC increases to 16. If the adventurers want to heal Adrick with spells or items, they must recover 8 hit points or more.

If they succeed on the treatment, Adrick becomes stable and regains his consciousness before long; if they fail, Adrick falls into a coma and will not wake up while they are in town.

Unwrapping the dressing. The adventurers can unwrap Adrick's dressing and examine his wound with a successful DC 12 dexterity (Sleight of Hand) check. On a success, the dressing would be gently unwound, and Adventurers can observe the wound. On a failure, blood gushes out of the wound and Adrick falls into a coma. Hospil warns of the risk before they try to unwrap the dressing. Under the bandage lie four lines of sharply cut wounds. A successful DC 12 Wisdom (Medicine) check reveals the wounds are claw marks of a beast. If the roll is 16 or higher, they know for sure that the claw marks are not of an ankheg.

What Hospil knows. Whether the adventurers succeed on the treatment or not, Hospil catches they were trying to help Adrick and tells what he knows. However, if asked about Adrick's injury, he bashfully says that he knows little. He says he just managed to be a therapist after all lessons from Ivelios, who taught him how to make potions and identify herbs. Hospil tells the adventurers the following information:

- Adrick got his's chest deeply cut.
- It was the old herbalist who saved Adrick and Doridos. If anyone knows something about the attack, he would be that one.

- If adventurers are so curious about the wound, they might visit a dwarf named Aurin, the elder sister of Doridos. She used to be a scout of Tief-hold and she cleaned and dressed her deceased brother by herself, so she would surely know something about the wound.

- Whenever Adrick suffers from nightmares, he shouts "Thorns! It has thorns!" (The "thorns" are in fact broken arrows)

- In the appreciation of saving Adrick, Hospil tells adventurers that if any of them needs assistance or help to persuade people, he will do his best for them.

What Adrick Knows? At the end of their talk with Hospil, Adrick recovers his consciousness (unless he fell into a coma). After being explained of the situation, Adrick express his gratitude to adventurers and tells what he knows. He can tell the adventurers the following information:

- Never knowing anything to happen, they dug a trench in front of the apiary and stood by.

- Clearly, the monster was a large sized creature and came from the north-west forest. It was too fast, and the moon was too dark to identify what kind of a monster it was.

- Gravely wounded Adrick desperately flung himself to the monster that was rushing toward Doridos. Holding on its damp furry back, Adrick felt the beast had several thorns over the fur. (With this information, the adventurers may notice that the monster is not an Ankheg.)

- The monster obviously rushed above ground.

- The thorn wasn't sharp and felt like a broken branch. When Adrick touched its thorn, it cried terribly.

After telling everything he knows to adventurers, Adrick falls asleep in exhaustion. Hospil gently asks adventurers to leave.

Herbalist Ivelios

As the adventurers get out of back room and enter the front room lined with potions and herbs, the door flings open and Ivelios the herbalist (CG, Druid) bursts in. Ivelios seems like

in a hurry, sweeping all the herbs and potions on cupboards into his backpack without saying a word.

Ivelios

Ivelios is a powerful druid, but he spent most of his spells and abilities treating De-claw. His current status is around that of a level 8 druid. Ivelios uses Druid stat block.

Creature Information

Ivelios wears a cape of woven leaves tied with a brooch in the shape of a head of stag and an amulet in the shape of a head of a unicorn. He holds a leafy quarterstaff.

Things to know. Any character succeeding on a DC 12 Wisdom (Perception) check realizes Ivelios is exhausted, reeks of blood, and has dried bloodstains all over the clothes. If the adventurers ask or talk to him, he doesn't answer but repeats "No time to talk!" and keeps taking herbs and potions.

As the adventures approach him, A powerful earthquake hits the town. Ivelios rushes out in panic. When the adventurers go outside, read or paraphrase:

A great earthquake shakes the land as if the whole mountain is screaming. A fissure runs on the stone building that looked perfect without a crack. The earthquake becomes stronger and stronger. Something extraordinary is going on.

With an arrogant, irritated voice, Ivelios shouts to the characters to go back to where they came from. Then he turns into a **Eagle** in an instant and quickly disappears into the woods. He moves too fast for the adventurers to react or catch up.

Scene B. Temple of Valkauna.

Aurin is at the temple of Valkauna. The temple also works as a village cemetery. It is located in a cave dug under a cliff at the eastern end of the village. Aurin stands in front of the newly made grave to mourn her brother's death. The area has the following features:

Dimension & Terrain. The temple of Valkauna is a cave dug under a huge cliff. The huge entrance is made of stone, and above the entrance is a large iron bell engraved with a silver water bottle along with a big hole. The bottle is the symbol of Valkauna. Inside the gate is a large cave about 100 feet long and wide and 40 feet deep, and the walls are cut incredibly clean. Graves lie at the bottom of the cave. Each gravestone is 5 feet apart from another. At the deepest part of the cave is a statue and an altar of Valkauna.

Lighting and Sound. During the day, the cave is bright with sunlight coming through the window to the cliffside. During the night, moonlight as well as two hearths placed on either side of the altar lights the place. Inside the cave is so quiet that even the worst chatterers keep their breath unwittingly. The only sound is Aurin sobbing and holding back tears in front of the newly made grave.

