

CCC - SALT
1-1

For Dungeons and Dragons
Adventurers League

Adventure Module CCC - SALT 1-1

Rumors of Riches

A Two-Hour Adventure for 1st-4th level characters

By David Morris
Adventure Designer



The Search and Locate Treasure Consortium funded an ill-fated mission into the wastes of Thar. They are unsure if faction infighting or monsters got the best of their expedition team as they followed a map to locate a supposed lost tomb. What dangers and treasures await the party as they go seeking rumors of riches?

Version 1.0



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Introduction

Welcome, and prepare to follow *Rumors of Riches*, a D&D Adventurer's League™ adventure and part of the *Convention Content* for **SaltCon 2017**.

Though optimized for five characters of the second level, characters from level one to four may participate. Characters outside this range cannot take part in this adventure.

The adventure takes place on the Moonsea, on the road north of Phlan in and around the region of Thar, in the Forgotten Realms campaign setting.

The D&D Adventurers League

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Preparing the Adventure

Before you show up to run this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read the adventure, taking notes of anything you would like to highlight or remind yourself while running the adventure, such as a way you would like to portray an NPC or a tactic you would like to use in combat.
- Get familiar with the monster statistics in the Appendix.
- Gather any resources you would like to use to aid you in running this adventure, such as notecards, a DM screen, miniatures, player handouts, and battle maps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Armor Class
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (and theirs if they have one). Also, the player fills in the starting values for experience, gold, downtime, renown, and their total number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have the time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurer's League Player's Guide* for reference.

If players wish to spend downtime days and it is the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options before the start of the adventure unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the optimized level.

Exclusively for combat and trap encounters, these modifications are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure was **optimized for a party of five 2nd level characters** and has adjustments for groups of various levels by using the below method.

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up, round fractions of less than .5 down.

You have now determined the average party level (APL) for the adventure. To figure out the party strength for the adventure, consult the following table.

Determining Party Strength

| Party Composition | Party Strength |
|----------------------------|----------------|
| 3-4 characters, APL 1 | Very weak |
| 3-4 characters, APL 2 | Weak |
| 3-4 characters, APL 3 or 4 | Average |
| 5 characters, APL 1 | Weak |
| 5 characters, APL 2 | Average |
| 5 characters, APL 3 or 4 | Strong |
| 6-7 characters, APL 1 | Average |
| 6-7 characters, APL 2 | Strong |
| 6-7 characters, APL 3 or 4 | Very strong |

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for different party strengths. You are not required to use the suggested changes and adjustments may not be indicated for your particular group.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life.

The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, be sure as you maintain the original spirit of what's written. Remember, you are the *final* arbiter of the game's rules.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they are after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players do not finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the session's pacing accordingly.

Keep the Adventure Moving. Feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat and role-play

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interactions without getting too frustrated over a lack of information. The Dungeon Master's Guide has more information on the art of running a D&D game.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. A character may purchase a **maximum of three spells per day total** unless otherwise noted.

Spellcasting Services

| Spell | Cost |
|--------------------------------------|-----------|
| <i>Cure wounds</i> (1st level) | 10 gp |
| <i>Identify</i> | 20 gp |
| <i>Lesser restoration</i> | 40 gp |
| <i>Prayer of healing</i> (2nd level) | 40 gp |
| <i>Remove curse</i> | 90 gp |
| <i>Speak with dead</i> | 90 gp |
| <i>Divination</i> | 210 gp |
| <i>Greater restoration</i> | 450 gp |
| <i>Raise dead</i> | 1,250 gp |
| <i>Resurrection*</i> | 3,000 gp |
| <i>True Resurrection*</i> | 50,000 gp |

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime represents time spent in community service for the church that provided the spell in question. The Acolyte Background feature does *not* reduce the gp or downtime cost for either of these spells.

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Phlan (SALT1-1). Kelemvor

Camp (SALT1-2). Ilmater

Hawksroost (SALT1-3). Ilmater

Death and Recovery

Sometimes bad things happen, and characters die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Death

A character killed during the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell or similar magic. The penalties that accompany being brought back with a *raise dead* spell linger until the character has taken all the long rests during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Dead Character Pays for Raise Dead. The party can take the dead character's body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp. The body must be mostly whole. No organs or limbs may be missing.

Character's Party Pays for Raise Dead. As above, except that other characters may pay for some or all of the 1,250 gp for the *raise dead* spell. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, a patron from the faction ensures that he or she receives a *raise dead* spell. The patron must have access to the character's body. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned before and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Adventure Background

The half-orc Larazmu and Norwood Sorrim, the God Whisperer, founded the SALT Consortium (Search and Locate Treasure) to explore the ruins of an ancient tomb Larazmu learned of while studying in Candlekeep. Larazmu sought to invest into rumors of hidden treasures in the northwestern region of Thar. Sorrim saw this as an opportunity to create a permanent shrine to Ilmater in the hometown of a prominent figure in the church, Daern of Hawksroost. Little did they know that the Tomb of Kered was only a façade to hide the entrance to the Broken Halls of Goldahroud.

Series Synopsis

The SALT series includes the trio of adventures SALT1-1 *Rumors of Riches*, SALT1-2 *Moor Trouble*, and SALT1-3 *Broken Halls of Goldahroud*.

In *Rumors of Riches* the characters meet the half-orc monk Larazmu who is on a desperate quest to restore his financial standing and discover the fate of his friend Norwood Sorrim, a priest of Ilmater. The party has the chance to make allies and enemies as they make their way to the base camp of the SALT Consortium and discover the truth to the *Rumors of Riches*.

Moor Trouble picks up after the party has defeated the ogre Bilrog and recovered both a strange key and the Journal of Sorrim. They listen to Larazmu's retelling of dreams that disrupt his sleep and that he believes will lead them to find Sorrim. As the party learns Sorrim's fate, they also find *Moor Trouble* within the Tomb of Kered.

Broken Halls of Goldahroud leads the players into the Broken Halls of Goldahroud, just one of the many cells of Calim's Prison.

Throughout the series, there are opportunities to gain allies. The story awards associated with these recruits inform the effort to rebuild Hawksroost.

Adventure Overview

The adventure begins just an hour's ride outside of the city Phlan, where a small wagon caravan is beset with problems.

Larazmu asks the characters to escort him to the site to recover the team's notes and to find his friend, Sorrim.

The party has choices to make as they travel to the campsite that lays just north of Glumpen Swamp in Thar. The trip takes about three days. Each day, roll on the encounter table to determine the direction of the adventure. Use no more than one combat encounter and fighting should be light or nonexistent on the last day as there will be a static battle in Hawksroost.

Adventure Hooks

Choose an appropriate reason for traveling to Phlan for each character.

Previous Adventures. If the characters have previously participated in adventures in and around Phlan, they may already be in the area looking for work or helping refugees.

Caravan Guard. You have come into town guarding a caravan with Phlan well in sight, reaching the gate is only a formality of your prior business.

Academic Pursuits. Rumors of an ancient tomb have brought you to Phlan. There's nothing quite like being the first to document a historical event or place.

The Zhentarim. Zhent characters are given a hand sign by a local bartender, revealing that they are a member of the Black Network. The Zhent agent directs the character to meet with Larazmu outside of Phlan and provide him with assistance, but also to recover a journal kept by an agent that has not returned to report what they found during an archaeological expedition that Larazmu funded.

