



# The Risen Minotaur Lord

An excavation team was sent to unearth the tomb of an ancient minotaur lord in Thar under the protection of the Tharkul of Fangjaws Hold. But something went wrong, and an undead army poured out of the burial site and laid siege to Fangjaws Hold. You have been hired by the Brotherhood of the Cloaks to help deal with the undead threat.

*A 4-Hour Adventure for 5-10 Level Characters*



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## Introduction

Welcome to *The Risen Minotaur Lord*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure starts with the characters in Mulmaster and then takes them into the heart of Thar to a monster town known as Fangjaws Hold.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 08**. 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 Primer

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

## Adventure Background

Long ago, Thar was part of a minotaur kingdom called Grong-Haap. The ruler of this region was a powerful minotaur lord named Garut the Vengful. It is believed that Garut was buried with a powerful artifact that was the source of his power.

The Rashemi and the Thayans both sent teams to barter with the local power for the rights to excavate the tomb of Garut. This was necessary due to the close proximity of Fangjaws Hold to the tomb. This mod assumes the Rashemi won the rights to excavate the tomb; however, it also addresses the scenario where the Thayans were granted permission to dig into the tomb.

Somehow Garut was awoken, and his legion of undead warriors set upon Fangjaws Hold and the surrounding lands. The characters are brought in to help fight off the undead while Lady Vandree paves the way for the Rashemi to bring aid.

### Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

**Bladod.** Bladod is a powerful oni who united the ogres, orcs and goblins of Fangjaws Hold. He wants Fangjaws Hold to become a town recognized by the civilized communities of the Moonsea.

**Fangjaws Hold.** Fangjaws Hold is a stronghold in the hills of Thar ruled by an oni named Bladod. The inhabitants of Fangjaws hold are mainly ogres, orcs and goblinoids though a few other monstrous races may also be found living there.

**Grong-Haap.** An ancient kingdom of minotaurs which lasted from 981 to -350 DR (Dale Reckoning) and included Thar, the eastern Moonsea and the northern highlands of the Vast. Its last ruler was a huge minotaur named Haask.

**Lady Vandree.** A drow wizard of considerable power who is unofficially representing Rashemen in Mulmaster.

**Nelvon DeJuan.** Nelvon DeJuan is a high-ranking member of the Cloaks and a powerful wizard.

**Rashemi.** To the East of Damara boarding the vast steppes that separate Faerun from the lands of Koza Kur is a fey infused land of many rivers and lakes. This land is inhabited by powerful witches and fierce berserkers that have spent centuries fighting Thay and the barbarian hordes of Narfell. They call themselves the Rashemi.

**Thay.** Thay is a plateau to the east ruled by a cadre of wizards. The most powerful of the wizards is a lich necromancer named Szass Tam.

## Adventure Overview

The adventure is broken down into 6 parts:

**Part 1.** The characters receive an urgent summons from The Cloaks to give aid to a frontier town called Fangjaws Hold. If they accept, the drow wizard Lady Vandree teleports them all to the town. The characters arrive right before the front gate is battered down by a goristro.

**Part 2.** The characters arrive at Fangjaws Hold just in time to fight the wounded goristro as it bursts through the front gate.

After defeating it, the characters are chased by a stampede of undead minotaur's. They must race ahead of them to get to Bladod's Lodge.

The characters arrive at the Lodge in time to see a Thayan archmage throw down a devastation orb and destroy it. They must fight the wizard while General Subotai and his immortals hold off the stampede. They also interact with the lead Rashemi witch and Bladod to get their next set of instructions.

**Part 3.** The characters are asked to enter the tomb and battle the Minotaur Lord. They must first survive the maze that leads to his chamber.

**Part 4.** Between the maze and Garut's own chamber is the resting place of his harem. Garut's wives are his guardians as well as his cows and the party must get past them.

**Part 5.** The characters do battle with Garut the Vengful in his lair.

**Part 6.** The characters are offered gifts and favors for their deeds on behalf of Rashemen and Fangjaws Hold.

## Adventure Hooks

**Friend of Rashemen.** You have received a magical sending from Lady Vandree, saying "The Rashemi people have need of your service once again. Please report to the Tower of Arcane Might with haste and ask for Nelvon DeJuan."