Valkauna. Any character recognizes the symbol on the iron bell with a successful DC 10 Intelligence (Religion) check. A dwarf character succeeds without a check. On a success, they know Valkauna is a lawful neutral dwarven deity of birth, death, and oaths.

Creature Information

Aurin. The sister of the dead dwarf Doridos is at the shrine of Valkauna. Two priests of Valkauna are also present, but they do not answer to the adventurers' questions. Aurin is the only blacksmith in town and the person who cleaned and shrouded Doridos' body. Also, she had been a scout of Tief-Hold. Her right hand is a prosthetic one, and she looks like a strong soldier with old scars on the face. Now, clad in dwarven mourning dress, she is grieving the death of younger brother.

What does she know? When the characters approach Aurin, she asks them who they are and how they came here. Especially, she asks who invited the characters. If they mention Darun or Murin, she gets angry and calls Murin a cold-blooded animal who left Doridos dead. She insists she has nothing to say to those brought by Darun and Murin. If the adventurers try to persuade her, she asks them to make a vow that they will offer the monster's head to the altar in

the name of Valkauna. The terms of vow can be changed to 'make it pay' or 'make it repay' with a successful DC 16 Charisma (Persuasion) check. After making the oath, the adventurers learn the following information from her:

- Doridos had a pair of wounds on the side that looked as if pierced by a huge pair of spikes, like a giant bird bit him with a beak. (If the adventurers ask if it is a bite mark of an ankheg, Aurin says it is very unlikely.)
- It was the herbalist Ivelios who brought Doridos and Adrick. Without him, she couldn't have been with Doridos when he died.

DM tips

In this scenario, the vow made in a deity's name is an important trigger that helps players get immersed to other characters. It is advisable to let them take a vow without a rolling.

If the adventurers ask Aurin why she blames Darun and Murin, she sighs and reluctantly tells the following:

- Murin refused to use the royal jelly of Red Bee to help Doridos.
- Royal jelly of Red Bee is one of the ingredients of *potion of supreme healing*. It is a powerful natural remedy that even saves someone on the brink of death.

If the adventurers ask why Murin refused to use the royal jelly for Doridos, Aurin says (Murin also says so if pressed later):

- Honeybrew town brews not only ordinary Redcheek Mead but also King's Sigh, a mead of the finest quality.
- King's sigh is made with a special type of royal jelly that is only produced every decade when Red Bees change their queen.
- Honeybrew town pays King's Sigh as a tribute to Tief-Hold. They must pay the tribute to the Hold to be protected by them—at least Murin believes so.

After sharing these pieces of information, Aurin politely asks adventurers to leave so she could mourn Doridos in peace.

Scene C. The House of the Herbalist

The house of the herbalist is located at the northeast of the town. It takes about 15 minutes of walk from the village to his house. There is no one in the house, but the adventurers don't know that until they open the door.

Area Information

The house of the herbalist has the following features:

Dimension & Terrain. The house of the herbalist is made by trees that intertwine themselves. In front of the house is a garden of various colorful herbs. However, part of the garden is ruined as if someone just plucked out the herbs.

Investigating the Garden. If the adventurers want to investigate the garden, they have to make a DC12 Intelligence (Nature) check. At success, they recognize the leaves on the ground and know that the herbs are for detoxification.

Lighting and Smell. The house is a little dark in the daytime because the thick forest blocks some of the sunlight, but it is not as much as to affect the vision. In the nighttime, the house is covered in complete darkness and the only light source is the brazier inside the house. The path leading to the house and the area around the house smell like an ordinary forest, but intense scents of herbs lingers within 10 feet of the house.

Lockpicking. The adventurers can pick the door lock to get into the house with a successful DC 14 Dexterity check with thieves' tools or DC 14 Dexterity (Sleight of hands) check. They can also break the door if they succeed on a DC 14 Strength (Athletics) check.

Dimension & Terrain inside the House. The interior space is roughly 25 feet long and wide and very disordered. On the fireplace is a large pot boiling some green, spicy-smelling liquid.

Lighting and Smell inside the House. In daytime, the interior is well lit by the sunlight shining through the window. In nighttime, it is well lit by a brazier. When the adventurers enter, they can smell the strong smell of blood on top of the intense scent of herbs.

Investigating inside of the House. There is a bloody pile of bandages on the table. With a successful DC 12 an Intelligence (Investigation) check, the adventurers find out animal hairs among the bandages.

Under the bandage, there about twenty broken arrows (the monster’s “thorns”) with blood clotted on the arrowheads.

A character that succeeds on a DC 14 Intelligence (Medicine) check identifies the green soup as a kind of medicine that detoxifies a poison. With a successful DC 14 Intelligence (History) check, they can find out the arrows are made by the goblins. Also, a successful DC 14 Intelligence (Medicine) check reveals that the arrowhead is poisoned, and the bloodstain has been there for more than ten days.

Scene D. The Apiary

The apiary is in the western forest. It takes about 20 minutes’ walk from the town. If the adventurers want to visit the apiary, they need Hospil or Auril to speak for them. Murin only allows them to enter the apiary with their testimony and on the condition that Murin himself goes with them. Without their testimony, Murin does not allow them to enter the most important production facility in the town.

Location Information

The apiary has the following features:

Dimension & Terrain. The apiary is a 55ft wide and 90ft long field which is surrounded by forests. Short grasses are growing on the ground.