The Lords Alliance. A letter is delivered to the Alliance character, bearing the Lord's Alliance seal ([Handout 1](#)).

The Harpers. A mysterious person darts down an alleyway. Curious, the Harper character looks down the alley just in time to see the mysterious figure place a package of some kind into a pile of trash. They search the box to find a blank piece of paper. Just as they are ready to discard it, a message slowly appears. A moment later, the paper harmlessly bursts into flames. ([Handout 2](#)).

Treasure Hunters, Adventurers, and other undesirables. Rumor has spread of an expedition into the northern part of Thar that has uncovered a tomb full of treasures, but it rests within the domain of an orc tribe known as the Manslayers. A brave (or foolish) and hardy band of allies will be needed. ([Handout 3](#), directing interested parties to Larazmu).

Treasure

Parcels make up the collection of treasures found in an encounter. Give out one parcel per encounter, or if it doesn't seem appropriate to award treasure in a particular encounter, give one out as an additional reward from Larazmu or in the final battle. The characters should have an opportunity to earn each parcel, but **use each only once**.

| Roll | Gold Value | Actual items |
|------|------------|---|
| 1 | 98 gp 5 sp | A small jade figurine of a boat (50 gp), small gold bracelet depicting two snakes eating one another (25 gp), 23 gp, 5 sp |
| 2 | 37 gp | 20 gp, 70 sp, 1000 cp |
| 3 | 42 gp 5 sp | A fair painting of the Moonsea, as seen from the docks in Phlan (30 gp), 12 gp, 5 sp |
| 4 | 109 gp | 70 sp in a sack, inside the bag is a smaller bag with 20 silver sling bullets made of melted down silver coins (102 gp) |
| 5 | 72 gp | White onyx (50 gp), 220 sp, Adamantine Chain _____ (Shirt or Mail) |
| 6 | 60 gp 6 sp | An electrum tiara missing the gems the lonely fittings once held (50 gp), tiger eye (10 gp), 60 cp |

Part 1. The SALT Consortium

The adventurers come across a wagon train just northeast of Phlan on the Phlan Path. Choose or roll on the wagon train encounter table. On a combat encounter, do *not* allow time for the characters to introduce themselves to each other, jump right into

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the action. After the action, be sure to allow the characters an introduction.

Larazmu is on his way to the expedition campsite. Though it is dangerous, he has invested much of his wealth into the endeavor as he has a debt from a prior scheme owed to the Zhentarim, a debt he knows the Black Network will collect one way or another.

Combat encounters in Part 1 are not lethal, and the enemies will not try to finish off characters that are knocked unconscious. The Acolyte of Ilmater will help a defeated party recover. Larazmu will still make the offer of employment.

Wagon Encounter Table

| Roll | Type | Title |
|------|-------------|----------------------|
| 1 | Combat | Forget About It! |
| 2 | Combat | Special Delivery |
| 3 | Combat | Bad Cop |
| 4 | Exploration | Life's a Laugh |
| 5 | Exploration | A Helping Hand |
| 6 | Exploration | Business is Business |

For these use **Encounter Map: Larazmu's Gamble**.

The Wagon Train

Expected Duration: 20 minutes

Though there are NPC guards in the caravan, they serve primarily as laborers. They should be handled creatively. Three options are provided to assist. Feel free to deal with them as you see fit.

- The guards are dealing with several similar creatures in their own combat and are unable to assist the PCs*
- The guards cower in and around the wagons, avoiding combat.*
- The guards can assist in combat and cause the experience to be divided among a larger number of participants.*

General Features

The general features of the trail to the expedition base camp are as follows:

Weather. It is mid-Ches, and the weather remains chilly. Frost and a slight fog linger in the morning, but by midday, the sun warms and will have melted away the frost and fog.

Light and Visibility. A new day is dawning, but the low fog clings to the road like a rat to a raft. The night is yielding to the day, but it remains dim.

Geography and Vegetation. The Phlan Path is a well-worn road. The flat brush and scrubs are hardly cover for wildlife, not that there are many animals this near the city.

Shopping. Though Larazmu is keen to make way to the camp, if the party insists that they need gear before the journey, he does not attempt to stop them. Phlan can be a source of any item in the *Player's Handbook*.

As Phlan's walls disappear into the distance, a little fog hangs in the chilly morning air. Alongside the road is a small wagon train, with four horse-drawn wagons clearly visible.

What Larazmu Knows

Role-playing Larazmu

A half-orc of who seems to have gotten none of the beauty from either of his parent's races has still managed to find his niche in society. Larazmu is an ugly man with a twisted nose, a heavily ridged brow and stunning red eyes that seem to pierce your soul.

Larazmu owes a debt to the Zhentarim and is nervous around characters who display membership of that faction. He will be agreeable to them, at least on the surface.

Trait: A true friend. Larazmu will give up everything to protect his friends.

Flaw: Gambler. Larazmu thinks himself a consummate investor. If there is a chance of making some money, he can hardly resist.

Throughout Part 1, the characters have the opportunity to learn the following from Larazmu, if it does not come up in the encounter, feel free to divulge it dynamically in "The Offer."

- I have lost almost everything on a string of bad investments.
- I started the SALT Consortium with a longtime friend, Norwood Sorrim.
- Sorrim led the last expedition to the Tomb of Kered just over a tenday ago. I have not heard from him since.
- This endeavor is the last best chance I have of recovering losses and finding my closest friend.
- I learned about the Tomb of Kered while doing research in the library at Candlekeep.
- I am a businessperson at heart. I learned the art of designing barrels during my time studying at the Monastery of the Yellow Rose.
- That is where I first met Norwood Sorrim, the God Whisperer, a servant of Ilmater.
- The life of a monk was not for me, and since I left, I think more about profit and loss than I do gods and their machinations.
- The area of the camp can be dangerous and is in the contested territory between the Manslayers orc tribe and Jade Skull ogre clan.

For more information about the crew of the caravan, see DM Appendix: NPC Summary.



The Offer

Run one of the encounters numbered one through six, and then present the offer to the party.

The half-orc turns to the party. "My name is Larazmu. Thank you for all your help. I don't know what I would have done without you. If you're here in response to one of my posts, you've already more than proved yourselves able. If you are willing, there is room for you in our expedition."

Larazmu offers the party 125 gp to join his expedition at least until they make it to the base camp and ensure that it is safe. After we've found Sorrim, the rewards will be abundant.

Everyone knows whoever uncovers the Tomb of Kered will never go without again. But first things first. We need to find out what happened to Norwood Sorrim and the rest of his crew and see what they learned of the tomb.

Treasure: 125 gp, the payment for joining the expedition.

1. Forget About It!

A half-orc and some of the wagon crew stand along the side of the lead wagon. Another group stands to face them. The half-orc and one of the others seem to be having a difficult discussion.

"If you aren't going to pay up, I'm going to take the interest out of your hide!"

Six bandits and a spy have come to remind Larazmu of his debt. Some in the Black Network put profit above brothers.

The lead thug wears a cleverly hidden Zhentarim pin. To see the pin requires a DC 15 **Wisdom (Perception)** check. Identifying the pin can help the party negotiate with the thugs. The group is looking to collect 25 gp to cover the interest of Larazmu's loan,

but 5 gp can arrange for them to have never seen Larazmu this day.

