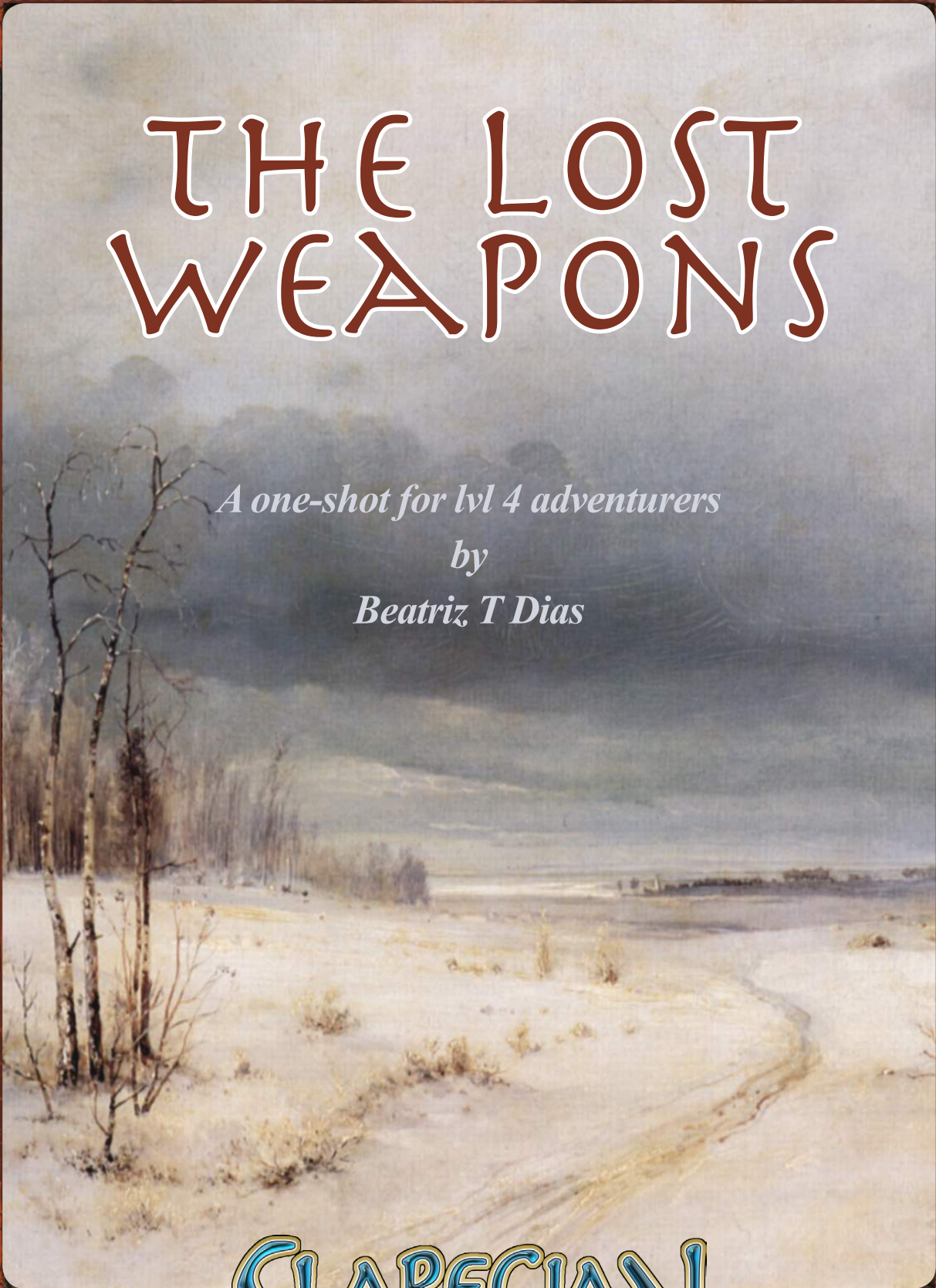


THE LOST WEAPONS

A one-shot for lvl 4 adventurers

by

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LOST WEAPONS

INTRODUCTION

The party crosses paths with the nomadic Jarnblorrur, an orc tribe known for their blacksmithing skills. However, the tribe was attacked last night, and all their metal weapons were stolen. Ikurg, the tribe's chieftain, is asking for the help of brave warriors. Will your adventurers help the tribe? Or take the weapons for themselves?