On the trail to the town are eight beehive cases lined up in two rows, five feet apart from one another. You can find more information of the apiary in **Appendix 4**.

Lighting and Smells. If the adventurers had visited all of Area A, B and C, it would have been at least past the evening. Otherwise, if they came a little earlier, it’s late afternoon. The sun is bright in the evening as well as in the day. But if they arrived late at night, there’s only darkness because the moonlight is weak.

Creature Information

Murin stays close to characters without clearing up doubts.

Finding Clues

What they find from the trace. Show the adventurers a map of the apiary and let them describe where they will focus on. If they succeed on DC 14 Wisdom (Perception) check, they can find out next clues.

The Policier

When the adventurers find clues, Murin claims that the clues clearly show signs of Ankheg. Adventurers must prove Murin’s claim is wrong by making additional checks appropriate to the clues or based on the information they have gathered. This part is fun to run like the court scenes of novels, movies, and games. Rather than Murin being hostile to the adventurers, it’s better to describe as if he admires their reasoning.

Murin’s Lantern. Murin brought his family heirloom, a lantern, just in case. The astonishing is made with dwarven technology. A character

Pillars of the Apiary		
Exploring	Social	Battle
<ul style="list-style-type: none"> - The adventurers can sneak into the apiary avoiding the eyes of the dwarves. They need to succeed on a Dexterity (Stealth) check against the Wisdom (Perception) check of the dwarves. This action adds up one TDP. - If the adventurers want to open the beehive case, they must succeed on a Dexterity (Stealth) check against Murin’s Wisdom (Perception) check. On a failure, Murin gets angry and stops them. On a success, they can open the beehive case if they succeed on a DC 16 Dexterity check made with thieves’ tools. Inside the beehive case is the royal jelly of Red Bee, and they can steal it if they want to. They can use it when they try to cure De-Claw. 	<ul style="list-style-type: none"> - If the adventurers succeed on a DC 20 Charisma (Deception) Check, they can enter the apiary without the testimony from Auril or Hospil. - When they speak with Murin, they can also enter the apiary without the testimony if they succeed on DC 25 Charisma (Persuasion or Intimidation) check. However, if they fail on an intimidation check, every charisma roll against Murin has a disadvantage afterwards. 	<ul style="list-style-type: none"> - If the adventurers want to fight more and there is enough running time, they can fight against Swarm of Bee (Swarm of Wasp). Swarm of bee uses the stat block of Swarm of Wasp, but they make poisonous attacks. The characters attacked by the Swarm of Bee should succeed on DC 13 Constitution save or get poisoned for one minute. - The adventurers may fight the dwarves guarding the apiary. However, if the adventurers kill a dwarf, the adventure immediately fails and Honeybrew town will stand against them.

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who has passive perception higher than 12 and is proficient in History or Arcana can find out that it is a *lantern of revealing*. If they do not have proficiency in any of it, they must succeed on DC 13 Intelligence check to identify it. However, Murin doesn't trust the adventurers, so he Murin won't lend nor tell how to use the lantern to them they prove their worth. To prove it, they must defeat at least four of Murin's claims about clues:

- **Clue A. The Pit.** There is a pit 10 feet wide and 5 feet deep in front of the apiary. The adventurers do not need any skill checks to note the pit.

Murin's Claim. Murin argues that this is where the Ankheg crawled out. But if the adventurers succeed on DC 12 Intelligence (Investigation) check, they can find out somebody intentionally dug this out. If Adrick told them about the trench, they don't need to make a skill check.

- **Clue B. Burnt Trace.** The grass behind the beehive cases is burnt in a straight line. **Murin's Claim.** Murin argues that this is the trace of Ankheg's acidic breath. If adventurers succeed on DC 13 Intelligence (Nature) or Intelligence (Arcana) check, they find out the grass was burnt by **Wall of Fire** spell, not acid.

- **Clue C. Mysterious Trace.** Branches are broken in some part of northwest of forest. It looks like a large-sized creature ran out of the wood to the apiary.

Murin's Claim. Murin argues this is merely a trace of wildlife. However, if the adventurers succeed on DC 13 Intelligence (Investigation) check, they find out there are dried out blood pools and broken goblin arrows at the path of the creature.

- **Clue D Bloodstain.** The monster left bloodstains while entering the apiary. **Murin's Claim.** Murin argues this blood must be that of the dwarves attacked by the monster. If the adventurers succeed DC 13 on a Wisdom (Medicine) check, they find out there is a pile of hairs alongside blood, which indicates this is the blood of a beast.

- **Clue E. Beehive Case.** The beehive case is made by dwarven technology. It is made of stone and there are spinning cogwheels inside

and outside of it. At the side is a small hole where honey flows out and drips into a large wooden box under the hive. If the characters approach within 5 feet of the beehive case, bees fly out and threaten them. To avoid the swarm of bees (**Swarm of Wasp**), the adventurers must succeed on DC 13 Dexterity save. If failed, they get poisoned. A successful DC 13 Constitution save ends the poisoning; they can try the save again every minute. They can investigate the beehive case after calming the bees. The beehive case and honey box have no signs of damage at all.

Murin's Claim. Murin argues an Ankheg must have come for this honey. Any character succeeds on DC 13 Intelligence (History) check or DC 13 Intelligence (Nature) check remembers that an Ankheg does not eat honey.