Adjusting the Encounter

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

- Very weak party: Remove the spy.
- Weak party: Replace the spy with a thug.
- Strong party: Add a bandit captain.
- Very strong party: Add two bandit captains.

Tactics: The thugs are only looking to hurt Larazmu, not kill him. They wield saps and clubs. If the characters interfere, the thugs turn their attention to the party. They flee if reduced to half health. If the party has not been defeated within **three rounds**, the thugs withdraw. "I think you've learned your lesson".

Diplomacy: An agreement is possible, this is a business after all, and a DC 12 **Charisma (Deception)**, **Charisma (Intimidate)**, or **Charisma (Persuasion)** will convince them to leave. Deception attempts by characters in the Zhentarim (or someone claiming to be) get Advantage, as do intimidate checks by someone wielding weapons or brandishing magic. Offering a bribe will net an automatic success to get the thugs to back off, for now.

2. Special Delivery

You watch a half-orc directing a group of teamsters as they prepare to head north from the Phlan Path onto Toranth's March.

As they work, an abandoned cart of hay, pulled by a single ragged looking draft horse, lists slowly off the road. Soon, the cart tips over, spilling the feed along the way and revealing a crate that tumbles along the road and smashes open.

A hooded stranger hired a down on his luck farmer to deliver this crate into Phlan and park it where no one would notice. Figuring there could be little harm in it and that he at worst would be helping someone avoid paying a levy on goods brought into the city, the farmer agreed.

As he came closer to Phlan, the crate began to emit scratching and grunting sounds. Finally feeling too nervous to go on, and not knowing what to do with the crate, the farmer abandoned it and headed back home.

A girallon is sleeping in the crate, sedated with a sleep spell and restrained with manacles and a muzzle. The farmer's negligence has ruined the plot that would have otherwise had the beast awoken in town to cause chaos. It is mad from being in a box and attacks the wagon train.

A huge, silver-furred, four-armed ape steps out from the remains of the crate. The great beast thumps its chest, smashes its larger fists against the ground and lets out an angry howl.

Adjusting the Encounter

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

- Very weak or weak party: Set girallon HP to 25, manacles restrain one pair of arms and a muzzle covers its mouth, reducing it to two attacks. A guard for the caravan helps fight off the beast (use bandit statistics).
- Average party: The girallon is muzzled.
- Strong and very strong party: No muzzle.

Tactics: The girallon is angry, but is not protecting territory or looking for food. It attacks for **three rounds** and then disengages to head toward the Quivering Forest.

Diplomacy: A DC 13 **Intelligence (Nature)** check reveals that the creature is confused and angry. With a DC 15 **Wisdom (Animal Handling)** check, a character can calm the beast down enough that it will allow them to free it from its bindings and give it food. The girallon remains on edge, though, and will rush off into the quivering forest in short order.



3. Bad Cop

A group of soldiers demands a toll from the leader of the wagon train. The Black Fist soldiers seem intent on extracting a fee, as they stand with weapons drawn.

A spy and six guards on patrol are looking to make some fast cash. Seeing the wagon train as a ripe target, they ignore others traveling on the road.

Adjusting the Encounter

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

- Very weak: Remove the spy.
- Weak party: Replace the spy with a thug.

- Strong party: Add a bandit captain.
- Very strong party: Add two bandit captains.

Tactics: The soldiers have not had a good fight in a while and are looking to rough someone up, finding any excuse. They are not out to murder, though, and will only fight to subdue. If the party has not been defeated within **three rounds**, the patrol loses its taste for fighting and withdraws.

Diplomacy: The soldiers are aching for a fight and are not looking for a conversation, but a 25 gp bribe is enough to get them to back down. Once the group is at half their starting number or the Spy is at half health or less, a DC 12 **Charisma (Persuasion)** or **Charisma (Intimidation)** check will cause the group to surrender or flee. A DC 12 passive **Wisdom (Perception)** check reveals the frailty of the brigands' morale.

4. Life's a Laugh

Seeing you approach, an ugly man with a thick brow, piercing red eyes, and a bulbous nose runs up to you in a panic. "Please help, one of my drivers won't stop laughing!"

One of the wagon drivers has contracted Cackle Fever. Any character that can remove diseases (Lay on Hands or a spell) can cure him of it.

The driver gains an indefinite madness (I can't take anything seriously. The more dangerous the situation, the funnier I find it.) if he has not been healed by the time the group reaches Hawksroost.

Cackle Fever

Cackle Fever affects humanoids, though gnomes are immune. While affected by the disease, its victims suffer from a bout of Mad Laughter. The disease has an incubation time of 1d4 hours, and the infected creature gains a level of exhaustion that cannot be removed until the disease is cured.

Stressful situations require the infected creature to make a DC 10 Constitution save. On a failure, they suffer 5 (1d10) psychic damage and become incapacitated with Mad Laughter for 1 minute.

Any humanoid that comes within 10 feet of the infected creature while it is in the throes of Mad Laughter must make a DC 10 Constitution save or become infected. On a successful save, the creature is immune to Cackle Fever from that particular creature for 24 hours.

At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid Mad Laughter drops by 1d6. When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these saves gains a randomly determined indefinite madness, as described in the *Dungeon Master's Guide* page 260.

5. A Helping Hand

A group of three is having a discussion with an ugly man with a thick brow, piercing red eyes, and a bulbous nose, who appears to be in charge of the wagon train.

A few refugees from Mulmaster are offering Larazmu their services. The group consists of two human guards and a cult fanatic. They seek to join the expedition as additional guards, and Larazmu will hire them on unless the party intervenes and convinces him not to for some reason. A DC 12 **Charisma (Persuasion)** or **Charisma (Deception)** and some decent argument will work. If Intimidation is used, he hires them with no further question, out of spite.

If the refugees are hired on, they can help the party on the journey. Give the players the stat cards for refugee soldiers and the refugee cloak.

What the Refugees know

- The refugees come from Mulmaster
- Mulmaster was destroyed by the Cult of Elemental Evil
- They are ignorant about current events in and around Phlan, as they tried to "make it work" in the ruins of Mulmaster

Role-playing Mara Hornraven

Mara is the human half-sister of Betha. She sometimes gets angry when people suggest that she is the older sister. Though she is younger than Betha, she appears older because she does not share Betha's elf heritage.

Trait: Courage. Loyal to Betha above all else.

Flaw: Jealous, gets revenge through social manipulation.

Role-playing Betha Hornraven

Betha is a half-elf and Mara's older sister. Betha thinks that it is adorable when Mara gets jealous and doesn't realize how angry she gets. Betha knows one day her little sister will grow old and so saves as much as possible from the odd jobs they take so Mara can have a healthy retirement.

Trait: Protective. Feels responsible for Mara.

Flaw: Naïve to other people's feelings.

Role-playing Igan Dotsk

Igan is out for himself. He knows that his chances of survival are best if he works with others. He does not break a deal and makes sure to carry his weight, and expects the same from others. He works well with Betha and Mara, who he has learned to depend on.

Trait: Fair. Works well with others.

Flaw: Aloof. Anyone is my friend only as long as they remain useful.

6. Business is Business

A merchant wagon is pulled alongside the wagon train. The wagon is covered in chests and barrels of all sizes. Bags and tools hang off the sides, and through the windows you can see it is packed full of goods.