**Enmity of Rashement.** You receive a magical sending from Lady Vandree with an offer. "The Rashemi people are willing to forgive your slight if you will assist them in this time of need. If you agree, report to the Tower of Arcane Might and ask for Nelvon DeJuan."

**Member of the Cloaks.** As part of your service to Mulmaster, you have been commanded to undertake

a diplomatic mission on their behalf. You are ordered to report to Nelvon DeJuan in the Tower of Arcane Might.

**Note:** Characters who are members of the Brotherhood of the Cloaks do not have to pay the downtime day cost for playing this mod as this will count as their Cloaks mission.

**Adventurers for Hire.** Your deeds have become known in the area. You receive a message carried by an owl. The message says your urgent help is needed and to report to the Tower of Arcane Might with all due haste. Ask for Nelvon DeJuan.

### A Mulmaster Adventure

This a Mulmaster adventure. This means that characters that are members of the Cloaks can increase their ranks in that organization. They may also acquire any benefits that go with being part of that organization.

## Part 1. Heroes Needed

*Estimated Duration:* 20 minutes

You have been staying in Mulmaster for your own reasons, taking work when and where it presents itself. You've begun to make a name for yourself as a troubleshooter; consequently, people have begun to recognize you on the street. Some even buy you drinks! You are going about your business when an owl swoops down from out of nowhere and lands on your shoulder. It gives a loud screech and then presents its claw to you. Looking at it, you see there is a note attached to it. It is an urgent invitation for you to go to the Tower of Arcane Might.

You arrive at the front gate to the tower grounds and realize that you were not the only one who received a message.

Have the characters introduce themselves. When they are done, read the next boxed text.

Following the apprentice who greeted you at the front desk, you go up several flights of stairs, around two corners and finally you are let into a small room. Greeting you are two individuals. One is a tall thin man wearing the robes of one of the cloaks, and the other is a beautiful drow female. The man steps forward quickly, introducing himself and his guest. "Greetings adventurers. Thank you for responding to our urgent request for aid. For those of you who don't know us, I am Nelvon DeJuan and this is Lady Vandree who represents the Rashemi people. An undead horde is laying siege to a place called Fangjaws Hold, and we need you to help the town defeat the monsters.

If the Rashemi won the rights to excavate the tomb in **ccc-sfbay-02-02 Rise of the Ogre King** or if none of the characters participated in that adventure, then read the following boxed text.

Lady Vandree steps forward and addresses you. "The Rashemi recently started excavating the tomb of a minotaur lord named Garut the Vengeful from the ancient kingdom of Grong-Haap. This ruler was rumored to be a powerful warrior-priest. It was said that he was buried with his wives and personal guard which numbered close to a thousand warriors. The Rashemi are doing this to get a powerful magical artifact that is said to exist within the tomb before Thay can claim it. However, somehow Garut has been roused along with all his minions. Now the undead are ravaging the countryside.

The plan is simple. I will teleport us to the hold. Don't worry, I have an item from the location that eliminates the chance for errors. Once at the location, you will help the locals fight off the undead while I create a beacon for my sisters to use to teleport their forces in to help. The Rashemi have decided to get involved and help defeat Thay's latest attempt at conquest. What say you? Are you ready?

If the Thay won the rights to the excavate the tomb in **ccc-sfbay-02-02 Rise of the Ogre King**, then read the following boxed text.

Lady Vandree steps forward and addresses you. "Thay recently started excavating the tomb of a minotaur lord named Garut the Vengeful from the ancient kingdom of Grong-Haap. This ruler was rumored to be a powerful warrior-priest. It was said that he was buried with his wives and personal guard which numbered close to a thousand warriors. It seems Thay has somehow managed to rouse the Minotaur Lord and his servants, and now they are ravaging the countryside.

The plan is simple. I will teleport us to the hold. Don't worry, I have an item from the location that eliminates the chance for errors. Once at the location, you will help the locals fight off the undead while I create a beacon for my sisters to use to teleport our forces in to help. The Rashemi have decided to get involved and help defeat Thay's latest attempt at conquest. What say you? Are you ready?