- **Clue F. Footprints.** When the adventurers check for footprints, they find four pairs of them: two of dwarves, one of elf and one of a large sized bear.

Murin's Claim. Murin argues that the dwarves are those who fought the Ankheg, the elf is Ivelios, and the bear is of a random bear which came for honey after the fight. If the adventurers succeed on a DC 16 Wisdom (Survival) check, they find out 1) dwarven footprints headed towards the trace of the bear; 2) the bear came from northwest of the forest, encountered the dwarves and made a mess; 3) the bear stopped right in front of the burnt trace and went to the northeast; 4) The elf came from the east, stopped right in front of the burnt trace, and then chased after the footprints of the bear. This footprint continues to Clue G.

- **Clue G. Trace of Leaving.** At the northeast of the apiary is a trace left by a large-sized creature leaving the area, but the trail mysteriously disappears after around 10 feet.

Murin's Claim. Murin thinks it just faded as time passed and doesn't give much thought about it. However, if the adventurers succeed on an DC 13 Intelligence (Arcana) check, they find out the trail was hidden by a *pass without trace* spell. They also find out that they need a magic item or an exceptional tracking ability to track this.

Tracking

If you have completed all the Scene A, B, and C and used the clues above to persuade Murin, he will lend the *lantern of revealing* to the adventurers in admiration of their abilities. In this case, **Story Object A** is completed without any check, and the adventurers can follow the monster's and the elf's footprints to De-Claw's hideout. However, if they fail to persuade Murin, they must succeed on a DC 16 wisdom (survival) check to find other traces to the hideout. If they have not finished Scene A, B, and C, the check DC starts from 25 and reduces by 3 per each completed scene. When they pass the check successfully, they find an older trace of the monster leading to the hideout. The trail seems to be made when the monster wandered around the apiary.

Conclusion

Story Object A

The adventurers track the traces of Ivelios and De-Claw through an investigation at Scene D to the monster's hideout.

Part 3: To kill or not to kill

Estimated Duration: 20 minutes

The adventurers can track down the trail and head for De-Claw's hideout. Here, they must decide whether to kill or to save De-Claw. There are three possible situations depending on the accumulation of TDP and the choice of adventurers. **Part 4: Ending** changes with each situation.

- **Situation A, To Kill.** The adventurers decided to kill the De-Claw.
- **Situation B, Not to Kill.** The adventurers decided to save the De-Claw.
- **Situation C, Monster Outbreak.** TDP have stacked six times or more, causing De-Claw to be completely overrun.

Location Information

Dimension & Terrain. De-Claw's hideout is located in a 30-foot wide semicircular clearing. There is a small hill at the center of the glade, and the hill has a round entrance to a cave (the hideout). The cave entrance is 15-foot wide. The entire clearing is covered with a green, semi-circular magic circle.

Light & Sound. The magic circle in front of the cave emits dim green light. Ivelios is casting a spell at the center of the circle. Thick vines grow from it and bind the soil and rocks around the entrance to seal the cave.

Creature Information

Ivelios looks much more exhausted than before. A spellcaster character immediately recognizes he is sealing the cave with a powerful magic. If TDP is less than six, Ivelios explains the whole story with the entrance sealed:

- The monster in the cave is De-Claw, the lord spirit of the mountain. It was injured while depending the mountain from the attack of the goblins.
- If De-Claw is killed, the town can be endangered when the goblins invade. Moreover, when a mountain spirit dies, the

mountain's energy will grow furious, which could destroy the order of nature.

- The goblins were somehow different from ordinary ones. They were more cunning and organized. Even him and De-Claw could not match them.
- He was patrolling the town after learning that a monster appears in the town. It was during the patrol that he saw Doridos and Adrick got injured. He tried to kill De-Claw at first but decided not to thereafter, because killing it would endanger the entire mountain as well as the village.
- De-Claw is at the brink insanity. When it was sane, it deeply regretted attacking the young dwarves. Now, it is struggling with pain, though not completely overrun.
- There is a way to restore De-Claw, but sealing the entrance is taking too much for him. He asks the adventurers to save De-Claw.

Now, the adventurers must choose whether to kill or save D-Claw with the information above.

Situation A. To kill?

If the adventurers decided to kill De-Claw, Ivelios grows furious and tries to stop the adventurers. In this situation, characters will fight both Ivelios and De-Claw.

Battle with De-Claw

De-Claw is a giant Owlbear. It is a large creature, but it almost looks like a huge one. Fur has all turned gray, and eyebrows are long enough to dangle around the mouth. It has a black half-moon shape on the chest. But its back turned dark by blood and poison. Wounds from arrow shots is still bleeding. Its eyes glow red in pain.

When Ivelios loses more than three-fourth of full hp, De-Claw breaks the door and comes out. It attacks Ivelios first, makes him incapacitated, and then battle with the adventurers.

Adjusting this Encounter

Here are some suggestions for adjusting this scene:

- **Very weak:** Ivelios cannot use 2 level spell slots and HP of De-Claw becomes 59.

- **Weak:** Ivelios already used all of 3rd level slots.
- **Strong:** 2 **wolves** appear to help Ivelios.
- **Very strong:** 4 **wolves** appear to help Ivelios.

Situation B. Not to kill?