SUMMARY

In this adventure the party will be in contact with a nomadic Orc tribe, whose leader asks for assistance on dealing with an old and powerful Blade beast named **Vófour** (page 7). The creature is empowered by the strong weapons it absorbed and will be a dangerous foe. Then the party can take the weapons for themselves or give them back to the Jarnblorrur.

This adventure is optimized for four level 4 adventurers.

HOOKS

The party can meet the Jarnblorrur while travelling in the outskirts of Albadia. Either by complete chance or by spotting the flames and smoke from the attack.

THE JARNBLORRUR

Small Tribe, lawful neutral

Population. 25 Orcs

Government. Gerontocracy

Defense. Has no built-in defenses due to their nomadic nature, relies on the might of their warriors

Commerce. The tribe's only source of coin is the weapons they make.

Notable NPCs

Tribe chieftain. Ikurg (LN male orc general)

Prime Warrior. Mag (N female orc warrior)

1. THE WOUNDED BLACKSMITHS

Approaching the Jarnblorrur will show the party the complete disarray the tribe is in. Burned tents, smashed crates, half a dozen warriors laying in cots, wounded, another half-dozen in fresh graves. If the tribesmen see the party approaching the warriors that are still standing will go grab whatever weapons they have left and hold defensive stances, these weapons will be clubs, spears, or other improvised, wooden weapons (1d4 +1 **Jarnblorrur Warriors** with half HP, **Ikurg** also at half HP and **Mag** has just 10 HP, stat blocks in **pages 6-7**). But they will never attack without being attacked first.

Ikurg, the tribe's chieftain, will try and talk to the party, even if they start a fight. He'll try to reason with everyone and avoid any more bloodshed. He wants the best for the tribe.

Mag, the chieftain's daughter, will not be happy with her father asking strangers for help. She wants to go get a piece of the monster herself, ignoring her wounds from last night's fight.

When the hostilities die down Ikurg will request the traveler's aid in dealing with the ancient Blade beast the tribe has named Vófour. He wants not only the titanspawn dead, but will also ask the party to retrieve the weapons it stole. In return he will offer the blacksmith abilities of the tribe and their gratitude.

MAG

Brash and young, Mag is often seen as the opposite of her father. But she values honor the same way he does. She was wounded during the attack and is bitter about that. The wound is the only thing keeping her from going to fight the Blade beast barehanded.

Personality traits. I'm always down for a good fight. Also, I'm very competitive and relentless

Ideal. I will become a warrior feared and respected by all who meet me

Bond. Everyone in the tribe is my family, and I will protect them

Flaw. I don't think things through before jumping into action.

IKURG

The chieftain of the Jarnblorrur is a pragmatic leader, wise and strong as a bull, but stubborn as well. His body is covered in the constellation tattoos traditional of Orc tribes. He worships Denev, the earth mother.

Personality Traits. I think the beauty of objects lies in their practicality. And even though I'm harsh on my daughter, I'm incredibly proud of her.

Ideal. Honor is what defines a person. I have no respect for those who don't keep their word.

Bond. My loyalty lies with my tribe above all else.

Flaw. I only feel comfortable with nothing but the skies above my head

If the party agrees to help the Jarnblorrur, they will share their knowledge on Vófour.

- It seems stronger than any other Blade beast the tribe faced
- It's also very cunning, proven on the way it used the environment and ambushes to defeat the entire tribe.
- Since it is now in the possession of Ikurg's shield, Vófour managed to be able to use its fire aura.

The party can also try to convince the Jarnblorrur to send a guide with them, or maybe some warriors. Speed is of the essence in order to hunt down Vófour, so the tribe will urge the party to do so as soon as possible.



2. HUNTING THE BEAST

Tracking down Vófour will be a dangerous and arduous task, here is a suggestion on how to handle that with your players, as well as some read-a-loud text.

As soon as the party leaves the Jarnblorrur camp into the Albadian forest read the following.

