

GLIP DAK



**ADVENTURERS
LEAGUE™**

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

CCC-GLIP-01-01

Iam Pace, William Beers, & William Murakami-Brundage



Glip Dak

The Kroth Magg hobgoblins run the trade city of Glip Dak in the Troll Hills of Thar. From there they have taken control of the trade routes along the northern Moonsea. A young noble has been captured for refusing to pay their tariffs and his house looks to hire adventurers to rescue him. Tier 1 CCC-GLIP-01-XX can be played in any order.

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



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Introduction

Welcome to *The Black Market of Glip Dak*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure takes place in the Grey Wastes of Thar, within the hobgoblin market of Glip Dak.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Background

Within the last decade, the Kroth Magg hobgoblins have risen to prominence within the Wastes of Thar, that cold land of nomadic tribes and warring clans. They have secured and fortified several strongholds in western and southern Thar and have gained access to the Moonsea itself. Their dominance is tied to the authority and secret leadership of the blue dragon Maelizarra, whose wealth and ambition are only matched by her cunning, who herself is the granddaughter of Iymrith, that wyrm of legend. Maelizarra tempers the warlike nature of the Kroth Magg and guides their aggression towards more constructive aims. To that end, the hobgoblins have taken control of key trade road across the northern Moonsea and have begun to not only tax them but also maintain and guard them, finding economic control and prosperity another facet of war.

The center of this budding kingdom is Glip Dak, the black-market city. Built within ancient Netheril ruins, Glip Dak has become neutral ground where all are welcome to barter and trade, but those who violate these edicts are made an example of.

The sudden rise of the hobgoblin realm has stirred concerns from the civilized nations and fiefdoms around the Moonsea. However, with the growth of Glip Dak, a curious benefit has befallen not only nearby settlements but cities across the sea as they have gained access to rarely seen commodities and noticed a drop in illicit trade in their own communities. This is a farseeing strategy of Maelizarra as she undercuts other black markets not only in prices but also in quality, variety, and quantity of merchandises. Glip Dak is now the place to go for good bargains on nefarious products. Everything is traded in the infamous black-market city, from mundane wares to exotic goods from locations as far flung as the Underdark and City of Brass. It is a place where frost giants trade mammoth ivory, a place where Thayan wizards secure rare components and slaves, a place where heroes and scoundrels find all manner of information on the hidden and forbidden.

Recently, Elias Vandover, heir and representative of the powerful Vandover merchant house, has been captured and imprisoned by a Kroth Magg patrol accusing him of evading trade taxes. The punishment of such an offense is being sold into slavery.

However, the Kroth Magg don't seek to make enemies of the Vandover estate but to make a high-profile example to those who would skirt the laws. These demonstrations are needed to keep the

goblinoids of Thar inline. In secret, the Lords' Alliance on behalf of the Vandover estate have made a deal with the Kroth Magg to retrieve Elias, but the Kroth Magg cannot simply hand him over without looking weak or lenient to their rivals within Thar. The hobgoblins have asked for a neutral party to intervene and "rescue" him, buying him as a slave.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Elias Vandover (EL-eye-ess VAN-dove-err). Human male, heir to the Vandover merchant house. Captured by hobgoblins and now being held in Glip Dak by the Worghide clan. Impulsive, but magically talented.

Eileen Dormar (EYE-leen DOOR-mar). Officer of the Vandover estate. Tasks the adventurers with rescuing Elias. Dutiful servant of the merchant house. She expects Elias Vandover to die a terrible, yet well-deserved, death one day.

Huul (HOOL). Hobgoblin warrior. The adventurers may free her from the hanging cage outside of Glip Dak, upon which Huul swears to serve them and repay her honorable debt. Huul stands by her honor, and sees ethical things in black and white, few shades of grey.

Maelizarra (MA-lizz-are-ah). Adult blue dragon, ally of the Kroth Magg hobgoblins, and offspring of Chezzaran of Ascore. Gives magical power and knowledge to the Kroth Magg in return for tribute.

Manke (MAN-key). Hobgoblin quartermaster, owner of Arrk's blade, and an avid gambler and religious zealot. Cheats with a magical die.

Adventure Overview

Typically, a direct assault on Glip Dak would be suicidal, even by a powerful adventuring group. The role of the hobgoblin market is more an exotic, unfamiliar locale.

In the depths of Glip Dak, anything is available for a price. The adventurers could be sent to buy a merchant's freedom, act as spies, or otherwise engage with goblinoid civilization. Glip Dak's locale is a chance for persuasion, deception, sleight of hand, and intrigue. Ultimately, the hobgoblin market is an opportunity for roleplaying and encountering the strange, savage creatures and cultures of Faerûn in a place other than a battlefield.

The adventure is broken down into 5 parts:

Part 1. The adventurers are asked to visit Glip Dak and rescue Elias Vandover, heir to the Vandover merchant house in Tantras. Also, the adventurers are tasked with taking Manke's magical greatsword.

Part 2. The adventurers enter Glip Dak.

Part 3. Through fair means or foul, they need to obtain Elias Vandover's freedom from the Worghide.

Part 4. Optional events and encounters. These are included to expand the Glip Dak play experience.

Part 5. Conclusion.

Adventure Hooks

This adventure is part of a set of adventures located in the trade city of Glip Dak in the steppes of Thar. The Tier 1 GLIP adventures (CCC-GLIP-01-XX) are not part of a sequential storyline and can be played in any order.

Your players may recognize some of the NPCs or places from the other adventures. While that can give them a sense of familiarity with the locale, it won't spoil any surprises!

Recruited by the Vandover estate and Eileen

Dormar: The adventurers are asked to buy Elias Vandover's freedom from the Kroth Magg imprisoning him. Elias is heir to the Vandover merchant house in Tantras.

Recruited by the Kroth Magg: The Vandover estate and the Lords' Alliance have reached out to the Kroth Magg to pay them for his release. However, the Kroth Magg cannot lose face by releasing the arrogant merchant prince and instead hire a neutral party to free him.

Hobgoblin Society

Who are the Kroth Magg?

A decade ago, six hobgoblins adventurers discovered a Netheril ruin in the tip of the northern Troll Hills. What they found within caused a schism in the band. A brief battle ensued, resulting in the victors exiling two of their former comrades. The remaining four turned to the worship of the true hobgoblin deities. From there, they used treasure obtained through their explorations and sellsworlding to begin constructing a fort above the massive complex below.

This activity attracted Maelizarra, a curious blue dragon, who sought the secrets the ruins held. She saw potential in these hobgoblin adventurers and offered her wealth to back their endeavors if they swore fealty to her before their gods. They accepted and together they formed the Kroth Magg and built the fortress of Glip Dak to guard the ruins.

The Kroth Magg rose to prominence quickly, attracting many hobgoblins to their banner. With the dragon's clandestine guidance, they secured local resources and began to guard and tax the trade roads of the northern Moonsea.

Glip Dak is controlled by Maelizarra through her overlords, the remaining adventurers: Supreme General Korgoth Bayn, Iron Shadow Grand Master Kahl, Devastator Lord Balroth Sicar, and High Priestess Drakkla the Red. There are rumors of a fifth overlord, but such stories are violently refuted.

While powerful, the Kroth Magg have much to hide. They are apostates who have freed themselves from the leash of Maglubiyet and returned to the worship of Nomog-Geaya, their god of stoicism and conquest, and Bargrivyek, their god of duty and discipline. They keep this secret as such information would unite the goblinoids against them in a holy war, for Maglubiyet is ruthless and cruel and demands the same of his followers.

While the upper levels of the ruins have been opened to Glip Dak to serve as sewers and prisons, Maelizarra and her overlords continue to jealously guard the mysteries held deeper below, sealed by both gate and magic to all but themselves.

Glip Dak

- A few years ago, a clan of hobgoblins claimed a Netheril ruin as their stronghold. From that lonely outcropping of stone and crumbling battlements rose Glip Dak. Glip Dak is a lawful evil goblinoid fortress surrounded by a bustling tent city.
- At the trade gate, there is a wooden sign in Common, Giant, Goblin, and Orc that says: "Glip Dak - Kill not; Steal not". Below the sign is a pile of humanoid skulls.
- Outside the trade gates are stocks, manacles, and cages wherein criminals are punished. The gallows, dunking vats, and other public "spectacles" are near the market square.

Glip Dak Citizens

- Glip Dak citizens include many races, from goblins to drow, but the Kroth Magg hobgoblins squarely control the city, at least ostensibly.
- Creatures such as aberrations, monstrosities, lycanthropes, undead, etc. are considered vermin.

Justice and the Law in Glip Dak

- Breaking the laws of Glip Dak is punishable by lost downtime or a fine, but it does not end the adventure, nor does it prevent playing other Glip Dak modules.
- Some Glip Dak specific story awards can cause social shifts during other Glip Dak modules – the adventurers are raising suspicions, have caused problems, or are decorated allies.

The Heinous Crimes of Glip Dak

- Killing Glip Dak citizens or non-citizens.
- Being caught stealing from a merchant or citizen.

Decorations in Hobgoblin Society

- **Vadd Narkoz**, "Strong Warrior". In this public proclamation, the hobgoblins of Glip Dak acknowledge outsiders as worthy allies.
- **Lozz Nying**, "Pony Gift". In this public ceremony, a pony, bridle, and riding saddle are bestowed upon those that earned Lozz Nying.
- **Fezik Melko**, "Worthy Accord". A parade occurs, and those given the Fezik Melko are rewarded with a silver dagger.
- **Pakk Vit**, "Shield Bearer". Saving the life of a hobgoblin creates a blood debt. Until that debt is repaid, the hobgoblin that owes the debt is known as the Pakk Vit (shield bearer) to their rescuer.