If the adventurers decide to save De-Claw, Ivelios opens the entrance. They need to help Ivelios and restore De-Claw. Right now, De-Claw is struggling with pain.

Price for breaking the vow

If the adventurers decide to save De-Claw, even they made a vow to kill it in the name of Valkauna, a horrible punishment awaits. The details of the punishment are wholly DM's choice. Decide the punishment considering the group's attitudes. The list below shows the examples used when writing this adventure. These effects only last for this adventure.

- Their nose grows.
- They cannot speak lies anymore.

Location Information

Dimension & Terrain. After the 30 feet long and 10 feet wide entrance, the cave opens up to a roughly 40 feet wide oval space. The interior is simple with only a few 5 feet thick pillars supporting the weight of the cave and nothing else. The ceiling has a hole.

Lighting & Smell. Sunlight or Moonlight coming through ceiling gives off dim light. The cave reeks of blood, antidote, and the poison that has a disgusting smell like an almond.

Saving De-Claw

To save De-Claw, Ivelios brings out a *potion of supreme healing* from his bag. If the adventurers ask where he got it, he tells that he collected tiny amount of royal jelly of Red Bees over 100 years, not to the extent of having an effect on the production of King's sigh. He says this will heal De-Claw's wounds.

When Ivelios open the door, each character can take one action. Let them think how to make it drink the potion. They can also use spells. Anyone that comes up with a creative and wise way to handle the situation has an advantage on the check. Here are some examples of what they can do:

- With a successful DC 13 Strength (Athletics) check, they block De-Claw's attack.
- With a successful DC 13 Wisdom (Animal Handling) check, they induce De-Claw's action.
- With a successful DC 13 Constitution saving throw, they block De-Claw's attack without damage.
- With a successful DC 13 Dexterity (Acrobatics) check, they can distract De-Claw by being a bait.
- With a successful DC 13 Charisma (Persuasion) check, you can De-Claw down for a moment.
- They can use healing spells to reduce the required amount of healing.
- If they have stolen the royal jelly or received it from Murin by succeeding on a DC 20 Charisma (Persuasion) check, they have to heal only 20 hp.

You may tell the players the list above if they want, but it is recommended to encourage them to come up with creative ways to solve the problem. Encouraging them to help on another is recommended, too. Determine the success or the failure by group check. On a success, they can roll to determine how much the *potion of supreme healing* heals.

If the *potion of supreme healing* heals 45 hit points or more, De-Claw is healed. If it heals less than 45 hit points or the group fails on the group check, the adventurers fail to heal De-Claw, and it roars (Every creature near in 5ft pushed away to 15 ft). After that, they can attempt to heal it for one more final round. If they fail the last attempt, they'll have to fight De-Claw. If adventurers did not use the *potion of supreme healing*, Ivelios takes it back.

Twist for the Combat lovers

This scenario is designed to allow players to avoid the combat, depending on their choice. However, if your players really like combat, you can bring out the goblins who attacked the De-Claw after the players agreed to spare De-Claw. They attack the adventurers with an **Ankheg** they tamed; it is the same old Ankheg Murin put his suspicion on instead of De-Claw. A **goblin boss**, two **goblins**, and an **Ankheg** shows up as an enemy. If the party is Weak or Very Weak, the goblin boss says that

they killed the old **Ankheg**. Their scimitars are made from the jaw of the **Ankheg**.

- Very Weak: A **goblin Boss** and two **goblins** show up.
- Weak: A **goblin boss** and four **goblins** show up.
- Strong: A **goblin boss**, four **goblins**, and an **Ankheg** show up.

Situation C. Monster Outbreak

If TDP got stacked six times or more, De-Claw break out from Ivelios' spell. If the adventurers are in front of the hideout, De-Claw incapacitates Ivelios with a surprise attack and then attacks the adventurers. If the adventurers are not around the hideout, De-Claw heads straight to the apiary. In this case, they have to fight De-Claw without taking a rest.

Conclusion

Story Object B

By killing or saving De-Claw, the characters achieve **Story Object B** and proceed to the **Part 4: Ending**.

Part 4: Ending

Estimated Duration: 10 minutes

Peace returned to the Honeybrew town thanks to the adventurers. They will be treated as the saviors of the town. If the adventurers killed or saved De-Claw and succeeded in protecting the town, dwarves of Honeybrew and Murin thank the adventurers and offer them a large banquet. This is the default ending. In addition to this, there are three optional conclusions depending on what characters did in this adventure.:

- **Conclusion 1.** If the adventurers keep the vow to kill De-Claw and bring the proof to the town, villagers are delighted but Ivelios leaves the town in anger.
- **Conclusion 2.** If the adventurers desecrate the vow and save De-Claw, Ivelios verifies their hard work to the town. However, the adventurers are punished by the god, and Aurin notices that and leaves the town in anger.
- **Conclusion 3.** If the adventurers both keep the vow and save De-Claw, Ivelios verifies their hard work and gives two bottles of unlabeled King's sigh in gratitude. Also, Aurin senses the completion of the vow and appreciates them.

Rewards

The characters get rewarded according to their achievements.

Character Rewards

The characters get rewarded according to their achievements. The rewards changes with optional conclusions, and they get only one type of the optional rewards.

Advancement

Upon **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

Gold

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

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

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.