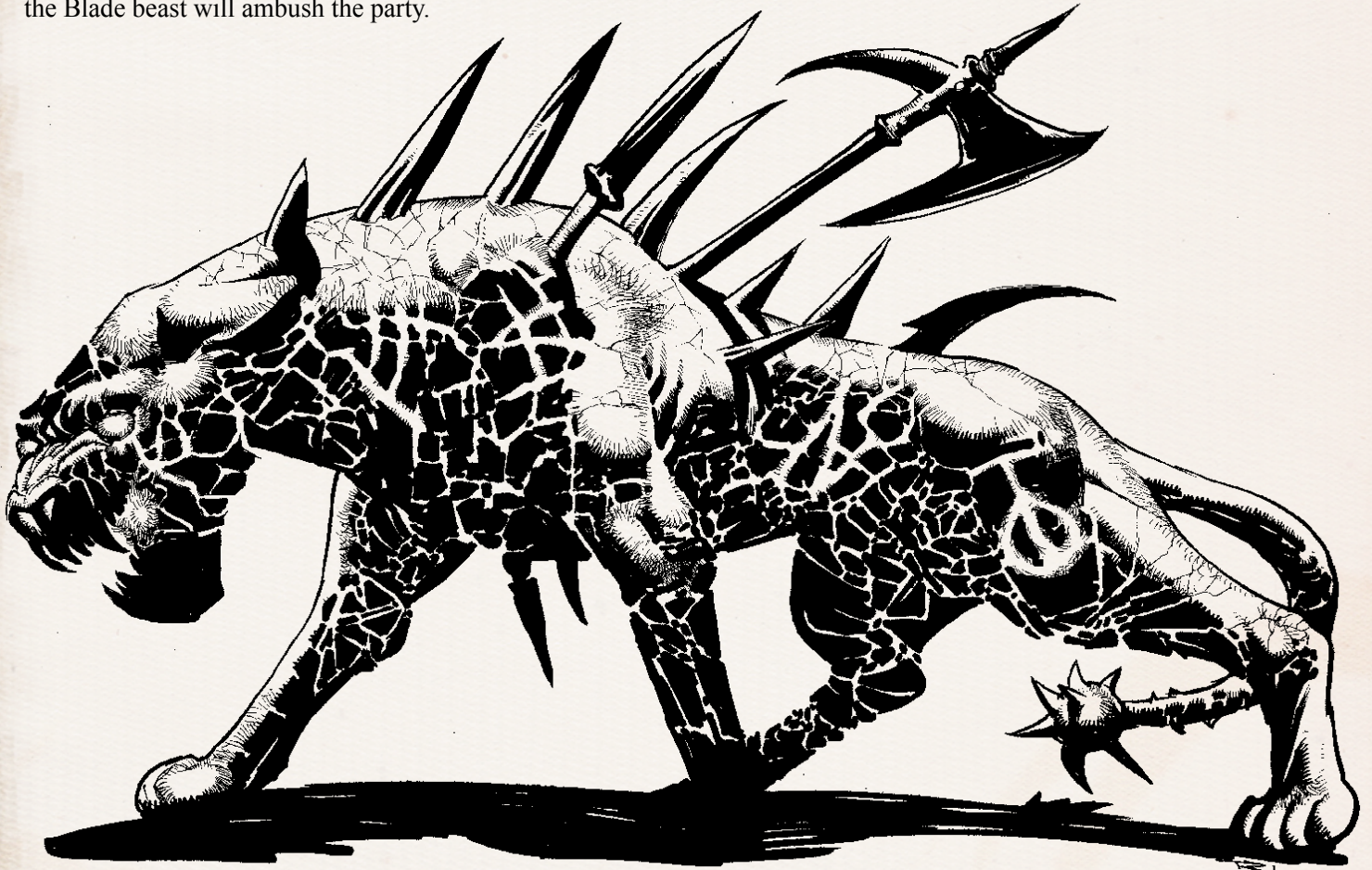
You're now surrounded only by the Albadian wilderness, cold wind carrying the sounds of small birds and the crunch of snow made by your steps. A vulture passes overhead, an omen.

To track down Vófour the party, or a guide, must make a **DC 17 Survival check**. On a success the party will find Vófour's tracks and be able to follow the titanspawn. If the check fails for less than 5 throw a random event at the party from the table, or something you feel is appropriate, after that allow the check to be repeated.

If the check is failed for more than 5, or if it's the third time the check fails, then Vófour will be the one that finds the party, and if they possess any kind of metal weaponry the Blade beast will ambush the party.