"How do you expect me to make any money if I follow you on this fool's errand?" the merchant says. He seems to be arguing from the driver's seat with someone standing to the other side of his wagon.

Larazmu is trying to convince a passing merchant to join the expedition.

The characters can help Larazmu convince the dealer to accede to the team. It goes a long way to see that a group of capable individuals is looking to sign up too. The merchant will join up if the characters make a DC 12 **Charisma (Persuasion)** check.

The merchant has adventuring gear up to 25 gp, weapons worth 10 gp or less, and armor valued up to 50 gp that he is more than happy to sell to the characters.

Part 2. Northward Bound

Having taken Larazmu's offer, the party begins the trek north along Toranth's March.

Journey Encounter Table

| Roll | Type | Title |
|------|-------------|-----------------------|
| 1 | Combat | Stinking Death |
| 2 | Combat | Raiders R Us |
| 3 | Combat | Get Over Here |
| 4 | Exploration | The Great Migration |
| 5 | Exploration | Dreams from the Earth |
| 6 | Exploration | Lost and Forgotten |

On the Road Again

Expected Duration: 45 minutes

The Journey north to Hawksroost takes about three days. Choose or roll on the Journey Encounter Table each day. Use no more than two combat encounters. Keep in mind that on the third day there is a static battle in the next part of the adventure. If you use a combat from the encounter table on the third day, you may want to take it easy on the party. Or you may not.

If time permits, you may use as many of the encounters as you would like, but be mindful of the XP limit for the adventure. Also, you may run more than one in a day and perhaps have a day of travel with no encounters, whatever feels more natural for you. When running more than one combat encounter in a day, adjust the encounter down to the next lower party strength. Use the **Encounter Map: Toranth's March**.

General Features

The general features of the road to the base camp are as follows:

Weather. It is mid-Ches, and the weather remains chilly. Frost and a slight fog linger in the morning, but by midday, the sun warms and will have melted away the frost and fog.

Light and Visibility. Mornings are dim and foggy, by afternoon, the sun is shining, and the fog has faded. During the night, it gets cold, even so far as to just hit freezing on some nights.

Geography and Vegetation. Along Toranth's March, the Quivering Forest lies nearby west of the road. To the east is first grasslands, then as the wagon train moves north, the Great Grey Land of Thar rises along the path as the grass gives way to hardscrabble and solid earth unfit for the plow.

Shopping. There is no real shopping available on the road. Larazmu does have a few supplies that he would be willing to sell and has gear from the *Player's Handbook* worth up to 10 gp, but no weapons or armor. If he is with them, the merchant has adventuring gear up to 25 gp, weapons worth 10 gp or less, and armor valued up to 50 gp.

1. Stinking Death

A sad site comes into view in the fields to the east of the road. Several simple markers indicate that someone was buried here, alongside the road. Waylaid or perhaps unprepared for their journey.

Drawing nearer you can see the freshly disturbed earth scattered about the gravesite. The graves lie open.

Larazmu speaks up at this sight. "Some people are so low as to rob from the dead."

This is no grave robbing. **Eight zombies** have risen from their graves, disturbed by the events that took part of the Quivering Forest to a dark realm. A passive **Wisdom (Perception)** of DC 15 reveals signs that something has crawled from each grave.

Just then, from the nearby forest come the shuffling dead, with an eye out for juicy adventurer rump roast.



Adjusting the Encounter

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

- Very weak party: Remove four zombies and do not use the undead fortitude trait.
- Weak party: Remove two zombies and do not use the undead fortitude trait.
- Strong party: Add one ogre zombie
- Very strong party: Add two ogre zombies

Tactics: The zombies attack the nearest living thing (you can have them attack horses if the party is being overwhelmed).

Diplomacy: Negotiating with these restless dead is not possible, though the caravan can continue, outpacing them and leaving them behind to attack other hapless travelers.

2. Raiders R Us

A group of orcs and goblins burst forth from under camouflaged hiding places and rush the wagon train with an almost bestial cacophony of howls.

There are **six goblins and two orcs**. A DC 16 passive **Wisdom (Perception)** check will reveal the ambush before the orcs and goblins attack. Otherwise, they have a surprise round that will mostly consist of moving in closer to the wagons.

Adjusting the Encounter

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

- Very weak party: Remove four goblins and one orc
- Weak party: Remove two goblins and one orc
- Strong party: Replace one orc with an Orc Eye of Gruumsh
- Very strong party: Add one Orc Eye of Gruumsh and two orcs

Tactics: The orcs and goblins fight to the death.

Diplomacy: The raiders will not negotiate with adventurers. However, if the party takes an orc or goblin prisoner, they can extract the following information with a **Charisma (Intimidation)** check.

What the orcs know

- **DC 13:** The orcs are raiders from the Manslayers clan.
- **DC 15:** The Manslayers seek to recover a key, as guided by their spiritual leaders
- **DC 17:** The orcs do not know what the key is for, only that it is said that the key will help restore their ancient empire.

3. Get Over Here

“By Moradin’s beard! The darn wheel’s busted!” the lead wagon teamster, Gavead, can be heard shouting. “Let’s pull over here and fix it.”

As the train pulls over for repairs and to let the horses feed, you can see an old wagon laying off to the east of the road. Its paint is faded, a sign that time and the weather have not been kind to it. Tall grass has grown around the wagon.

If the party approaches, a **giant scorpion** scurries out of the tall grass. If they ignore the wagon, the scorpion is attracted as a horse wanders to the grass to graze.

Adjusting the Encounter

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

- Very weak party: The giant scorpion has 25 HP
- Weak party: The giant scorpion has 39 HP
- Strong party: Add a giant scorpion and they both have 39 HP
- Very strong party: Add two giant scorpions and they each have 39 HP

Tactics: The insects fight to the death, attempting to get a nice meal.

Diplomacy: Nothing short of an Animal Friendship spell or some similar magic will keep the scorpion from attacking.

4. The Great Migration

The ground quakes beneath you. Though the wind is low, shrubs and grass wave as if there were a strong wind. Stones bounce off the road like grease in a hot pan. The sound of thunder assaults you and there’s a loud crash. Lightning! No, there’s not a cloud in the sky. To the west, trees are felled by force as a large group of horses burst forth. Horses they are not. Nay, in place of a horse’s head is the torso of men or elves. Centaurs!

It might be a magnificent sight if they weren’t headed straight for the caravan!

A clan of centaurs is following their old migration path out of the Quivering Forest and into Thar (feel sorry for any orcs that get in their way). The centaurs will do their best not to crash into any wagons or people, but their movement through the caravan can be dangerous for anyone traveling on foot. Characters walking along with the caravan need a DC 13 **Dexterity** saving throw. On a failure they take 10 (3d6) bludgeoning damage or half on a successful save.

Mounted characters need a successful DC 13 Animal Handling check to control their mounts. Otherwise, they are thrown to the ground, taking 3 (1d6) damage in addition to the damage noted above.

As the centaurs move past the caravan and onto the Thar side of the road, you take notice of a few stragglers toward the back. Three centaurs are in the rear of the pack, two younger centaurs and an elder who is struggling to keep up. One of the younger centaurs yells to the other, who reluctantly abandons the elder as they ride off to catch up with the others.

Noticing the characters looking at her, Prucaemon quips, “Come to stare at a weak old centaur?”