Earning Decorations

The decorations may be earned by completing quests for the Kroth Magg, DM's discretion. They grant one of the following benefits:

- Advantage on Charisma (Deception, Intimidation, and Persuasion) checks while interacting with the Kroth Magg.
- A point of inspiration.
- A particular item or set of items, depending on the decoration.

Part 1. The Vandover Heir

Story Beat

The adventurers are recruited by the Kroth Magg Captain Hrogar or Lady Eileen Dormar, a representative of the Vandover house, to rescue the reckless Vandover heir without either the Kroth Magg or Vandover estate losing face. The module is informed by story awards and events from previous Glip Dak adventures.

Estimated Duration: 15 minutes

Tip: Where to start

Depending on which (if any) Glip Dak story awards have been earned, this adventure can start in a number of ways:

- If a party member has the story award **Glip Dak Lawbreaker**, go to **Part A**.
- If a party member has the story award **The Bronze**, go to **Part B**.
- If any of the party is a member of the Lords' Alliance, go to **Part C**.
- If the party is newly arrived at Glip Dak, go to **Part C**.
- If none of the above fits the party, try to develop a narrative that will motivate them to take work from Hrogar or Eileen.

A. Glip Dak Lawbreaker

If a member of the party has the **Glip Dak Lawbreaker Story Award**, read the following:

You have spent the last several days assigned to hard labor, breaking stone and hauling rocks. After an exhausting day, you are woken in the dark and called to the city watch barracks to stand before Captain Hrogar.

Adventurers with the Lawbreaker Story Award make a DC 11 Constitution saving throw or suffer a level exhaustion that they start the adventure with. This is from being forced into hard labor as punishment for breaking the laws of Glip Dak.

Proceed to **B. Recruited by the Kroth Magg**.

B. Recruited by the Kroth Magg

Those with **The Bronze Story Award** are greeted with a friendly smile and talk of their deeds. Hrogar shows genuine friendship and trust with the adventurers. Adventurers with The Bronze Story Award gain a point of inspiration from knowing their actions have positively impacted the city and people.

Read or paraphrase the following:

The Kroth Magg make a show of pragmatic and spartan standards of decoration. This chamber embodies those qualities. While sparingly furnished and only adorned with the Kroth Magg's banner and coat-of-arms—the silhouette of a dragon—what few objects furnishing the chamber are of excellent quality. The desk and chairs are imported blueleaf wood and the banners are woven from exotic silk and dyed in expensive cobalt color.

Hrogar sits behind the desk, which is clean and organized, waiting for you to seat yourselves in chairs before him.

"Greetings, mercenaries and adventurers, I have a sensitive matter to discuss with you, a matter of political importance to not only the Kroth Magg but to the city of Tantras, Hulburg, and even the Lords' Alliance.

"A tenday or so ago, an arrogant noble named Elias Vandover of the Vandover noble house attempted to smuggle goods through the trade roads the Kroth Magg patrol and maintain to the benefit of all. When caught, he assaulted two guards before he was subdued. However, because of this man's standing as a merchant prince, we can't punish him accordingly and both the Vandover estate and the Lords' Alliance have reached out to us for his release.

"The trouble is, we cannot simply release him without losing face and undermining the importance of law and order here in Thar. If the goblinoids tribes perceive the Kroth Magg as showing leniency or weakness, they will not obey our rule and Thar and the northern Moonsea will once more descend into a land of raiding warbands and violent tribes.

"The current punishment for such violations is being sold into hard labor. This, of course, can't actually occur. On the behalf of the Vandover estate and the Lords' Alliance, we would like you, as a third party ostensibly unaffiliated with Hulburg, Tantras, or House Vandover, to buy Elias as a slave and return him to Hulburg. This appears to be the best solution. The denizens of Glip Dak see no one escapes justice, that no one is above the law, and the soft merchant is freed."

For those with the Lawbreaker Story Award, Hrogar offers to commute the sentence if they buy and free Elias Vandover. **If an adventurer with the Glip Dak Lawbreaker Story Award completes Hrogar's mission, the story award can be removed with no downtime or gold deducted.**

Proceed to **E. The Mission Details**.

C. Eileen Dormar's Request

Story Beat

The adventurers are called to Hulburg by a Lords' Alliance messenger on behalf of the Vandover noble house. The

Vandover executor tasks them with rescuing Elias Vandover, the heir to the Vandover merchant house in Tantras.

If the adventurers have not played a Glip Dak module, here is an introduction to see them off.

As you traveled the Moonsea region, a messenger on horseback intercepted you with a missive requesting your assistance in an important matter involving a merchant prince and a hobgoblin kingdom. The message was marked with the sigil of house Vandover and the Lords' Alliance. The scroll was vague, citing reasons of discretion, and the rider didn't know more concerning the matter. You are asked to meet with Lady Eileen Dormar at Hulburg. A reward is promised.

House Vandover and the messenger know the adventures by their descriptions, having obtained it from the adventurers' factions when House Vandover sought aid.

A successful DC 10 Intelligence (History) check recalls that the Vandover noble house is centered in Tantras and controls a powerful merchant company with extensive trade throughout the Moonsea and even into the Sea of Fallen Stars. The ruling family was recently killed, and the heir is a young and reckless noble named Elise Vandover who fancies himself a hunter of exotic beasts. He is also a wizard.

Travel to Hulburg should be fairly uneventful and quick, placing the adventurers in the meeting with Lady Eileen herself at an upscale inn.

Once you reach Hulburg, a man wearing the heraldry of House Vandover intercepts you, asking you to follow him to a fine inn to meet with Lady Eileen Dormer.

You are led into a meeting hall upstairs in the Bright Crown, one of Hulburg's grandest inns. A pair of guards stands at attention outside the chamber. The private hall is well lit, and luxurious food and drink has been laid out. At the head of the table sits a middle-aged human woman dressed in fine clothes. She stands as you enter.

After she watches you a few moments, she speaks, "I am Lady Eileen Dormar, officer of House Vandover. I hope your travels have been well and I apologize for the abruptness and secrecy around this matter."

She motions for you all to relax and eat before sitting herself. "I will not waste more of your time with needless preamble. A tenday ago, Lord Elias Vandover, my lord and heir apparent to the Vandover name and estate, was captured by hobgoblins while overseeing the movement of goods from Hulburg to a new contact in Thentia. During the journey, his caravan was taken by a hobgoblin mounted detachment, the Worghide Company who patrols the northern trade routes to the benefit of all, or so they say. Uncouth extortionist." She sighs, "They accused him of smuggling and evading taxes. He was taken to Glip Dak, a city in southern Thar at the tip of the Troll Hills. There he will be sold as a slave for punishment.

"I'd like you to obtain his freedom by purchasing him. The Worghide is a mercenary company working for the Kroth Magg, a force recently arisen within Thar. The Lords' Alliance on my behalf have reached out to the Kroth Magg overlords, who were surprisingly diplomatic. They agreed to his release; however, there is a catch. The Kroth Magg cannot afford to look weak or lenient before their vassals or rivals and have requested a third party unaffiliated with House Vandover, Tantras, or Hulburg to intervene and buy him as a slave. The Vandover estate will provide you with the coin you need."

With that, Eileen pulls out a hefty-looking cloth pouch and drops it on the table with a metallic thump.

"Once you reach Glip Dak, you are to meet with a Kroth Magg officer named Hrogar. This is to make sure Elias is sold to the right people."

On a successful DC 12 Wisdom (Insight) check, adventurers notice that Lady Eileen Dormar (human **noble**) is telling the truth about Elias Vandover, but also is frustrated with the merchant heir. If asked, Eileen explains this isn't the first time she has extracted Elias from dangerous situations.

Proceed to **E. The Mission Details**.

E. The Mission Details

Either Lady Eileen Dormar or Guard Captain Hrogar (depending on which introduction is used) provide the following information:

- Elias Vandover is being held at Glip Dak in the Worghide compound. He is being sold for 350 gp. His noble blood, rank, and arcane training assure a high price.
- The Kroth Magg have no issue cooperating with Tantras, Hulburg, the Lords' Alliance, and even House Vandover because it is in the Kroth Magg's interest to maintain its control of trade in the

northern Moonsea region, and that requires partners and those who don't see them as a threat. If the Kroth Magg were to ever control territory through traditional military means, that would quickly ally the cities of the Moonsea against them.

- Glip Dak serves a purpose in the Moonsea. It gives a place for black market goods to be bought and sold away from civilized lands, and also serves as a meeting place for sensitive political dealings with goblinoids, drow, frost giants, and even dragons.