1D6	EVENT
1	A herd of elk stampedes through the party's path, those who fail a DC 13 Dexterity saving throw will suffer 2d6 bludgeoning damage
2	Some birds create a commotion in the trees above, knocking the heavy snow from the branches and making it fall on top of the party, getting them wet
3	The soft snow hides a 10ft. pit right in the way of the party, it requires a Passive Perception of 13 to be noticed
4	Two wandering Flesh Corruptors (pg 263 of the Scarred Lands Player Companion) cross the party's path
5	A bird passing overhead poops in a random party member's head

You, as the DM, should decide on what type of terrain the party faces Vófour. It can be in the middle of the forest, a clearing covered in soft snow, or a rocky plateau. Choose what you think will provide a better experience to your party in specific.



3. FINALE

Now that the party is face to face with the blade beast it's time to fight it.

It looks like an enormous hound, with blades and maces sprouting from its body. Underneath ages old blood and mud, a fiery glow can be seen. Its eyes are like fire, unpredictable, dangerous.

Vófour is no dumb beast, it will target the people with less armor, it will try and get away of flanking positions and position itself the best way to use its own AoE attacks, including searching for a place where it can use its tail mace. If Vófour senses that the battle is not turning its way the beast will try to escape.

In case Vófour is able to escape from the fight the check needed to track it is just a **DC 13 survival check**, due to its wounds (if there are any)

When Vófour dies read the following.

As the beast falls to the ground its body seems to ignite, burning itself and slowly turning into ash, leaving nothing behind except the weapons it stole.

Vófour's body will release all the weapons that it stole during its lifetime, most of them are blunt and unusable, except for the more recent ones: a **Great axe, 1d6 war hammers, 1d4 longswords, 1d8 hand axes, 1d4 maces** and a **Shield of Heat**. Most of these weapons belonged to the Jarnblorrur and are the weapons they are expecting the party to return. Specifically the shield and great axe that belong to Ikurg and Mag respectively. However, the party can choose to keep the weapons for themselves.

To finalize this adventure these are some suggestions of different endings the party may find themselves in.

- If they decide to keep the weapons for themselves the Jarnblorrur will deem them as thieves, vowing to get back their weapons as soon as their warriors are healthy again. But the party will gain a good armory of great quality weapons.
- If instead the party decides to give back the weapons the Jarnblorrur will be extremely thankful. Promising their blacksmithing abilities to the party whenever they require them, as long as they provide the materials needed. And they will also welcome the party as honorary members of the tribe, gifting each of them with the **Mark of Jarnblorrur** if they so desire.

SHIELD OF HEAT

Shield, rare, requires attunement

It has 4 charges, regain 1d4 charges at dawn. As an action the wearer can spend charges to cause a burst of heat in a 5ft. radius around them, creatures inside that radius must make a Constitution saving throw DC 13, on a failed save the creatures take 1d8 fire damage for each charge spent.

MARK OF JARNBLORRUR

Magic Tattoo, rare

As a bonus action the wearer can activate this tattoo, by doing so the ink will glow with a fiery red color. And for 1 hour, with the hand the tattoo is placed on, they will be able to shape iron like clay. The tattoo can only be activated again after a long rest.



More from the Author

[Drop-In Dungeons Tier 1](#)

[The Gold Knife Bandits](#)

APPENDIX

The various NPC's and monster used in this adventure are listed here. Note that Vófour is a special Blade beast and therefore has its own stat block. For more information on Blade Beast's behavior and history go to **page 237** of the **Scarred Lands Player Companion**

IKURG

Medium Humanoid, Lawful neutral

Armor Class 15 (Chain shirt)

Hit Points 77 (15d8 +10)

Speed 30 ft.

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

Skills Intimidation +5, Persuasion +5, Survival +5

Senses Darkvision 30ft., Passive Perception 13

Languages Orchish, Sutak, Albadian

Proficiencies Blacksmith Tools

Challenge 2 (450 XP)

Aura of Leadership. Whenever an allied creature within 30 ft. of Ikurg makes a saving throw that creature gains +3 to that roll.

Mark of Jarnblorrur. As a bonus action Ikurg can activate this tattoo, by doing so the ink will glow with a fiery red color. And for 1 hour with his right hand he will be able to shape iron like clay. The tattoo can only be activated again after a long rest.