Centaur's leave behind weak and elderly that can no longer keep up with them. The female centaur, Prucaemon is well past her prime. Though she no longer has the endurance, she does have experience and wisdom that could be useful.

Prucaemon is stubborn but can be convinced to share some information with a DC 15 **Charisma (Persuasion)**. An argument that paints the train like the ones that need help and not her get advantage on the roll.

What Prucaemon knows

- The centaur clan travels a traditional migration path.
- The complete path takes 5 years to complete.
- Strange things were happening in the Quivering Forest that delayed their migration. Once the thick fog cleared, they were able to continue the journey.
- Though the clan hasn't been in Thar in some decades, they know the Manslayer tribe well.
- The Manslayers are led by orc shamans, though she doesn't know the name of the current leader
- The Jade Skull ogre clan has dominated several orc tribes, who work with them toward their goal of restoring their ancient civilization.

5. Dreams from the Earth

While the party sleeps, they share a dream of rocks and crystals of elemental power.

You find yourself standing in a huge, perfectly round tunnel. All around you are thick veins of precious metals: gold, silver, and others you do not immediately recognize. You walk for what feels like an age until you find a large chamber. Inside, a diamond unlike any you have ever seen, bearing sixty sides, floats suspended in the air. It sparkles as if the sun were shining upon it, though there is no other source of light here. From within, you feel great power, anger, and hatred. A great coldness fills the room.

Suddenly, the diamond shatters, releasing a burst of wind and fire. With that, you awaken and, strangely, you find your pockets full of ash.

This is a dream vision, one of many projected by a dominant force that is calling out. The characters will learn of its source soon enough if they continue to seek out the secrets of the Tomb of Kered.

6. Lost and Forgotten

In the early morning fog of dawn, you see a disheartening sight. A small figure roams toward you down the center of the road.

The child's name is Faith, and she is dead. She died long ago when the Manslayers destroyed the village of Hawksroost. She became separated from her family

during the attack and began wandering down the road south to Phlan, where her maternal grandmother lived. Her spirit was awoken from its rest by the recent attack on the SALT Consortium's camp, which is set up within what is left of Hawksroost.

For the last two tendays, Faith's spirit has begun its routine, manifesting as the sun sets, wandering the village frightened and dodging unseen enemies, and then walking south toward Phlan.

Faith is happy to either follow the players to Hawksroost to fight the ogres and find her parents, or for the party to escort her to Phlan. In either case, when the sun rises she vanishes, awaiting the next night to start again. A DC 13 **Intelligence (Religion)** check to realize that as a ghost, Faith will forever follow this cycle until she is put to rest in some way.

Seeing Faith returned to her rest is not part of the adventure, this encounter is designed only to foreshadow future encounters in another adventure.

Faith does not know that she is dead and any assertions of such are ignored.

Part 3. The Camp

The caravan reaches the remains of the last SALT Consortium expedition. Here they find clues as what took place and what the team found. The biggest clue to what happened is a remaining ogre searching for a key as commanded by dreams that promise to cease only when he finds the key.

And Then There Were None

Expected Duration: 25 minutes

General Features

The general features of the expedition base camp are as follows:

Weather. It is mid-Ches, and the weather remains chilly. There is frost and a slight fog in the morning, by midday the sun has risen, a low fog continues around the camp.

Light and Visibility. During the morning and up until evening light and visibility are as expected for their respective times of day, but at night dim globes of light drift through the camp.

Geography and Vegetation. The SALT Consortium camp rests in the ruins of a village where its previous residents do not. Overgrowth and some trees have encroached on this ruined village.

Shopping. There is no real shopping available in the camp. Larazmu does have a few supplies that he would be willing to sell and has gear from the *Player's Handbook* worth up to 10 gp, but no weapons or armor. If the party has brought the merchant, then the merchant has adventuring gear up to 25 gp, weapons of 10 gp or less, and armor up to 50 gp.

1. A Land of Confusion

Finally, you have arrived at the base camp. Ahead of you, you can see the dilapidated and overgrown ruins of a village. Several buildings still stand, though parts of their roofs and walls have collapsed. A well sits in the center of the site.

As you approach the center of this sad site, you can see what is left of tents and wagons cast about the town square. Bodies lie among the debris; their bones picked clean by the ravens that roost upon the ruins squawking back and forth.

This was the site of the SALT Consortium camp before it was laid to waste by the Manslayers. Broken equipment is scattered among the destruction. A DC 12 **Wisdom (Medicine)** check reveals from what is left of the bodies that, for the most part, they were crushed by great bludgeoning weapons. Some were bashed against the walls of the old building and others were squeezed to death in huge hands.

A character that makes a DC 15 **Wisdom (Survival)** check can almost see the event take place through the tracks. Ogres and orcs attacked the camp. Some stood and fought to protect their companions, while others fled only to be ambushed by overwhelming numbers.

A DC 12 **Intelligence (Nature)** check reveals that some vegetation is wilted around otherwise healthy growth. It could be from a sickness infecting the plant but was perhaps caused by necromancy.

The Journal: A DC 12 **Intelligence (Investigation)** check reveals that the bags, barrels, and crates were searched, but most of the goods were left behind to rot. Someone was looking for something specific. A DC 15 result locates a small satchel clutched in the hands of a half-buried corpse; this person must have been stomped on a few times, giving them a partial burial. The purse contains a small journal.

The Key: The key to the Tomb of Kered was lost in the camp when the Manslayers attacked. The key was partially buried and lodged in the skull of one of the archaeologists that were stomped to death by an ogre. A passive **Wisdom (Perception)** or an active **Intelligence (Investigation)** of DC 15 will reveal a skull that was pierced by a pyramid shaped stone that has windows made of blue calcite gems.



What the book knows

- Title: *The Journal of Divine Whispers*
- The book contains mostly written prayers to Ilmater.
- There are some trivial day to day notes about the expedition.
- On page 47 of the journal, two loose pages describe the Black Network's plans to build a northern trading post, including a sketch of what it will look like. That trading post will be located in Hawksroost.
- Another free page describes the difficulty in striking a deal with the Manslayers and the decision to only push forward with the Black Network's plans, surely the tribe will not take offense.
- The journal describes the pyramid shaped key that opens the entrance to the Tomb of Kered.

2. Ogre Battle!

A bellow of frustration echoes from behind the largest of the ruins. "Me no find key! Where you hide key?"

An orc peers around the corner and upon seeing your group shouts, "They have your key, Bilrog!"

As the orc rushes forward, a hulking brute follows from behind the cover of the ruin.

One ogre and two orcs still scour the ruins for the key to the Tomb of Kered. A dao imprisoned within the tomb reaches out to them in their dreams, a power he has discovered after the Elemental Princes were brought to Faerûn.

Adjusting the Encounter

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

- Very weak party: Replace the ogre with a half-ogre and remove one orc.
- Weak party: Remove one orc.
- Strong party: Add two orcs.
- Very strong party: Add one ogre and three orcs.

Tactics: Bilrog is strait forward and charges the nearest character. The orc will try to assist Bilrog in the best possible way, using the assist action to give him advantage or focusing on a softer target.

Diplomacy: Bilrog will not engage in diplomacy. The dreams that haunt him in the night and the fear of his shaman masters drive him to follow his singular purpose.