Magic Item(s)

If found during the adventure, the characters can keep the following magic item:

- *Lantern of Revealing*

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:

Appendix 1. Location & NPCs

This list of information about NPCs and Locations helps to make the adventure more interesting. Each NPC and Location includes information for adventure and how to speak the word.

- **Murin Honeybeard**(Moo-Rin Honeybeard) Mayor Murin is stout-looking middle-aged Dwarf. Murin has dark blonde hair and beards.

Personality: I'll do anything to protect my town and my people.

Ideal: Safety. I'll do whatever it takes to protect the town.

Bonds: This town is where my ancestors and I spent our whole life.

Flaw: I sometimes get obsessed in my thoughts and don't listen to others' opinion.

- **Darun Honeybeard**(Da-Roon honeybeard). Mayor's son Darun is a young dwarf who just reached adulthood.

Personality: Anybody can make mistakes. The important thing is making up for it.

Ideal: Justice. Justice must be upheld.

Bonds: My town is my home. I fight to protect my home.

Flaw: I sometimes get obsessed in my thoughts and don't listen to others' opinion.

- **Aurin**(Ah-oo-h-rin). She is the only blacksmith in Honeybrew town now. Before that, she was a ranger of Tief-Hold. Since Aurin came from Tief-Hold, Aurin's the only family was her brother Doridos.

Personality: The most important thing to me is my family.

Ideal: Family. I'll do anything for my family.

Bonds: My brother is—was—the only thing

left from my family.

Flaw: When I mean to do something, I do it regardless of whatever it takes.

- **Ivelios**(I-Vel-Li-Os). More than 500 years old, Ivelios is one of the founders of the Honeybrew town. He made the recipe of King's sigh with his friend Odrick Honeybeard, co-founder of the town.

Personality: There are always more than one aspects to any situation.

Ideal: The greater good. There is always something more important than a simple quarrel.

Bonds: The dwarves at the Honeybrew town are all like grandchildren to me.

- **Honeybrew Town.** Honeybrew town is located at the north end of the Earthspur mountain. It's a small satellite town of Tief-Hold, a kingdom that rules Earthspur mountain. Also, it is one of the rare dwarven villages which is located above ground.

Looks: Buildings of the town are built by stacking up precisely cut rocks. Most of the buildings look like an octagonal pillar, and the windows and doors are decorated with gorgeous dwarven patterns.

- **Tief-Hold**(Ti-ef-Hold). Tief-Hold is a dwarven kingdom that rules over Earthspur mountain. It was founded by the descendants of an ancient dwarf clan Ludwakazar. Even now, the throne of Tief-Hold is succeeded by members of Ludwakazar clan. Legends say this kingdom was founded after defeating the ancient goblins that were spoiling the underground of the mountains, with the help of an ancient gold dragon who resided deep in the Earthspur mountains.

Appendix 2. Creature Statistics

Ankheg

Large monstrosity, unaligned

Armor Class 14 (Natural Armor), 11 While Prone

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

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

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 11

Languages --

Challenge 2 (450 XP)

Actions

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

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

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 0 (10 XP)

Actions

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

Druid

Medium humanoid (any race), any alignment

Armor Class 11 (16 With Barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses Passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

Eagle

Medium beast, unaligned

Armor Class 12

Hit Points 3 (1d8)

Speed 10 ft., Fly 60ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses Passive Perception 12

Languages --

Challenge 0 (10 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

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

Goblin

Small Humanoid, Neutral Evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60ft., Passive Perception 9

Languages common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

Goblin Boss

Small Humanoid, Neutral Evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60ft., Passive Perception 9

Languages common, Goblin

Challenge 1 (200 XP)

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

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

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

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

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.

Swarm of Insects (Wasps)

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (Natural Armor)

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 ft., Passive Perception 8

Languages --

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Wolf

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages --

Challenge 1/4 (50 XP)