The Kroth Magg and the City of Glip Dak

- The Kroth Magg is a hobgoblin kingdom lead by four overlords: Supreme General Korgoth Bayn, Iron Shadow Grand Master Kahl, Devastator Lord Balroth Sicar, and High Priestess Drakkla the Red, who were all members of an adventuring party before finding immense wealth in a Netherese ruin and starting a trade city open to all.
- The Kroth Magg keep the law with an iron fist, which is necessary in a land as wild and dangerous as Thar. It's crucial to avoid open conflict within the city. Discretion and subterfuge are the key.
- The Black Market City of Glip Dak is growing quickly, and resources are in high demand there, including slaves.
- The Kroth Magg run a lucrative enterprise, wherein nearly anything can be bought or sold in Glip Dak, and where all are welcome. In return, the hobgoblins tax all goods and services. They also patrol, maintain, and impose tariffs along northern trade routes. While many feel their expansion and repair of roads and heavy patrols are simply a pretense to tax travelers and merchants, the Kroth Magg patrols have made travel far safer if a bit more expensive. Most tariffs are reasonable.
- A successful DC 15 Intelligence (History) check reveals that "Kroth Magg" means "the azure dragon" in Ghukliak, the goblin tongue. Anyone fluent in Goblin automatically succeeds on this check. The Kroth Magg iconography is that of a silhouette of a blue dragon. Glip Dak means "fetch that" in Goblin and is an idiom for shopping.

Elias Vandover and House Vandover

- Elias Vandover is the last surviving heir of House Vandover. His parents and older brother died recently in a suspicious accident. He was the second son who fancies himself a hunter of exotic beasts. He spends his time hunting and learning arcane magic to assist in this pursuit. He is naive

and arrogant but has the potential to be a true leader and powerful wizard.

- The Vandover noble house is centered in Tantras and controls a powerful merchant company with extensive trade throughout the Moonsea and even into the Sea of Fallen Stars.

Equipment and Ransom Money

Either Eileen or Hrogar gives the adventurers a pouch containing 400 gp and arranges a set of cold weather gear for each adventurer. The stated purpose of this money is to buy Elias Vandover as a slave and secretly release him back to Hulburg. The price for a slave of noble blood and one learned in wizardry magic is 350 gp, but the price may fluctuate for unseen reasons.

As well, the adventurers receive a map of the region around Glip Dak, featuring local highlights and miscellaneous landmarks.

Reward

Eileen or Hrogar gives the adventurers a briefing on Glip Dak society and law. Give the players **Player Handout 1**.

If successful, each adventurer is promised 100 gp.

Eileen Dormer's Recruits

She hands the adventurers a scroll, which contains the Kroth Magg sigil and grants entry into the city, and tells them to meet with the Kroth Magg representative, Guard Captain Hrogar, once they reach Glip Dak. After all, the Kroth Magg need to make sure Elias is being sold to the correct group.

Reaching Glip Dak requires several days travel through the northern Moonsea and eastern Thar regions, after which the adventurers finally arrive at the trade city of Glip Dak. Travel is not covered in this adventure because of time constraints. If time isn't an issue, the arctic encounters (levels 1-4) from *Xanathar's Guide to Everything* can be used, page 92.

Eileen provides each adventurer with cold-weather gear, see the Extreme Cold sidebar below.

Proceed to section **B. Recruited by the Kroth Magg**. This may be summarized as the hobgoblin captain goes over details, filling them in on anything they may have missed speaking with Eileen.

Manke, the Disruptive Guard

Once Hrogar goes over the information about buying Elias, he asks the adventurers to assist with a different matter.

Read or paraphrase the following:

While you are here within Glip Dak, there is a second task I would ask of you, which also carries a risk and a reward.

There is a hobgoblin officer named Manke who is seeking followers. That isn't an issue by itself as we encourage ambition and leadership. The issue is that he is a zealot of the Maglubiyet. And like all zealots, he is a disruptive bully. He believes by the mere merit of his fervor in Maglubiyet that he should be given a high standing within Glip Dak.

Manke possess an enchanted greatsword that aids him in attracting others to his banner. He believes this sword was a gift from Maglubiyet and he can never lose it. Take this sword from him, prove him wrong. You can keep it for yourselves.

The Mission

Find Manke, take the sword from him anyway you can, humiliate or kill him, whatever suits your style.

Hrogar can share the following information with the adventures about Manke:

- He has been attempting to convert others to his banner, forming a sort of church militant.
- It is important to the functioning of Glip Dak that one religion does not rise to control the city. A theocracy would be devastating, especially one as violent as Maglubiyet.

A successful DC 15 Intelligence (Religion) check recalls that hobgoblins are supposed to worship Maglubiyet with fanatical zeal, with few exceptions. Glip Dak hosts few religious shrines or temples. The Kroth Magg say this is an issue of attracting trade and making others feel comfortable and safe within Glip Dak as Maglubiyet demands sacrifices.

About the Sword

- The sword has quite the history, too. It was once wielded by the troll mercenary Arrk before he disappeared into the ruins below our feet. The sword was recovered from there not long ago and fell into the possession of Manke.
- The sword is of Netherese make and when drawn, the blade bleeds. From what little we know, this must be some kind of benign curse, well, unless you're squeamish around blood. At the center of its guard is a magical gem, which once allowed the sword to capture and cast powerful magic. However, something unusual is now within the sword preventing this ability.

Part 2. Glip Dak

Story Beat

The adventurers move through Glip Dak, the Black Market City of Thar, seeing the exotic sights. During this time, they encounter a potential ally in a cage, who they can free. Then they go to the Worghide compound to buy Elias and then they confront Manke.

Estimated Duration: 30 minutes

General Features

There is a sprawling tent city surrounding the fortress of Glip Dak. This tent city is composed of numerous elements, including less wealthy merchants, nomads who have come to trade, outcasts and refugees, and mercenary companies for hire. Located here are the public punishments such as stocks, hanging cages, dunking pools, etc.

Terrain. The tent city sprawls for several acres around the trade fort of Glip Dak. The ground throughout has been churned into mud. Dry grass has been scattered on the main paths, but the clinging earth and constant foot traffic make the paths difficult terrain.

Weather. Thar is high plateau terrain, harsh and cold. It snows most of the year. Light snow covers the ground, piling into taller snowdrifts in less traveled areas. During the day, it is cold. At night, it drops to freezing.

Light. Every merchant or camp has some kind of fire going, which serves as a heat source, cooking method, and light.

Smells and Sounds. The pungent scent of horses and other animals mixes with the smell of rare medicinal herbs, roasting meat, and brewing beer.

Nighttime in Thar

Extreme Cold

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear and creatures naturally adapted to cold climates.

A. The Markets of Glip Dak

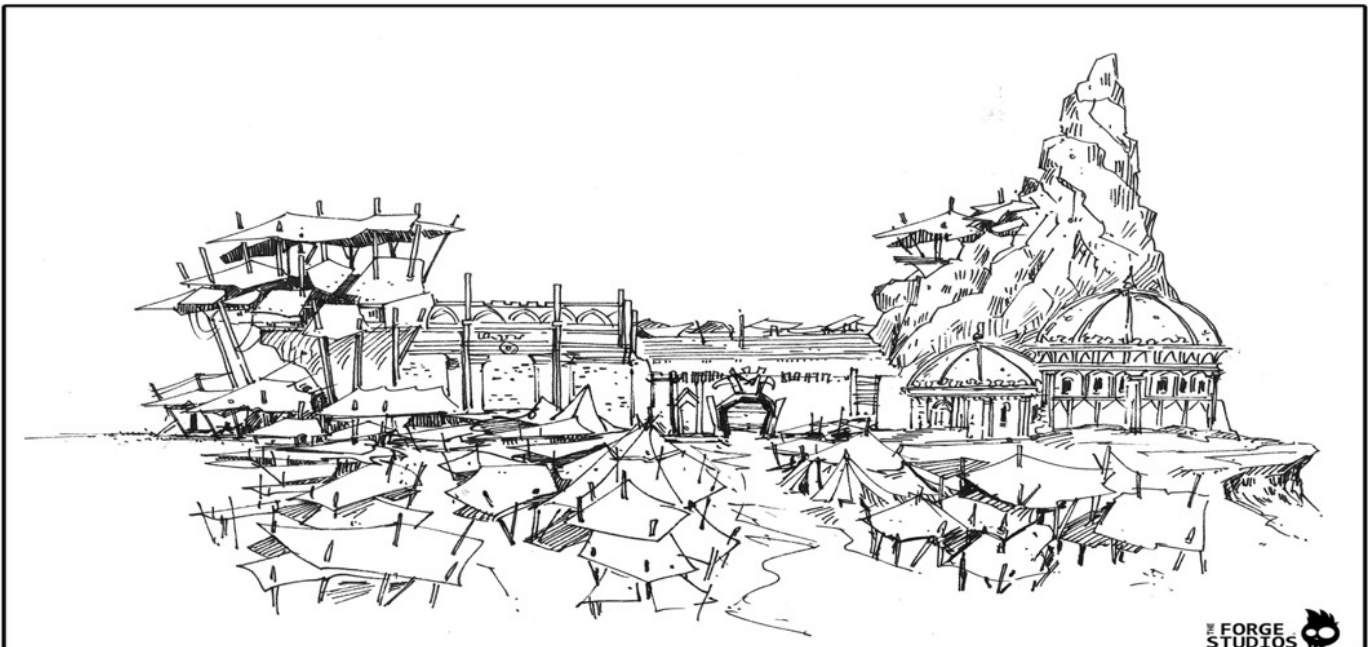
As the adventurers near the merchant gates, they merge with the constant foot traffic coming in and out of the fortress.

At the trade gate, there is a sign in Common and several goblinoid languages that reads “Glip Dak - Kill not; Steal not”. Below the sign is a pile of humanoid skulls.

A cobblestone road starts at the gate and leads into the merchant quarter. Food stalls sell fermented mare’s milk, smoked meats, wheels of cheese, and baked flatbreads.