If the characters want to buy provisions, they can purchase anything from the Player's Handbook through Nelvon DeJuan. He can have the items for them in a matter of minutes.

If the characters ask about payment, Nelvon tells them that Garut was probably buried with the wealth of his nation, and they are welcome to whatever riches they find in his tomb.

Once the characters are teleported to Fangjaws Hold, Read or paraphrase the following boxed text.

There is a brief disorientation as the teleportation spell safely transports you from Mulmaster to Fangjaws Hold. The disorientation of the spell is quickly replaced by the chaos going on around you. Lady Vandree turns to you and shouts above the noise. "Help the town defend the walls, I'm going to perform the ritual that will allow the Rashemi to safely teleport here and give aid! Good Luck!". She then runs down the broad avenue in the direction of the neighborhood known as the Little Moonsea.

## Part 2. Stampede!

*Estimated Duration:* 80 minutes

In this section the characters are thrown into a chaotic and dangerous situation. They need to navigate three dangers before meeting the lord of Fangjaws Hold and the leader of the Rashemi.

They won't get a short rest before the end of this section, so be mindful of their status. Feel free to cut back on some of the dangers to make sure they don't get wiped out if things aren't going their way.

### The Prized Bull

The characters won't have time to man the walls because as soon as they arrive, the front gates are breached. Read or paraphrase the following boxed text.

The first thing that grabs your attention is the fact that the defenders are all monstrous humanoids! You see ogres and orcs manning the walls and goblins running around performing errands, and you're here to defend **them**? As you stand there struggling with your morals and wondering where that drow wizard went, the front gates burst apart leaving you staring at a 25-foot-tall demonic looking minotaur.

Your adventurers, not common soldiers, so you stand your ground and prepare to do battle with the beast. That behemoth looks capable of laying waste to whole cities. Then you realize that the monster is blinded and severely wounded, maybe you have a chance.

#### General Features

Fangjaws Hold has the following features

**Terrain.** The ground is packed earth

**Weather.** The characters arrive at midday. The sky is overcast with dark clouds

**Light.** Dim Light

#### Unnatural effects caused by the presence of the mummy lord Garut the Vengeful:

**Smells and sounds.** The air is fouled with an unnatural rot which surpasses the normal stench of the place. The sound of battle comes from the front gate.

**Vegetation.** The vegetation has all rotted and died.

**Water source.** The two water sources that support Fangjaws Hold have dried up.

The demon has been battering down the front gate for a while, and it has taken a lot of damage doing it.

This encounter includes a **modified goristro** demon.

**Uber Strong** – Uber strong is used for parties that are exceptionally well equipped and optimized.

#### Modified Goristro

A goristro is a CR 17 monster. That is normally too powerful for a party of this level. However, this monster has been severely wounded by the defenders of the wall. It is modified in the following ways.

- **Hit Points:** The goristro is wounded down to 250 hit points.
- **Blinded:** The goristro's eyes were pierced leaving it blind.
- **Crippled:** One of the goristro's arms is severely damaged. Consequently, it can only attack with one fist and one hoof when using its multi-attack action.
- **Cannot Charge:** Because of its injuries, the goristro is unable to charge.
- **Ongoing Damage:** The wall defenders are also attacking the goristro with spears and arrows. The monster suffers 20 hit points of damage at the end of each round.

#### Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These adjustments are not cumulative and are intended to adjust the modifications mentioned in the **Modified Goristro** side bar.

- **Very Weak:** The goristro starts with 150 hit points and loses its multi-attack action.
- **Weak:** The goristro starts with 200 hit points and loses its multi-attack action.
- **Strong:** The goristro is not blinded.
- **Very Strong:** The goristro can charge and is not blinded.
- **Uber Strong:** The goristro is not modified in any way. It is the same monster that appears in the stat blocks at the end of the adventure.

#### Tactics

The demon is enraged with pain. It can sense the party's general location but cannot pinpoint them. It will engage and use its fists and hooves.