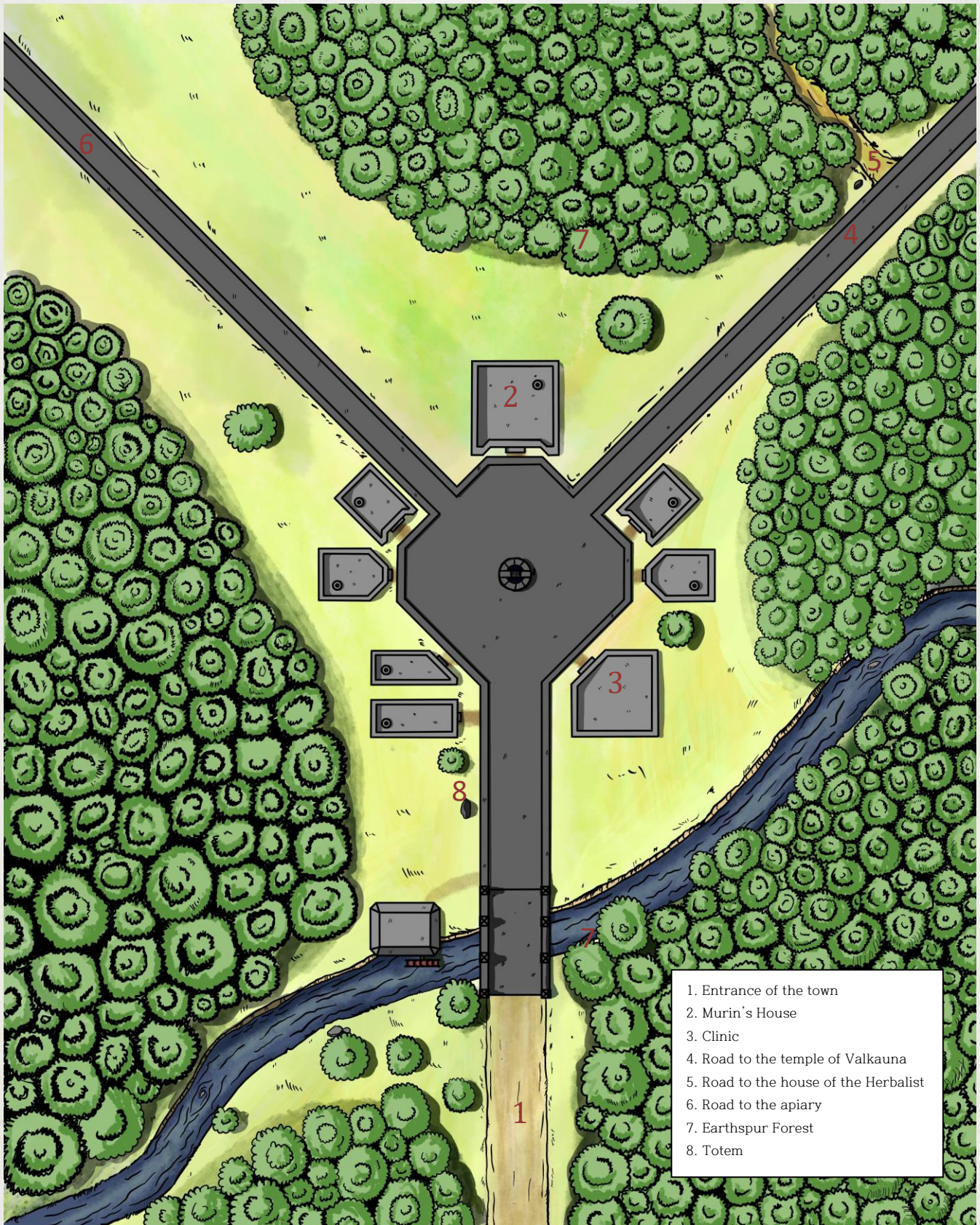
Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