Carts and wagons are everywhere, displaying goods like fur pelts, pottery, and clothing. Orcs, hobgoblins, and bugbears hawk their wares and shout in Goblin and Common, enticing passersby to stop and look.

There are even drow merchants, who glare out at the brightness of day from the gloom of their tents, and frost giants selling mammoth ivory and furs, their deep voices heard above the crowd.



THE FORGE
STUDIOS 

B. The Hanging Cages

Story Beat

At some point as the adventures move through Glip Dak, either leaving Guard Captain Hrogar's office or arriving from Hulburg or elsewhere, the adventures spot a cluster of hanging cages for public punishments. These displays are both crime deterrents and symbols of authority.

Quick thinking adventurers may free Huul, a hobgoblin, and obtain a local guide and ally.

Read or paraphrase the following:

Even in the tent city outside the walls, there are signs of hobgoblin law. You spot the stocks and hanging cages. Most of the cages contain corpses clothed in tattered remnants, but one cage holds an ochre-skinned hobgoblin. Her shouting in Common and Goblin indicates she's alive, and angry. Nearby an ogre and a handful of goblins squat around a fire occasionally snapping at her to be quiet.

Her yellow eyes stare directly at your motley group, and she shouts in Common, "Soft folk. You look scared, out of place here. Pay my debt, buy my freedom. You need my help, and I need your coin."

The Goblinoid Guards

There are three **goblins** and an **ogre** guarding the cages. They are arranged around a fire pit, passing a jug of barley wine and telling stories in Goblin.

Attacking these guards, especially in such a public place, alerts The Bronze, the hobgoblin military police. Even after leaving Glip Dak, the adventurers will be hunted until justice is delivered. After the adventure, each adventurer earns the **Glip Dak Lawbreaker Story Award (Player Handout 2)**.

Freeing the Prisoner

The guards are cold and bored. If asked, they tell the adventurers that the imprisoned hobgoblin is named Huul, and she stuck a dagger in a goblin during a bar fight. Because of this murder, she owes a blood debt of 50 gp to the goblin's family, but she refused to pay and so was thrown into the cage for a tenday.

A successful DC 11 Wisdom (Insight) check gleans that this is mostly true. If Huul is asked why she's in the cage, she explains:

"That filthy cur tried to steal my *Fezik Melko*, an honor gift for valor in battle, a silver dagger. So, I killed the dog with it.

"I owe his family far more than the filth was worth. Even if I had the gold, I wouldn't pay it." She spits. "I have nothing but my honor, my dagger, and my value as a soldier. Buy my freedom, and I'll owe you. Buy my freedom, and I will be your *Pakk Vit*, your shield."

She smiles at you, showing surprisingly clean, sharp teeth, and holds her hand out to you through the bars. "I am Huul, and I wish for a warrior's death, not to die in this cage, stabbed by goblin spears in the night. Killed like a rat in a cage."

Huul (unarmored **hobgoblin** armed with a silver dagger) is desperate to get out the cage. She fears that the goblin's kin will arrive and bribe the guards to look the other way while they get revenge.

The guard can be easily bribed with a successful DC 12 Charisma (Persuasion or Deception) check and 25 gp or 10 days' worth of rations to release Huul. Intimidation checks are made with disadvantage in this situation.

Clever, non-lethal tactics should also work, such as a *sleep* spell, setting a small fire as a distraction, lying about a fight to draw the guards away, or drugging their food. Lethal measures should be acceptable if the adventurers are exceptionally careful.

Huul and the *Pakk Vit*

If her freedom is obtained, the ogre laughs. He puts down the jug, unlocks Huul's cage, and throws open the cage door. They the guards sit down and begin arguing about how to split their coins or food. Anyone who speaks Goblin overhears the ogre tell the goblins "Huul made us extra gold coin. That's twenty for me, and five for you lot."

Read the following if Huul's debt is paid:

Huul clambers down and stretches. She's taller than you initially thought. She says in Common, "I owe you a debt. I am your *Pakk Vit*, your shield warrior, until my debt is repaid.

"You picked a good day to die in Glip Dak. Glad I get to see this fun." She starts laughing at her joke, and then abruptly stops. "Who are you, and why are you here in Glip Dak?"

When the adventurers free her, she cuts her hand with a silver dagger bearing a symbol, swearing an oath to them. On a successful DC 15 Intelligence (Religion) check, the adventurers identify the symbol on the dagger as that of Bargrivyek, the hobgoblin god of duty and discipline, who was defeated and enslaved by the goblin god Maglubiyet.

Huul and Her Blood Debt

Huul owes the adventurers a debt, and she's eager to even the score and be free. She will follow non-suicidal orders and throws herself into combat with fervor. Once she has partaken in one combat with the adventurers, she declares that her debt is paid, and attempts to leave.

After her debt is settled, Huul can be persuaded to stay and act as a guide. In payment, she asks for a martial weapon and armor. If armed and armored, she keeps these items at the end of the adventure and does not return them.

For purposes of *The Black Market of Glip Dak*, Huul does not count as an NPC regarding experience earned.

Huul knows where the Worghide villa is located. If the adventurers are open about their goal to rescue Elias Vandover, she's able to guide them. She is also familiar with Manke, owner of Arrk's greatsword, by reputation only—that of a bully and zealot.

If Huul is not freed, she is no longer in the hanging cage when the adventurers pass back this way. If asked, the guards laugh and mention the goblins came and took vengeance for their slain kin.

Huul will not willingly give up her silver dagger. The dagger is a symbol of her honor and prowess. The only way to take it is by her death.

Where to Now

The adventurers can proceed to Manke or to free Elias in any order.

Treasure

If Huul dies any time during *Glip Dak*, her dagger can be claimed. It is a non-magical silver dagger that bears the rune of Bargrivyek, the hobgoblin god of duty and discipline, and is worth 75 gp if sold.

Part 3. The Heir's Rescue

Story Beat

The adventurers come to the Worghide compound to free Elias Vandover. There they meet the Worghide hobgoblin cavalry company leader, Danate. If the adventurers seek to purchase Elias, a surprise visit from a third-party barterer challenges them for Elias.

Estimated Duration: 30 minutes

The Worghide compound is located along the eastern edge of the market, nestled in under Glip Dak's walls.

There are a handful of interconnected buildings where the Worghide hobgoblins live. Elias Vandover is being held prisoner here, under the orders of Danate, the Worghide matriarch. Danate's not-so-secret weapon is Klugg, a female ettin.

General Features

The Worghide hall has the following general features.

Terrain. The compound is surrounded by a 20-foot stone wall, which is part of an ancient Netherese ruin and bares that strange architecture. There is an arched gateway with a heavy door that's closed. A copper bell sits outside the door.

Weather. The snow has abated for now, but the wind carries a mix of dust and snowflakes. Visibility is lightly obscured past 60 feet.

Light. There is light visible within the compound from a variety of fire sources.

Smells and Sounds. There is laughter in Goblin and fearful yelling in Common. Deep, booming voices occasionally yell a string of epithets in Goblin (Klugg, arguing with herself over a sheep carcass).

A. The Worghide Compound

The Worghide compound is located along the eastern edge of the fort, nestled under Glip Dak's walls.

There are a handful of interconnected buildings where the Worghide hobgoblins live. A large, tattered wolf pelt is affixed to the gate of the compound, and a sigil in Ghukliak (Goblin) marks the lintel above the gate. Hanging to the side, there's a verdigris-hued copper bell with a rope attached. You suspect this is how visitors get the inhabitant's attention.

Inside you hear deep, guttural yelling in Goblin, mixed with terrified screaming in Common.

On a successful DC 10 Intelligence (Nature) check, the pelt is identified as a worg hide. The sigil in Goblin also reads "Worghide".

The compound does not have guards along the perimeter, as Glip Dak is a civilized fortress and the Kroth Magg constantly patrol the city. Spending a minute or two observing the compound reveals that there's one person speaking Common, multiple voices speaking Goblin, and there's a pair of deeper baritone voices (this is Klugg).

Anyone who understands Goblin understands the gist of what's being said on a successful DC 12 Intelligence (Investigation) check:

- There are at least a dozen hobgoblins inside and at least a score of attendants (emphasize this is a military compound with numerous soldiers).
- Most of the force is out on patrols with their worg mounts, and only a fraction is present.
- The hobgoblins mention Danate and Klugg by name, and that there are new slaves who need to be trained and sold, including a whiny human in dapper clothes.

A1. Knocking on the Worghide Gate

If the gate bell is rung (or an adventurer uses *thaumaturgy* or similar sound amplification to announce their presence), the yelling and screaming stops, and 1 minute later a male hobgoblin opens a shutter in the gate. In Common, he brusquely asks what the adventurers want.

If they mention Elias Vandover, the guard denies knowing where he's at. A successful DC 11 Wisdom (Insight) check reveals he's lying.



On the other hand, if the adventurers mention they are interested in purchasing slaves or that they're here to visit Danate or Klugg, the hobgoblin starts muttering under his breath in Goblin and opens the Worghide compound gate, barring it again once the adventurers have entered.

If Huul is with the party, the gate guard salutes her. Those who have earned the silver dagger are known for their battle prowess in Glip Dak. The guard does make a joke about her being "thrown in a cage." Huul isn't amused, but the other hobgoblin laughs all the louder.

Proceed to **Section B1**, below.