Conclusion

Larazmu is happy to know that the key has been found and the camp is once again safe for the SALT Consortium to continue its work.

Thank you, my friends. You have earned every coin of your reward and my thanks. Now we can begin to fortify the camp and locate Sorrim, the God Whisperer, as he thankfully is not counted among the dead.

If you are looking for more work, return to me after I have had time to study Sorrim's journal. Great riches await those who can locate the tomb. You'll want to be sure to be there when we find it.

Rewards

Make sure the players note their rewards on their adventure logsheets. 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 battle. For non-combat experience, the rewards listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

| Name of Foe | XP per Foe |
|--------------------|------------|
| Bandit | 50 |
| Bandit Captain | 450 |
| Spy | 200 |
| Guard | 50 |
| Thug | 100 |
| Girallon | 1100 |
| Zombie | 50 |
| Orc | 100 |
| Goblin | 50 |
| Orc Eye of Gruumsh | 450 |
| Giant Scorpion | 700 |
| Ghost | 1100 |
| Half-Ogre | 200 |
| Ogre | 450 |

Non-Combat Awards

| Task or Accomplishment | XP per Character |
|--|------------------|
| Allow refugees to be hired | 50 |
| Help Larazmu entreat merchant | 50 |
| Learn Larazmu's story | 50 |
| Convince Prucaemon to join the caravan | 50 |
| Cure the driver of Cackle Fever | 50 |
| Return the journal to Larazmu | 75 |
| Return the key to Larazmu | 75 |

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

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

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to share wealth evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a particular consumable magic item,

the DM can randomly determine who gets it should the group be unable to decide.

Permanent magic items are divided up according to a system. If the adventure awards permanent magic items, see the sidebar.

| Parcel | Gold Value |
|-----------------------|--------------------|
| 1 | 98 gp 5 sp |
| 2 | 37 gp |
| 3 | 42 gp 5 sp |
| 4 | 109 gp |
| 5 | 72 gp |
| 6 | 60 gp 6 sp |
| Payment | 125 gp |
| Total Possible | 544 gp 6 sp |

Permanent Magic Item Distribution

D&D Adventurer's League has a system in place to determine who is awarded permanent magic items at the end of a session.

Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- If one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item.
- If there is a tie in the total number of permanent magic items owned by contesting characters, the object's owner is determined randomly by the DM.

Adamantine Chain _____ (Shirt or Mail)

Armor (Heavy or Medium), uncommon

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

The worn armor shows signs of elven craftsmanship, with the links forming patterns of leaves. A successful DC 10 **Intelligence (Religion)** check indicates that the leaf patterns are similar to those worn by the Guardians of Arvandor, scouts of Solonor Thelandira.

The armor bestows the wearer with the ability to use an action to extend the range of their voice by 300 feet for one round.

Downtime

Each character receives **five downtime days** at the conclusion of this adventure.

Renown

All faction members earn **one renown point** for participating in this adventure.

Lord's Alliance characters who discover that the Black Network was unable to strike a deal with the

Manslayer and just pushed on with their plan regardless earn **one additional renown point**.

Harper characters that return the pages from the journal (or copies of them) that describe the trading outpost the Black Network intends to build in the ruins of Hawksroost earn **one additional renown point**.

Zhentarim characters that return the journal, or a copy of it, to the Black Network earn **one additional renown point**.

DM Rewards

You receive **150 XP, 75 gp, and five downtime days** for running this session.

DM Appendix: NPC Summary

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Larazmu (Lair-az-moo). A retired monk who started the SALT Consortium with his old friend Sorrim to try to strike it rich. He also has a debt to repay to the Black Network.

Trait: A true friend. Larazmu will give up everything to protect his friends.

Flaw: Gambler. Larazmu thinks himself a consummate investor. If there is a chance of making some money, he can hardly resist.

Norwood Sorrim (NOAR-wood Soar-RIM). A cleric of Ilmater who lost his faith but had it restored through a harsh and taxing journey to find healing for his sick community. He now seeks to honor his god by building a permanent shrine in the ruins of Hawksroost. He started the SALT Consortium with his friend Larazmu to advance that goal. He also hopes to restore his old friend's faith. He goes by his last name.

Trait: Faith. Sorrim is dedicated to Ilmater and his tenants above all else.

Flaw: Single-minded. Sorrim often forgets the subtleties as he pursues his visions.

Prucaemon (Prew-kay-mon). Prucaemon has traveled many miles with her tribe and survived many hardships, the most recent being the annexation of the Quivering Forest into the land of Barovia. Now that they have returned to Faerûn and resumed their great migration, she finds that she is too old to keep up. She is a proud individual and does not accept pity. She is happiest when protecting those she considers friends from danger, especially ogres and their allies.

Trait: Stoic. Prucaemon does not outwardly show distress or fear.

Flaw: Proud. Prucaemon is reluctant to accept help.

Mara Hornraven (Mar-a Horn-raven) is the human half-sister of Betha. She sometimes gets angry when people suggest that she is the older sister. Though she is younger than Betha, she appears older because she does not share Betha's elf heritage.

Trait: Courage. Loyal to Betha above all else.

Flaw: Jealous, gets revenge through social manipulation.

Betha Hornraven (Beth-a Horn-raven) is a half-elf and Mara's older sister. Betha thinks it's adorable when Mara gets jealous and doesn't realize how angry she gets. Betha knows one day her little sister will grow old and so saves as much as possible from the odd jobs they take so Mara can have a healthy retirement.

Trait: Protective. Feels responsible for Mara.

Flaw: Naïve to other people's feelings.

Igan Dotsk (Ee-gan Dah-tisk) is out for himself. He knows that his chances of survival are best if he works with others. He does not break a deal and makes sure to carry his weight, and he expects the same from others. He works well with Betha and Mara, who he has learned to depend on.

Trait: Fair. Works well with others.

Flaw: Aloof. Anyone is my friend only as long as they remain useful.

Wagon Crew

Teamsters

Gavead Hill Dwarf, Male, Age: 51, Trait: Open, Flaw: Talkative

Goda Gnome, Male, Age: 17, Trait: Perfectionist, Flaw: Money-minded

Alodel High Elf, Female, Age: 92, Trait: Selfless, Flaw: Plodding

Aethis Human, Female, Age: 15, Trait: Passionate, Flaw: Undisciplined

Archaeologists

Jasulir Mountain Dwarf, Female, Age: 30, Trait: Good listener, Flaw: Dislikes gnomes

Baddaack Gnome, Female, Age 24, Trait: Loves history, Flaw: Misses social queues

Carpenter

Adaseith Glynwynn Half-elf, Female, Age: 26, Trait: Warm, Flaw: Grand

Guards/Laborers

Davroar Dragonborn, Male, Age: 32, Trait: Observant, Flaw: Insecure

Meysm Human, Female, Age: 43, Trait: Inoffensive, Flaw: Unrealistic

Nine Lives Larry Human, Male, Age: 16, Trait: Humble, Flaw: Sloppy

Mina Halfling, Female, Age: 17 Trait: Gallant, Flaw: Meddlesome

Acolyte

Ruith Enrel Wood Elf, Male, Age: 118, Trait: Well-read, Flaw: Asocial

Horse Caretaker

Damaia Tiefling, Female, Age: 36, Trait: Clear-headed, Flaw: Haughty

Appendix: Monsters/NPC Statistics

Bandit

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 11 (+0) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (0) |

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Bandit Captain

Medium Humanoid, Non-Lawful

Armor Class 15 (leather armor)

Hit Points 65 (10d8+20)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 16 (+3) | 14 (+2) | 14 (+2) | 11 (+0) | 14 (+2) |

Saving Throws Str +4 Dex +5 Wis +2

Skills Athletics +4 Deception +4

Senses darkvision 120 ft, passive Perception 10

Languages Undercommon, Common

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks, two with his scimitar and one with his dagger. Or the captain makes two ranged attacks with daggers.