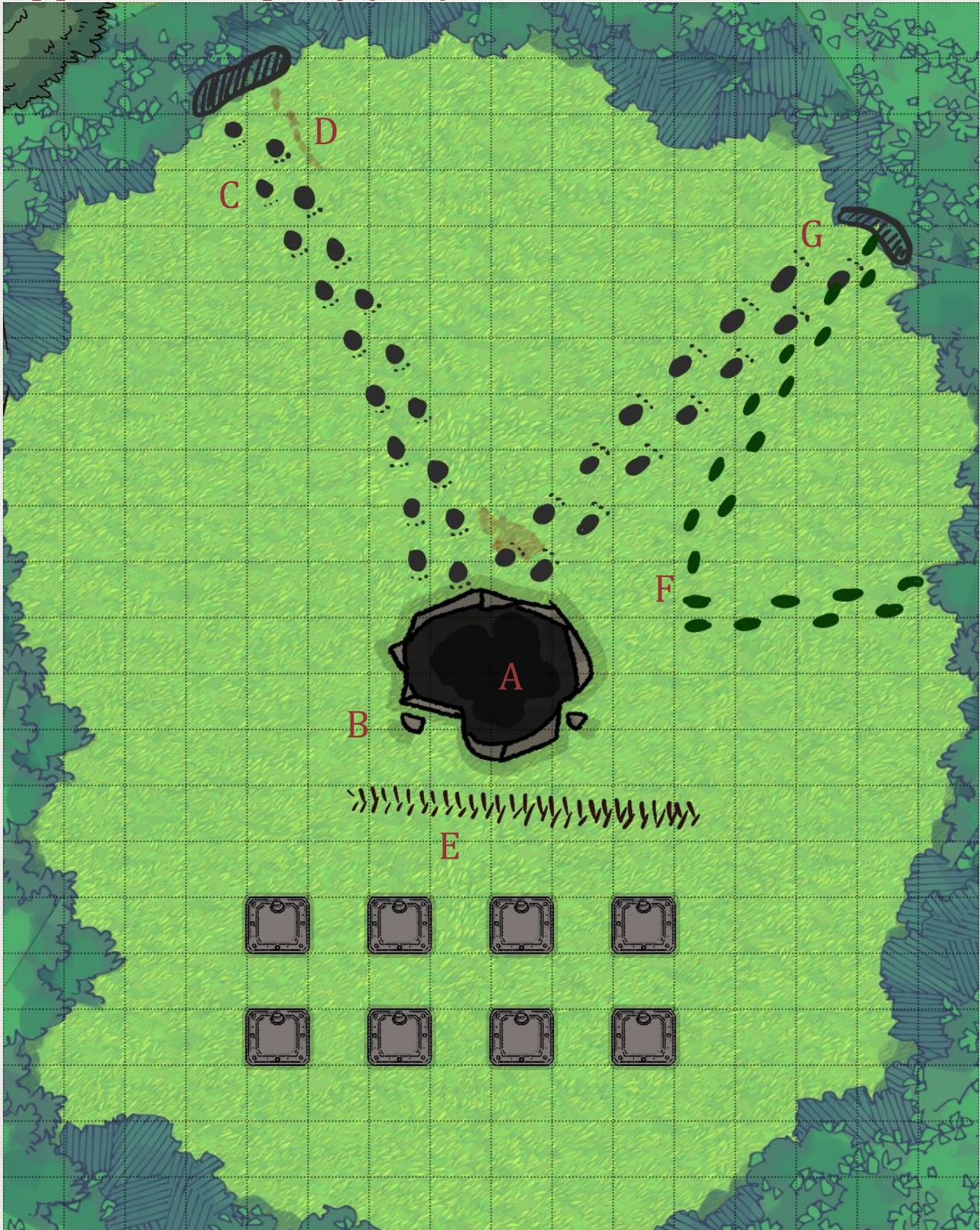
Appendix 3 Town Map



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CCC-KKALGO-02-01 HONEYBEE MAYHEM

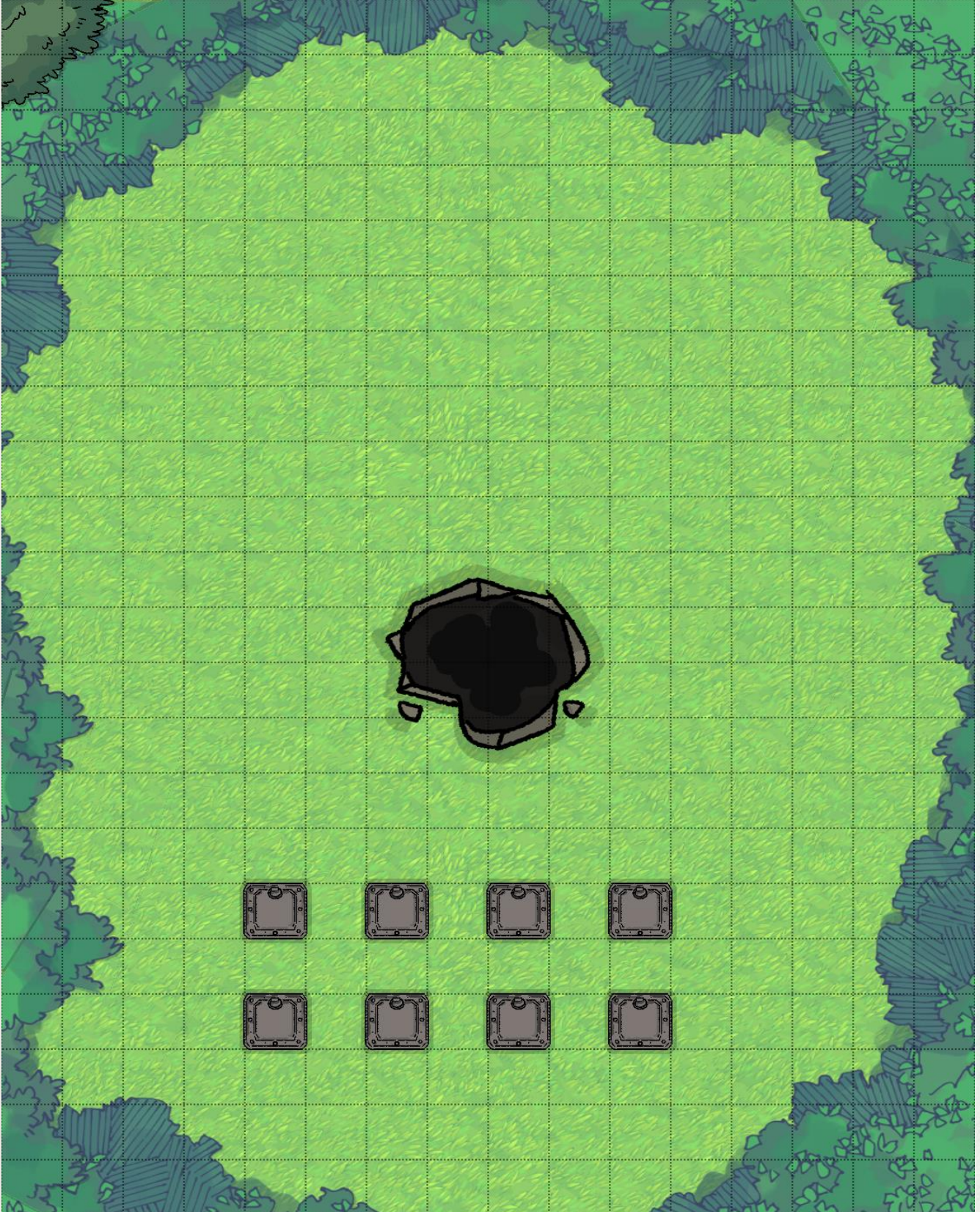
Appendix 4. Apiary(DM)



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CCC-KKALGO-02-01 HONEYBEE MAYHEM

Apiary(Player)



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CCC-KKALGO-02-01 HONEYBEE MAYHEM

Appendix: Dungeon Master Tips

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

Preparing the Adventure

Before you start play, consider the following:

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

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

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

standard ability score array.

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

Adjusting This Adventure

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

Determining Party Strength

Party Composition Party Strength

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