A2. Besieging the Compound Gate

Another, more visible and risky option is to knock the gate down and charge in. The wooden gate is 10 feet wide, has AC 15, 75 hp, and is immune to psychic and poison damage. A *knock* spell will unbar the gate.

If Huul is with the party, she informs the adventurers that this is "a stupid way to knock on the front gate," and "just because you can knock down the gate, doesn't mean you must." This leads to **Section B2**, below.

Breaking down the Worghide gate in an obvious fashion, and without clever disguises, alerts The Bronze, the hobgoblin military police. Even after leaving Glip Dak, the adventurers will be hunted until justice is delivered. After the module, each adventurer earns the **Glip Dak Lawbreaker Story Award (Player Handout 2)**.

A3. Sneaking into the Compound

The compound wall can be scaled with a successful DC 12 Dexterity (Acrobatics) check. Failure means that the adventurer falls, taking 7 (2d6) bludgeoning damage. The inhabitants of the compound are busy with their duties, feeding and cleaning their mounts, storing and maintaining equipment, watching the slave pens, or arguing with each other and fail to notice outsiders.

Once inside, the gate can be unbarred without difficulty.

If Huul is with the party, she mutters that she's "fallen in with vagabonds." For the next few minutes, she continues to complain quietly about her newfound companions' lack of honor. This leads to **Section B3**, below.

Tricks of the Trade

Play Time. There's little inherent reward for combat in Glip Dak. It's possible that the players just buy Elias and be on their way.

Play Styles. Get a feel for how players want to approach Glip Dak encounters. It's possible to play Glip Dak and not engage in fighting. Conversely, players may desire combat. Accommodate different play styles when possible.

B. The Worghides and the Heir

Danate sits in the compound's main hall. Attending her are a handful of the Worghide hobgoblins. Klugg is out back, feasting on a sheep.

B1. The Diplomatic Introduction

Read or paraphrase the following if the adventurers rang the gate bell, or are escorted by a Worghide:

You notice the compound is clean and orderly. This section of Glip Dak consists mostly of fully intact Netherese buildings. You are escorted to a great hall, which, long ago, may have been a temple.

Passing through two sets of double doors, you come to a large chamber. There you see a silver-haired hobgoblin sitting in front of a blazing hearth fire. Flanking her are two hobgoblin guards in the heraldry of the Worghide.

Along one wall are a dozen large cages holding prisoners waiting to be sold. In one corner, there is an iron cage containing a young human man dressed in tattered finery. A young goblin is poking him through the bars with a stick.

The silver haired hobgoblin looks up at you as you enter. Her uniform carries the insignia of a captain. "Yes?"

Danate (**hobgoblin captain**) and two **hobgoblins** are gathered here, as well as a dozen noncombatant servants cleaning and feeding the slaves, mostly hobgoblins and goblins. Elias Vandover (**human apprentice wizard**) is in the cage, being taunted by a juvenile goblin. Outside to the north, Klugg the **ettin** is eating a sheep.

Glip Dak is growing fast and slaves are in demand, especially those with valuable skills or knowledge. Danate is expecting visitors from a number of Glip Dak factions and groups seeking to purchase slaves, so the adventurers are not out of the ordinary.

Danate cares little who or what the adventurers are as long as their coin is good. She is happy to be rid of the arrogant, whiney human noble. However, just as the adventurers begin to bargain for his release, read or paraphrase the following:

The doors to the chamber fling open and cold air rushes through, pulling at the fire. A drow woman in opulent purple garb steps in. She is flanked by three scowling drow warriors.

"Hello, Danate, how are you, my dear friend?" she asks sweetly. Danate rolls her eyes.

"What are you looking for, Xek-Durrin?" demands the hobgoblin captain. "Just tell me directly this time, and don't waste my time."

The drow smiles sharply, "Don't tell me you're getting old and impatient. But very well. I heard you have a noble from Tantras for sale. I need something like that."

Danate looks to you, "That slave is already spoken for by these, uh, fine customers."

Xek-Durrin shakes a silken bag, which rattles with coin. "Maybe I'd like to pay more?"

The Bartering

The bidding price for Elias starts at 350 gp. A chosen adventurer makes a DC 14 Charisma (Persuasion) check three times. Each failed check raises the price by 50 gp while each success holds the price still. Good roleplaying should grant advantage to these rolls. These rolls represent the mechanics of bartering and bidding. However, the exchange can be purely roleplay with one or no rolls, DM's discretion.

After three checks, or when it is appropriate, the drow woman looks sour and stomps away, leaving the door open.

"Good riddance," Danate mutters. To Danate, this is strictly business, selling slaves. Elias Vandover, however, harbors deep hatred against his captors.

Elias Vandover's Demeanor and Spells

Elias is a haughty nobleman and fledgling wizard. At the same time, he's terrified for his life. Once the adventurers free him, his arrogance may get the best of him. On the other hand, he's likely to flee in panic and try to get back to Hulburg as quickly as possible.

Elias Vandover has only cantrips available. He has expended all his spell slots and has no spell book.

If Elias is released and unbound, he's livid. Adventurers with a Passive Perception of 12 or higher realize he's going to attack Danate. Elias can be stopped via a successful DC 12 Charisma (Persuasion, Intimidation, or Deception) check.

Unless stopped, he'll blast Danate with a *fire bolt*, upon which the mood of the room changes:

When Elias is released from the cage and unbound, he stands up and begins shouting at the hobgoblin matron in Common.

Suddenly, his words in Common change to arcane incantations, and a bolt of flame streaks across the room.

With that, the mood changes. The hobgoblins charge forward, and the matriarch snarls in Common, "Soft-skinned whelp. You wish to die so soon? Klugg, come here!"

The rest of the Worghide hobgoblins begin yelling and rushing out of the chamber as quickly as they can.

Danate is not amused by the *fire bolt* she just received and wants to make an example out of the Vandover heir. On a successful DC 15 Charisma (Deception or Persuasion) check, Danate will allow the adventurers to immediately leave. If the adventurers offer the Worghides 20 gp or more as a peace offering, they have advantage on this skill check. Likewise, *charm person* or similar tactics may defuse the situation long enough for the adventurers to leave.



If Elias is prevented from assaulting Danate and the hobgoblins are paid, Danate wished the adventurers well and recommends an inn that is welcoming to "soft-skins." If the adventurers refuse to immediately leave, Danate will summon Klugg and engage in combat, yelling about "insolent soft-skinned whelps" the whole time.

If combat does begin, Klugg pushes her way into the compound on the second round. Read the following when the ettin enters:

You hear heavy footsteps, and then the double doors to the west burst open, and a two-headed ogre-kin rushes in.

Both of the ettin's heads simultaneously howls in a mish-mash of Common and another, guttural tongue. The hobgoblin matron points at you. "Klugg, kill them all!"

You notice that instead of weapons, the ettin is clutching half a sheep carcass in each hand. Chunks of mutton hang from the mouth of one head.

Klugg speaking basic Common, Giant, and Goblin, and is yelling in a mixture of all three. Klugg is already riled up, since the ettin's heads were arguing with each other over the sheep carcass.

Klugg's Improvised Weapon (Sheep Carcass)

Replace the ettin's two attacks with the following:
Multiattack. Klugg makes two attacks with the sheep carcass.
Sheep Carcass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

B2. The Siege

If the adventurers besiege the compound, the hobgoblins order Klugg inside and bar the compound doors. The noncombatants flee to the western-most hall. Danate (**hobgoblin captain**), Klugg (**ettin**), and six **hobgoblins** prepare to defend their barracks and its support buildings.

The compound double-doors are 15 feet wide, and have AC 15, 75 hp, and are immune to psychic and poison damage. They are barred the inside. A *knock* spell will unbar the doors.

In the case of an outright siege, Klugg is armed with her normal weapons.

This can be a difficult and deadly battle if the adventurers are not ready or have made plans, such as having infiltrators poison the hobgoblins' food or set fires that spread quickly.

If Klugg and/or Danate are slain, the remaining goblinoids try to broker a deal. They'll exchange Elias Vandover for sparing the lives of the remaining Worghide troop members.

B3. Sneaking Around the Compound

If one or more adventurers sneak into the compound, they can peek through the slatted windows. Depending on which way they go, they may spot Klugg eating her mutton just north of the compound. They may also find the cistern and well to the west.

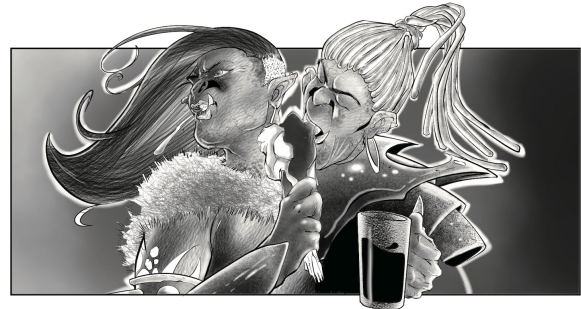
Sneaking into the main hall unseen requires a contested Dexterity (Stealth) check against Danate's Wisdom (Perception) roll.

The padlock on the cage can be unlocked with a successful DC 12 thieves' tools check. In this scenario, Elias will attempt to quietly escape without being noticed by the goblinoids. If either Elias or the adventurers are spotted, Elias will run. See the Elias

Vandover's Demeanor and Spells sidebar above for notes about Elias Vandover.