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

Dagger. *Melee/Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Giant Scorpion

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10+14)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 15 (+2) | 13 (+1) | 15 (+2) | 1 (-5) | 9 (-1) | 3 (-4) |

Senses blindsight 60 ft., passive Perception 9

Challenge 3 (700 XP)

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Girallon

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10+21)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 16 (+3) | 16 (+3) | 5 (-3) | 12 (+1) | 7 (-2) |

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Challenge 4 (1100 XP)

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

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

Actions

Multiattack. The girallon makes five attacks: one with its bite and four with its claws

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) slashing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

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) | 8 (-1) | 8 (-1) |

Skill Stealth +6

Senses darkvision 60 ft., passive Perception 10

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.

Guard

Medium humanoid (any race), any non-lawful alignment

Armor Class 16 (scale mail)

Hit Points 11 (2d8+2)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 13 (+1) | 12 (+1) | 12 (+1) | 10 (+0) | 11 (+0) | 10 (0) |

Skill Perception +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+ 1) piercing damage or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

Half-ogre

Large Giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10+8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 17 (+3) | 10 (+0) | 14 (+2) | 7 (-2) | 9 (-1) | 10 (0) |

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 1 (200 XP)

Actions

Battle-axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage, or 14 (2d10+3) slashing damage if used with two hands to make a melee attack.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6+3) piercing damage

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.

Ogre Zombie

Large undead, neutral evil

Armor Class 8

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SALT1-1 Rumors of Riches

Hit Points 85 (9d10+36)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 19 (+4) | 6 (-2) | 18 (+4) | 3 (-4) | 6 (-2) | 5 (-3) |

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

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

Actions

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

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8+6)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 12 (+1) | 16 (+3) | 7 (-2) | 11 (+0) | 10 (0) |

Skill Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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

Orc Eye of Gruumsh

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8+18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 12 (+1) | 16 (+3) | 9 (-1) | 13 (+1) | 12 (+1) |

Skill Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Groomsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at-will): guidance, resistance, thaumaturgy
1st level (4 slots): bless, command
2nd level (2 slots): augury, spiritual weapon (spear)

Actions

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6+3+1d8) piercing damage or 12 (2d8+3) piercing damage if used with two hands to make a melee attack.

Spy

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 11 (+0) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (0) |

Skills Persuasion +5, Investigation +5, Perception +6, Sleight of hand +4, Deception +5, Insight +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack. The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

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

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 11 (+0) | 14 (+2) | 10 (+0) | 10 (+0) | 11 (+0) |

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

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

Saving Throws Wisdom +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

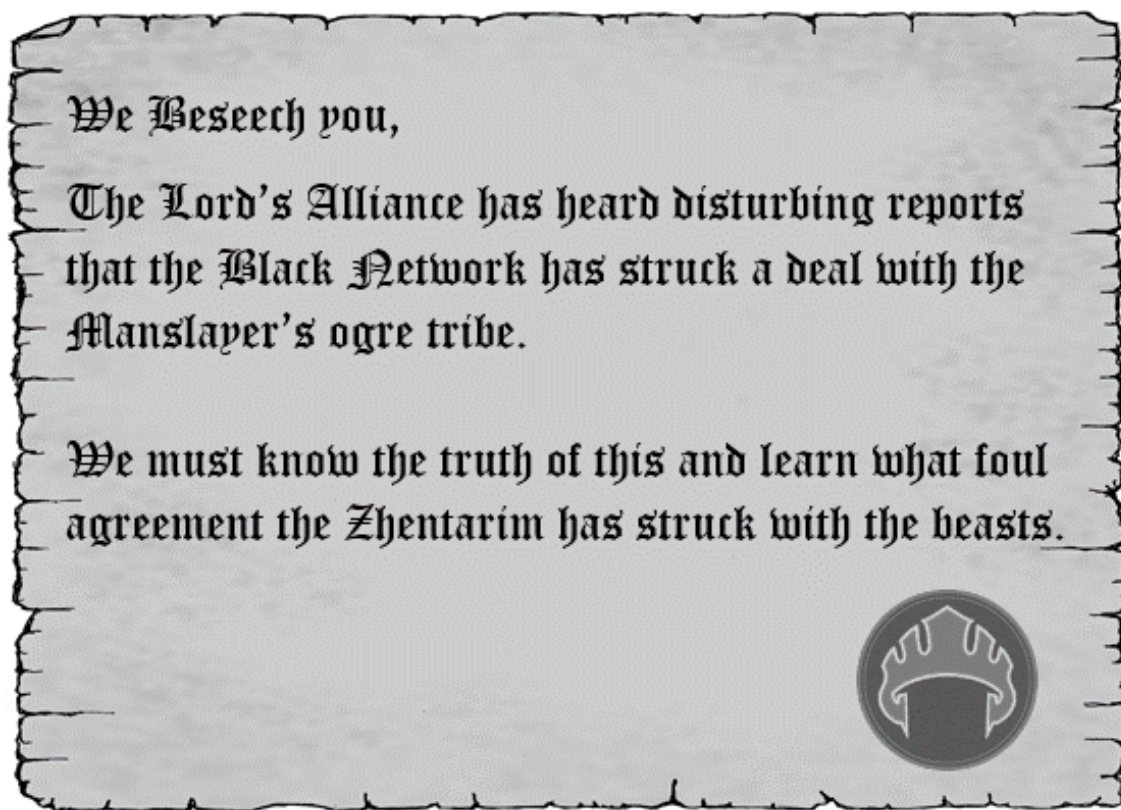
Languages any one language (usually Common)

Challenge 1/4 (50 XP)