ACTIONS

Multiattack. The chieftain can make two melee attacks

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

LEGENDARY ACTIONS

Ikurg has 1 legendary action he can use at the end of an enemy's turn. He will regain that legendary action at the beginning of his turn

Inspiring Leader. Ikurg can grant 1d10+5 temporary hit points to any target that can hear him and is in 60ft. reach.

JARNBLORRUR TRIBESMEN

Medium Humanoid, neutral

Armor Class 11

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Skills Survival +2

Senses Darkvision 30ft., Passive Perception 10

Languages Orchish

Proficiencies Blacksmith Tools

Challenge 1/8 (25 XP)

Mark of Jarnblorrur. As a bonus action the tribesmen can activate this tattoo, by doing so the ink will glow with a fiery red color. And for 1 hour with one of their hands they will be able to shape iron like clay. The tattoo can only be activated again after a long rest

ACTIONS

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

JARNBLORRUR WARRIOR

Medium Humanoid, neutral

Armor Class 12 (Leather Armor)

Hit Points 38 (7d8 +7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Skills Intimidation +2, Survival +2

Senses Darkvision 30ft., Passive Perception 10

Languages Orchish

Proficiencies Blacksmith Tools

Challenge 1 (200 XP)

Aggressive. As a bonus action, they can move up to their speed towards a hostile creature they can see.

Mark of Jarnblorrur. As a bonus action the warrior can activate this tattoo, by doing so the ink will glow with a fiery red color. And for 1 hour with one of their hands they will be able to shape iron like clay. The tattoo can only be activated again after a long rest

ACTIONS

Multiattack. A warrior can make two melee attacks

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or range 30/120 ft., one target. Hit: 6(1d6+3) piercing damage.

MAG

Medium Humanoid, neutral

Armor Class 14 (Leather Armor)

Hit Points 65 (10d8 +20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Skills Athletics +6, Intimidation +3

Senses Darkvision 30ft., Passive Perception 11

Languages Orchish

Proficiencies Blacksmith Tools

Challenge 2 (450 XP)

Aggressive. As a bonus action, Mag can move up to her speed towards a hostile creature she can see.

Savage Attacks. When she scores a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Mark of Jarnblorrur. As a bonus action Mag can activate this tattoo, by doing so the ink will glow with a fiery red color. And for 1 hour with her left hand she will be able to shape iron like clay. The tattoo can only be activated again after a long rest

Last Breath. When dropped to 0 hit points Mag can make a melee weapon attack.

ACTIONS

Multiattack. Mag can make two melee attacks

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. or range 30/120 ft., one target. Hit: 7(1d6+4) piercing damage.

VÓFOUR

Large monstrosity (titanspawn), unaligned

Armor Class 15 (natural armor)

Hit Points 80 (9d10+30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +4

Damage Resistances fire, bludgeoning, piercing and slashing from nonmagical weapons

Senses Darkvision 60ft., Passive Perception 14

Languages Titan Speech (can't speak)

Challenge 5 (1 800 XP)

Bristling Hide. At the start of each of its turns, the blade beast deals 4 (1d8) piercing damage to any creature grappling it.

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

ACTIONS

Multiattack. The blade beast makes three melee attacks.

Bite. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Slam. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

REACTIONS

Absorb Weapon. When a metal weapon or shield hits the blade beast, the beast can use its reaction to force the attacker to make a DC 12 Strength/Dexterity saving throw. On a failed save, the weapon deals damage normally (after accounting for the blade beast's damage reduction, if applicable), but then it's absorbed into the blade beast. An absorbed weapon is lost and cannot be recovered until the beast is slain.

LEGENDARY ACTIONS

Vófour has 2 legendary actions it can use at the end of an enemy's turn. It will regain those legendary actions at the beginning of its turn.

Shield of Heat. Thanks to the shield it absorbed Vófour can cause a burst of heat in a 5ft. radius around itself, creatures inside that radius must make a Constitution saving throw DC 14, on a failed save the creatures take 2d8 fire damage, and half of that on a successful one. (Cooldown of 2 turns)

Tail Mace. With the maces absorbed into its tail Vófour can slam on the ground and cause shrapnel to be thrown in a 15ft. cone causing 1d12 piercing damage. Creatures can make a Dexterity saving throw DC 14 and if it's successful they take no damage. (will not work on sandy or muddy terrain)

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