Contests (Sneaking around the Compound)

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That adventurers or monster either succeeds at the action or prevents the other one from succeeding. **Any sneaking adventurer wins ties for this specific contest.**



C. After Freeing Elias Vandover

Once Elias is freed, he demands to know who sent them. His goal is to escape Glip Dak as swiftly as possible, but he'll accompany the adventurers if they demand it. He alternates between complaining about Glip Dak and bragging about being a brave hunter of exotic beasts, regaling the adventurers with a recent cockatrice hunt.

After Elias arrives safely in Hulburg, he proceeds to tell everyone in detail about how he assisted the adventurers in their challenges.

If the adventurers successfully rescue Elias Vandover and he returns to Hulburg, each adventurer earns 150 experience points.

If Elias dies or otherwise fails to return to Hulburg, the adventurers do not earn the reward from Eileen Dormar, and do not earn the story award nor experience points. They can still complete the side quest.

If Huul is with the adventurers after Elias Vandover is freed, she declares that her debt is fulfilled and attempts to part ways, seeking her fortunes elsewhere. See the **Huul and her Blood Debt** sidebar above for specifics about Huul.

Tricks of the Trade

Tough Fight. This has potential to be a tough encounter for players who like to go in guns blazing. Diplomacy and tact can win where force leads to failure. If the adventurers start losing badly, the hobgoblins allow them to surrender, but take their gold and refuse to release Elias Vandover.

The Drow. The purpose of the drow is to create dramatic tension, a sudden wrench in the players' plans. If time is running low, this part of the encounter should be ignored. However, this part may also be expanded if time is not an issue. Xek-Durrin the drow isn't too interested in a bidding war at the moment.

The Other Slaves. If the adventurers purchase the freedom of all the other slaves, **each adventurer earns a point of inspiration and 50 experience points.** Each slave should be fairly cheap, 5 gp each. There are ten prisoners.

Part 4. Manke's Blade

Story Beat

Manke can be found in his legion's barracks or in the shrine to Maglubiyet. He spends his time there pontificating Maglubiyet's will, or his version of it. Otherwise he can be found gambling in the barracks. Manke loves to gamble and will throw dice over anything, including his sword, which he believes he cannot lose. He cheats with his magical die.

Estimated Duration: 30 minutes

General Features

Terrain. The barracks are filled with bunk beds and tables.

Weather. It is snowing outside, but the chamber is warm.

Light. There is light coming from several wooden rods, placed in sconces and enchanted with *continual flame*. If the rods are removed from their sconces, they cease working. There is also a cast-iron heater and oven at the far end.

Smells and Sounds. The sound of clattering dice and deep voices shouting in Goblin can be heard from the entrance. It smells like sweat, oil, and leather inside the room.



A. The Blue Shadow Legion

Manke is quartermaster of the Blue Shadow legion of hobgoblins. He handles the logistics for their supplies and movements and ensures that his troops are fed and paid on time.

As you push your way through the doorway of the barrack-hall, you see a handful of hobgoblins sitting around a table in the back, drinking and playing dice.

One of the hobgoblins catches your attention. He is loud, brawny, and tattooed. Shouting, he pounds the table hard enough that the mugs jump, and then scoops a pile of coins off the table into his pouch.

The others start to argue, but the tattooed hobgoblin unsheathes his great sword and lays it on the table. Immediately, blood starts to pour drip the blade and pool on the table. When that happens, the other hobgoblins cease yelling, quietly staring at the bloody blade.

Manke (**hobgoblin captain**) and four **hobgoblins** from the Blue Shadow Legion are here, off duty. Manke is always willing to throw dice given a decent bet. If the adventurers are willing to put 100 gp against his sword, he's willing to throw dice for the greatsword, best two out of three games. This price may be haggled for dramatic effect.

Manke insists on using his own dice. These six-sided dice contain a *charlatan's die*, granting Manke advantage on checks.

Adjusting the Fight

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

Very Weak: Remove one **hobgoblin captain**. Remove one hobgoblin. Manke is one of the three normal **hobgoblins**.

Weak: Remove two **hobgoblins**

Average: No adjustments

Strong: Add two **hobgoblins**.

Very Strong: Add three **hobgoblins**.

The Dice Game

Given the opportunity, Manke is happy to take bets for Arrk's blade. While playing, he heckles the adventurers in Common, mocking their 'bad luck' and gloating when he wins.

As long as Manke uses his *charlatan's die*, he has advantage on all rolls associated with its use. It is paired with a mundane die to blend in.

A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check notices the number on the dice magically change after the roll.

Tactics to Win

- **Moving the Dice:** Using a spell to change or shift the dice, such as *minor illusion* or *mage hand*.
- **Swapping the Dice:** A successful DC 12 Dexterity (Sleight of Hand) check swaps Manke's dice for another set, if one is owned. If the attempt to replace Manke's dice fails, Manke will flip the table and attack, accusing the adventurers of "Cheating badly." If Manke's dice are successfully swapped, it

becomes a straightforward Dexterity (Sleight of Hand) contest. If an adventurer has proficiency in dice gaming sets, remember to add the adventurer's proficiency bonus. In the case of a tie, reroll the contest as the dice game continues.

Contests (The Dice Game)

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That adventurer or monster either succeeds at the action or prevents the other one from succeeding.

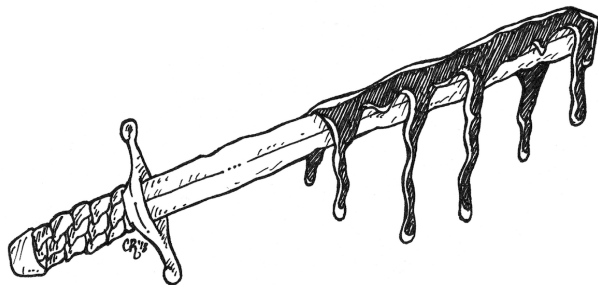
Winning the Bet

In the case that Manke loses the bet, he is befuddled. After two rounds, or if the adventurers gloat, Manke orders his soldiers to attack and launches himself bare-handed at whomever is holding his sword.

Manke stares at the dice, his eyes going wide. "This, this can't be." He then looks up at you. "You did this! You cheated! Fight me in single combat, any of you! I dare you, cowards. This sword was gifted to me by Maglubiyet, and no other but me shall wield it!"

The other hobgoblins look surprised, then tense, slowly standing, their hands near their sheathed weapons. One hobgoblin quickly chugs his drink, afraid of losing it should the table be flipped.

Manke prepares to attack the adventurers, rallying his troops to his side. The other hobgoblins aren't particularly fond of Manke and can be convinced to stand down with a successful DC 14 Charisma (Intimidation) check. Adventurers possessing a Glip Dak honor award (as outlined in the **Hobgoblin Society** section) have advantage on this check.



Losing the Bet

If Manke wins, he insists on being a lousy winner, mocking the adventurers while waiting for his gold. At this point, the adventurers can either attack him, attempt to use *charm person* or similar magic, or pay the hobgoblin. If Manke isn't paid his winnings, he becomes outraged and attacks.

If combat starts, read the following:

The hobgoblin shrieks in fury and swings his magic greatsword. Blood flows from the blade and splatters across the wall. His allies leap to fight, kicking their stools over. One hobgoblin quickly chugs his drink, afraid of losing it should the table be flipped.

Treasure

Manke possessed Arrk's magic sword, a *+1 greatsword* that constantly drips blood when unsheathed (see **Player Handout 4**). As well, the hobgoblins have 100 gp worth of various coinage.

Tricks of the Trade

The Outcome. Manke is a constant gambler, and it is known around Glip Dak. If the adventurers slay Manke, the Blue Shadow preceptors just assume his antics finally got him into trouble. They aren't going to investigate or pursue the adventurers.

Part 5. Optional Event

A. Performing Show

Story Beat

The adventurers are mistaken as hired performers and paid to perform on a stage near jeweler's row. The performance should be tied to adventurer's existing skills: music and performance for bards, juggling or acrobatics of rogues, magical displays for casters, feats of strength for fighters, etc.

A tall, red-skinned woman wearing noble garments appears out of the crowded market. Her hair drifts around her as if caught in breeze. "Oh, there you are! Come! Hurry! Or we will be late." She smiles at you expectantly.

The woman introduces herself as Asasha al-Din Sahar (fire genasi noble).

She has mistaken the adventurers as a group of performers contracted for her show. If the adventurers explain they are not who she thinks they are, she waves that away as trivial and offers the adventurers 10 gp each to perform for her.

If the adventurers accept, she leads them to a wooden stage near the jeweler's and artisan's quarters. A boisterous crowd and several food vendors have already gathered.



Performing on Stage

Each performing adventurer chooses what their performing act will be. Examples include: Dexterity (Acrobatics or Sleight of Hand), Strength (Athletics), Charisma (Performance or Persuasion), or casting spells such as *thaumaturgy* or *prestidigitation*.

Bards, gladiators, and other entertainment-focused adventurers have advantage on their performing act check. Spellcasters use their spellcasting ability score in place of a skill for the performing act check.

Some examples of different performing acts include juggling a dozen objects, lifting several audience members, balancing acts, or other daring deeds. For players who engage with the talent show and describe their performance, the DM can give Inspiration.

Performing Act Outcome

Skill Check Result	Outcome
5 or less	Angry, the crowd starts heckling and pelting the adventurer with rubbish.
6-10	The crowd fails to be impressed.
11-15	The performance goes well. The audience cheers and yells at appropriate parts.
16-20 (Minor Reward)	The audience is amazed at the show and throws 5 gp worth of random coins on stage out of appreciation.
21 or above (Major Reward)	The audience is swept up in the epic show. The adventurer is asked for autographs, has mugs of fermented mare's milk thrust upon them, and is given an extra 25 gp out of admiration.