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

Actions

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

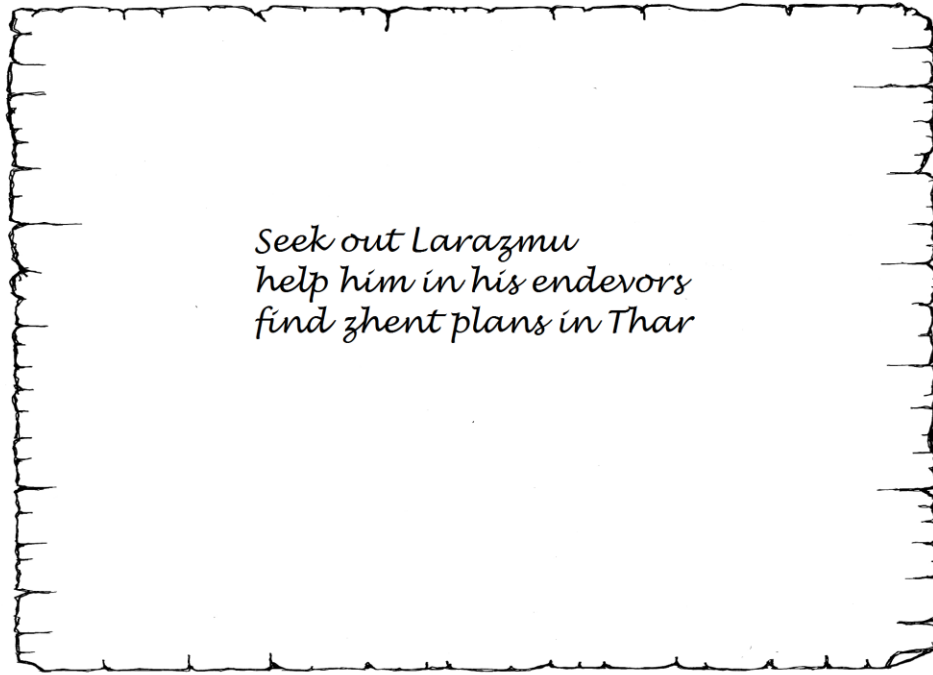


We Beseech you,

The Lord's Alliance has heard disturbing reports that the Black Network has struck a deal with the Manslayer's ogre tribe.

We must know the truth of this and learn what foul agreement the Zhentarim has struck with the beasts.

Player Handout 2: Harpers Note



Seek out Larazmu

Help him in his endeavors

Find Zhent plans in Thar

Adventurers Wanted



The Search and Locate Treasure (SALT) Consortium is looking for intrepid adventurers to brave the wilds of Thar, and aid in a resupply or rescue mission.

Join in the quest for the Secret Tomb of Kered as part of the SALT Consortium, simply meet our wagon train near Phlan, where the Phlan Path meets Torauth's March.

Mara Hornraven
Refugee Soldier (Bandit)



Medium human, Neutral Good
Armor Class 12 (leather armor)
Hit Points 11 (2d8+2)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 11 (+0) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (0) |

Senses passive Perception 10

Languages Common, Elvish

Challenge 1/8 (25 XP)

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Betha Hornraven
Refugee Soldier (Bandit)



Medium half-elf, Chaotic Good
Armor Class 12 (leather armor)
Hit Points 11 (2d8+2)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 11 (+0) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (0) |

Senses passive Perception 10

Languages Common, Elvish

Challenge 1/8 (25 XP)

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Igan Dotsk
Refugee Cloak (Apprentice Wizard)



Medium human, Lawful Evil
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) | 11 (+0) |

Skill Arcana +4, History +4

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). He 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 Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Player Handout 4: Adamantine Chain _____

Adamantine Chain _____

Armor (Heavy or Medium), uncommon

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

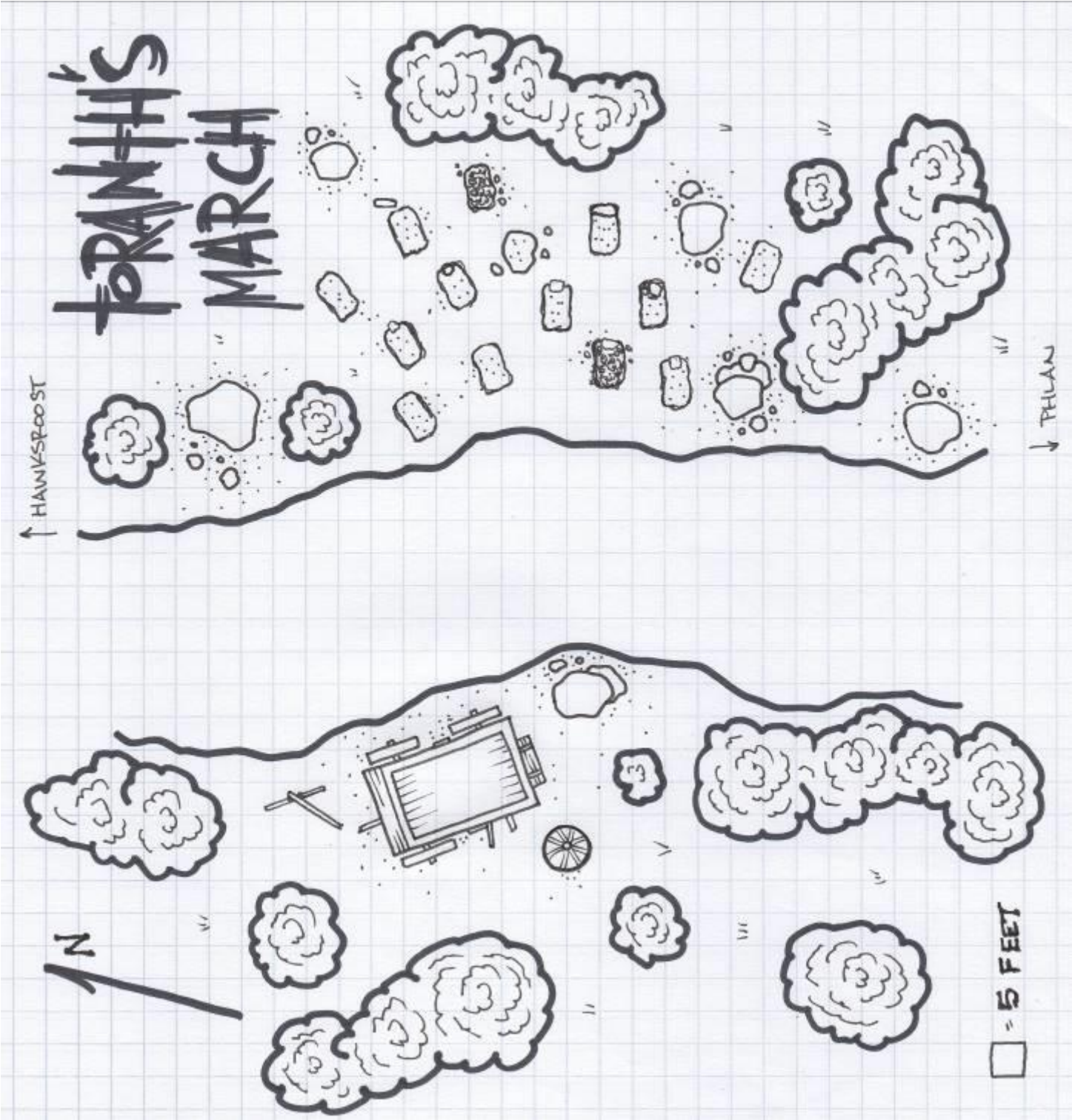
The worn armor shows signs of elven craftsmanship, with the links forming patterns of leaves. A successful DC 10 **Intelligence (Religion)** check indicates that the leaf patterns are similar to those worn by the Guardians of Arvandor, scouts of Solonor Thelandira.

The armor bestows the wearer with the ability to use an action to extend the range of their voice by 300 feet for one round.

Solonor Thelandira (soe-loe-nohr theh-lan-dih-ruh) was the elf god of hunting, archery, and survival in wild and harsh places. He taught his followers the arts of hunting; including archery, moving unseen, and hiding in the wild places. He watched over the borders between wilderness and farmed land and sought to maintain the balance between them. Solonor lived in the realm of Arvandor on the plane of Arborea.
http://forgottenrealms.wikia.com/wiki/Solonor_Thelandira

Encounter Map: Larazmu's Gamble





Encounter Map: Hawksroost