Working the Crowd

Alternatively, as long as there is at least one performing act, an adventurer can instead decide to steal from a market stall or the audience members. In this scenario, the adventurer makes a DC 11 Dexterity (Sleight of Hand) skill check. On a success, the conniving adventurer pilfers 25 gp worth of valuables. On a failure, the adventurer is discovered mid-theft, and the Glip Dak guards are called. This may require role-playing a quick escape. Optionally, see **The Justice of Glip Dak** sidebar, below.

After the Performance

If the adventurers avoided breaking the law while performing, Asasha thanks them and pays their wages. She also is able to give directions to any

location in Glip Dak, such as the Worghide compound or any of the side quest locales.

If the adventurers are caught stealing, Asasha is furious and refuses to pay them, calling them 'scallywags' and 'thieves'.

Treasure

Asasha pays the adventurers 10 gp each. As well, any given adventurer may possibly earn one of the following: a minor reward of 5 gp, a major reward of 25 gp, or use Sleight of Hand to earn an extra 25 gp.

The Justice of Glip Dak (Optional)

Included in *The Black Market of Glip Dak* are optional sidebars that explain the logical consequences for committing crimes within civilized territory.

If the adventurers are caught stealing in the market, or attack anyone, the adventurers will be hunted, and justice will be delivered. After the adventure, each adventurer earns the **Glip Dak Lawbreaker Story Award (Player Handout 1)**.

Part 6. Conclusion

Estimated Duration: 15 minutes

Recruited by Guard Captain Hrogar

Hrogar thanks the adventurers for their dutiful work and provides food and lodging for however long they remain in Glip Dak. Hrogar explains that reliable and competent outsiders needed by the Kroth Magg.

Each adventurer also earns **the Vadd Narkoz Story Award (Player Handout 3) and 100 experience points.**

Recruited by Lady Eileen Dormar

Eileen is pleasantly surprised when Elias Vandover arrives back in Hulburg. She's less surprised when Elias claims that he rescued himself, and also became close friends with the adventurers. She's definitely not excited when Elias tells her that he's invited the adventurers on a cockatrice hunt. Eileen Dormar pays the adventurers 100 gp each and hesitantly, but dutifully, invites them on a safari to Thar with Elias.

The adventurers may have recovered a magical item from Glip Dak. There's also a distinct possibility that the adventurers have broken hobgoblin law and ended up getting thrown into a burlap sack full of rats and tossed into a pond.

The adventurers earn 100 experience points.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Apprentice Wizard (Elias)	0
Drow	50
Ettin (Klugg)	1,100
Goblin	50
Hobgoblin	100
Hobgoblin Captain	700
Ogre	450

Non-Combat Awards

Task or Accomplishment	XP Per Character
Rescuing Elias Vandover	150
Completing Side Quest	100
Freeing Additional Slaves	50

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

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

Treasure

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

Treasure Awards

Item Name	GP Value
Gold to purchase Elias Freedom	400
Manke's gambling winnings	100
Adventure reward	100 each
Performing Show Wages	10
Performing Show Reward (Minor)	5
Performing Show Reward (Major)	25

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

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

Arrk's Greatsword (+1 Greatsword)

Weapon, uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon. This item can be found in **Player Handout 4**

Manke's Die (Charlatan's Die)

Wondrous Item, common (requires attunement)

Whenever you roll this six-sided die, you can control which number it rolls. This item can be found in **Player Handout 5**.

Potion of Healing

Wondrous Item, common

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

Story Awards

During the course of this adventure, the heroes may earn the following story award:

Glip Dak Lawbreaker. Glip Dak justice is brutal. You may have been stuffed into a burlap sack filled with vipers and thrown in a pond, or perhaps you were held captive in the stocks while hobgoblins threw stones at you. Unless playing another Glip Dak adventure immediately after this one, **the next 5 downtime days you earn are automatically expended surviving your punishment.** More information can be found in **Player Handout 1**.

Vandover Obligation. Elias Vandover is the heir to a merchant house in Tantras. He arranges for a feast in your honor. As well, he tells you that he's in your debt for saving his life, and asks you along on a cockatrice hunt in Thar, near Glip Dak. Obviously, the errant merchant prince is either foolish or insanely brave. More information can be found in **Player Handout 2**.

Renown

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

DM Reward

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

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Elias Vandover (EL-eye-ess VAN-dove-err).

Human male, heir to the Vandover merchant house. Captured by hobgoblins and now being held in Glip Dak by the Worghide clan. Impulsive, but magically talented.

Eileen Dormar (EYE-leen DOOR-mar). Officer of the Vandover estate. Tasks the adventurers with rescuing Elias. Dutiful servant of the merchant house. She expects Elias Vandover to die a terrible, yet well-deserved, death one day.

Huul (HOOL). Hobgoblin warrior. The adventurers may free her from the hanging cage outside of Glip Dak, upon which Huul swears to serve them and repay her honorable debt. Huul stands by her honor, and sees ethical things in black and white, few shades of grey.

Maelizarra (MA-lizz-are-ah). Adult blue dragon, ally of the Kroth Magg hobgoblins, and offspring of Chezzaran of Ascore. Gives magical power and knowledge to the Kroth Magg in return for tribute.

Manke (MAN-key). Hobgoblin quartermaster, owner of Arrk's blade, and an avid gambler and religious zealot. Cheats with a magical die.

Appendix. Monster/NPC Statistics

Apprentice Wizard (Elias Vandover)

Medium humanoid, any

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Arcana +4, History +4

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): fire bolt, mending, prestidigitation
1st level (2 slots): burning hands, disguise self, shield

Actions

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage.

Ettin (Klugg)

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (-5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Ettin Modifications

Klugg the ettin also speaks Common.

Goblin

Small humanoid (goblinoid), 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)	10 (+0)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., 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.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP) Å

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) 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.

Manke the Hobgoblin Modifications

Manke the hobgoblin wields Arrk's magic greatsword and has +1 to hit and damage rolls while wielding the greatsword.

Manke will only be an ordinary hobgoblin if his encounter is adjusted to a very weak or weak party.

Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Manke the Hobgoblin Captain Modifications

Manke the hobgoblin captain wields Arrk's magic greatsword and has +1 to hit and damage rolls while wielding the greatsword.

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Drow

Medium humanoid, neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +4, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

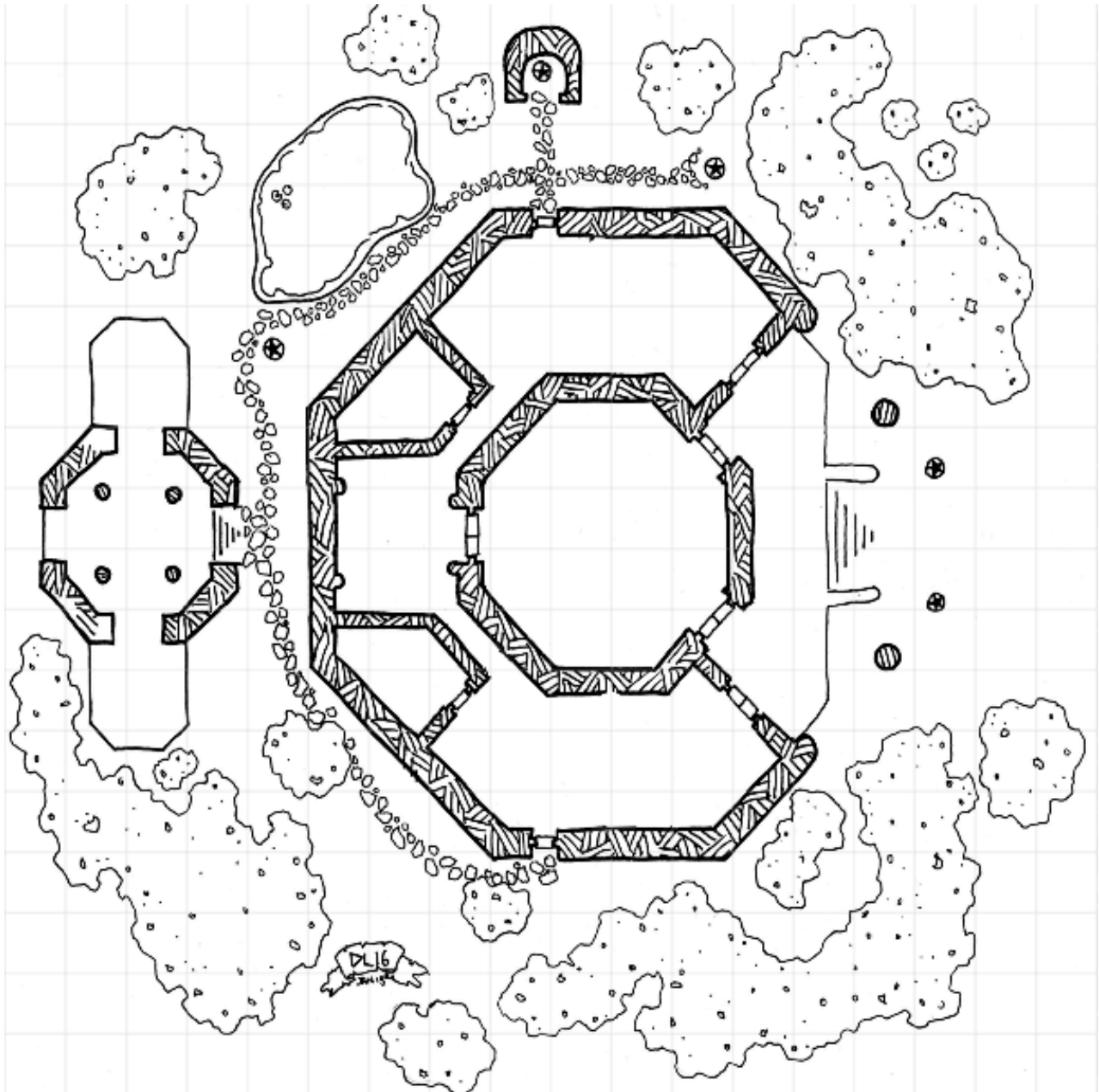
Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

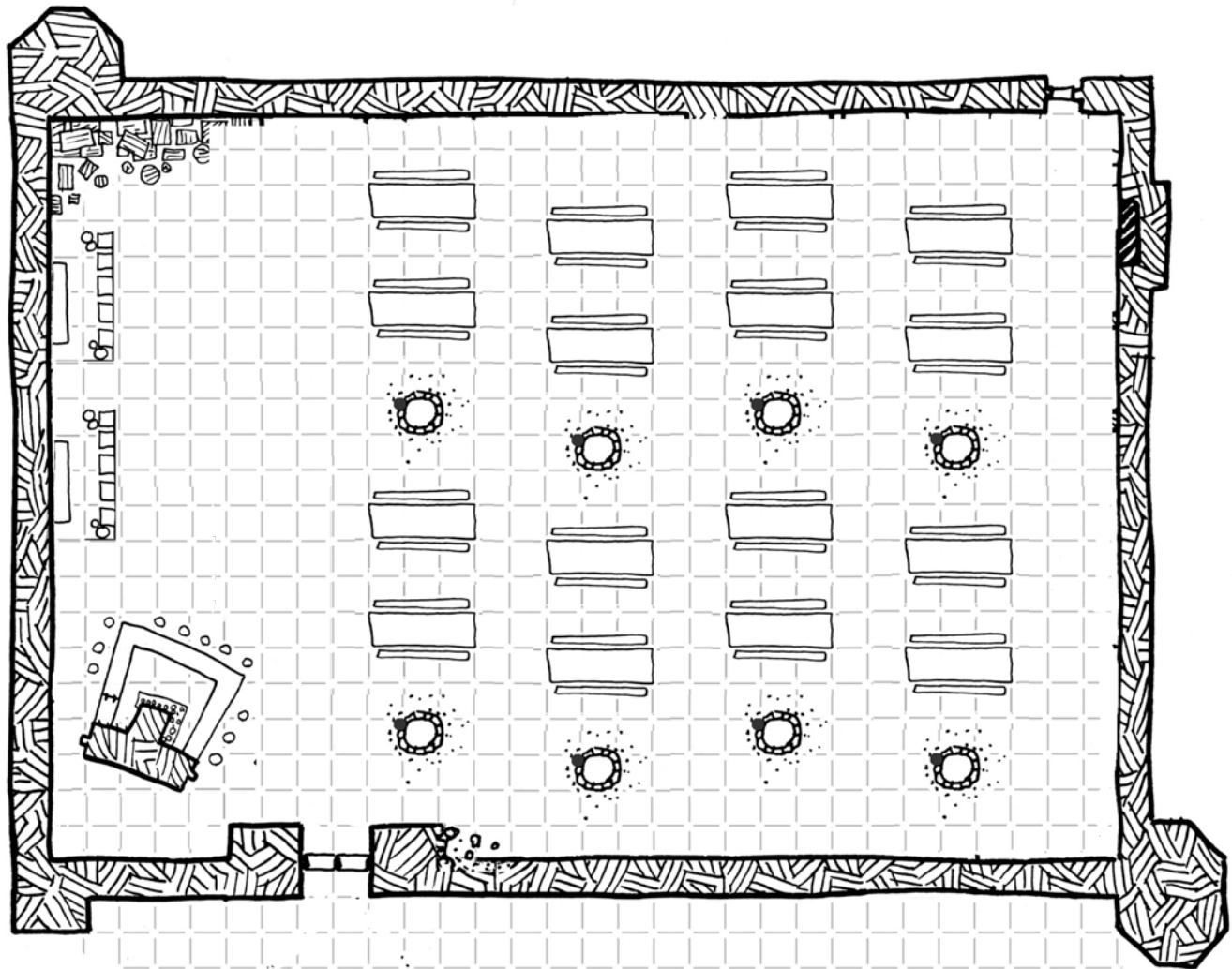
Appendix. Worghide Compound (behind gate)

(1 square = 10 feet)



Appendix. Blue Shadow Legion Barracks

(1 square = 5 feet)



Player Handout 1. Glip Dak

Hobgoblin Society

Glip Dak

- A few years ago, a clan of hobgoblins claimed a Netheril ruin as their stronghold. From that lonely outcropping of stone and crumbling battlements rose Glip Dak. Glip Dak is a lawful evil goblinoid fortress surrounded by a bustling tent city.
- At the trade gate, there is a wooden sign in Common, Giant, Goblin, and Orc that says: “Glip Dak - Kill not; Steal not”. Below the sign is a pile of humanoid skulls.
- Outside the trade gates are stocks, manacles, and cages wherein criminals are punished. The gallows, dunking vats, and other public “spectacles” are near the market square.

Glip Dak Citizens

- Glip Dak citizens include many races, from goblins to drow, but the Kroth Magg hobgoblins squarely control the city, at least ostensibly.
- Creatures such as aberrations, monstrosities, lycanthropes, undead, etc. are considered vermin.

Justice and the Law in Glip Dak

- Breaking the laws of Glip Dak is punishable by lost downtime or a fine, but it does not end the adventure, nor does it prevent playing other Glip Dak modules.
- Some Glip Dak specific story awards can cause social shifts during other Glip Dak modules – the adventurers are raising suspicions, have caused problems, or are decorated allies.

The Heinous Crimes of Glip Dak

- Killing Glip Dak citizens or non-citizens.
- Being caught stealing from a merchant or citizen.

Decorations in Hobgoblin Society

- **Vadd Narkoz**, “Strong Warrior”. In this public proclamation, the hobgoblins of Glip Dak acknowledge outsiders as worthy allies.
- **Lozz Nying**, “Pony Gift”. In this public ceremony, a pony, bridle, and riding saddle are bestowed upon those that earned Lozz Nying.
- **Fezik Melko**, “Worthy Accord”. A parade occurs, and those given the Fezik Melko are rewarded with a silver dagger.

- **Pakk Vit**, “Shield Bearer”. Saving the life of a hobgoblin creates a blood debt. Until that debt is repaid, the hobgoblin that owes the debt is known as the Pakk Vit (shield bearer) to their rescuer.

Player Handout 2. Story Award

During the course of this adventure, the adventurers may earn the following story award.

Glip Dak Lawbreaker

You broke the laws of the black market. Because of this, you were captured by the Kroth Magg hobgoblins and punished.

While most punishment involves serving backbreaking labor until one faints from exhaustion, the Kroth Magg are known to be inventive with their punishments, which includes events such as being stuffed into a burlap sack filled with rats and thrown in a pond, or forced to fight wyvern hatchlings barehanded to a jeering crowd.

Somehow you survived and were released by the Glip Dak hobgoblins. The guards have more important things to deal with.

Unless playing another Glip Dak adventure immediately after this one, **the next 5 downtime days you earn are automatically expended surviving your punishment.**

Player Handout 3. Story Award

During the course of this adventure, the heroes may earn the following story award.

Vadd Narkoz

Guard Captain Hrogar invites you to a private ceremony within the central hall of Glip Dak, a massive Netherese building of exotic stone. There he and other officers thank you for your service and discretion, awarding you Vadd Narkoz, “Strong Warrior,” in this private proclamation. The hobgoblins of Glip Dak acknowledge you as a worthy and trusted ally.

For future Glip Dak modules, the adventurer has advantage on Charisma checks when interacting with Kroth Magg soldiers and guards.

Player Handout 4. Magic Item

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

Arrk's Greatsword (+1 Greatsword)

Weapon (greatsword), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Arrk was a troll mercenary known for his brutality, loyalty, and reliability. He worked throughout the Moonsea region and was infamous for carrying an enchanted greatsword that dripped blood whenever it was unsheathed, which Arrk would lick when he was bored or annoyed.

Arrk vanished decades ago while exploring ancient rune in the Troll Hills of Thar. His sword was recovered not long after the founding of Glip Dak. While the sword could once store and release powerful spells, something unusual is now stored within and refuses to be released.

The greatsword has a long, rune covered blade that drips blood whenever the sword is unsheathed. The wide blade is decorated with Netherese runes, and the handle is wrapped in basilisk hide. A large gem pulses at the center of the cross guard.

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

Player Handout 5. Magic Item

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

Manke's Die (Charalan's Die)

Wondrous Item, common (requires attunement)

Whenever you roll this six-sided die, you can control which number it rolls.

This item can be found in *Xanathar's Guide to Everything*.

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Number of Words: 14,031
Number of Characters: 75,753 (approx.)