#### Map

The map for this encounter can be found in the appendix - **Player's Handout #1 – Prized Bull**

#### Area Affect Spells

There are defenders all over the place during this battle. They are manning the walls, the towers, and are on the ground shooting arrows and throwing spears at the monster.



Any spell or damaging effect that has a radius greater than 20 feet will damage your monstrous allies.

## Conclusion

As the defeated demonic minotaur is dragged back to his home plane, you see hundreds of undead minotaur flooding into the hold through the now open gate. It's clear that staying put would mean certain death.

You hear someone yelling at you from the tower. Chief Torak is frantically pointing towards the interior of the town yelling, "Go warn General Subotai, the undead have broken through. He may have need of your help."

You think that the fastest way to get there is straight down the main thoroughfare.

Before you start your run, you see scores of strange half bird half deer creatures fly over the walls. They immediately start diving into the defenders. It's clear that anyone flying will be mobbed by them.

Once the goristro is defeated, move on to the next encounter. The characters have no time for a rest or other actions. The next encounter takes place immediately after the goristro is defeated.

## Running with the Bulls

The minute the goristro falls, hundreds of minotaur skeletons flood in through the now open gate. Read or paraphrase the following boxed text.

The characters need to race ahead of the stampede to Bladod's Lodge. Along the way, they will have to dodge obstacles and can save townsfolk.

### The Chase

The undead stampede of minotaur is treated as a hazard for this encounter. Any character that starts a stretch behind the line of minotaur takes 10 points of bludgeoning damage and must make a DC 15 Strength saving throw or fall prone.

The stampede starts at the gate entrance. The characters should be 40 feet from there when the chase starts.

The stampede travels at 60 feet per round. The distance from the characters' location to Bladod's Lodge is 700 feet from the gate. Most characters have a 30-foot movement, so they will have a hard time staying ahead of the stampede even if they are dashing every round. See **Player's Handout #1 - Stampede Route**

### Dungeon Master's Guide Chase rules

The rules for the chase mostly follow those presented in the DMG under "Running the Game".

**Starting point** – The characters start 40 feet from the gate entrance. The stampede of minotaur skeletons starts at the gate entrance.

**Dash action** – Characters can take the dash action a number of times equal to 3 + their con modifier without penalty. Each dash action beyond the indicated number requires a DC 10 Constitution check. On a failure, the character gains one level of exhaustion.

**Exhaustion** – All levels of exhaustion from this chase are removed after taking a short or long rest.

### Mechanics

Each stretch takes X number of rounds for the undead herd to cross. Characters will need to double move to stay ahead of the herd. See **Player's handout #2** for more instructions and a table showing how the chase works. The checks noted in the section for each stretch use a baseline measurement.

**Baseline** – This is the measure that the checks are based on. It assumes a character with a base speed of 30 and a constitution modifier of +3. There will be modifiers to the Constitution check to avoid exhaustion and to the number of dashes required

based on how the character compares to the baseline.

**Athletics DC12** - During this chase, the characters may use Athletics to push themselves beyond their normal limits. A character may make one Athletics check per stretch, and they may use their Strength or Constitution for the base ability.

**Extra Movement** – Some characters have more movement actions. For every 30 feet of extra movement allow the character to remove 1 required dash or add an action. Keep in mind that many characters have an ability or spell that allows them to dash as a bonus action. This is not the same as extra movement. Cunning action and Expeditious Retreat are two examples of this. This still counts as a dash and may require a constitution check for exhaustion. Haste doubles the characters movement, so it would count as extra movement.

**Using Actions** – If a character doesn't have to dash every round, they may have actions that they can use. These actions can be used to overcome obstacles, give another player assistance, cast a spell or to remove a required dash.

## Troubleshooting

Some players may try to block the gates with a Wall of Force or Wall of Stone to prevent the minotaur from getting into the hold. This will not impede the minotaur stampede because following them is the Thayan Wizard that helped raise them.

The wizard will cast **disintegrate** on whatever obstacle the characters put up in front of the gate. A **Wall of Force** is instantly disintegrated. If it's **Wall of Stone** or some other material, it blows a hole large enough for the stampede to push through. The wizard is out of sight or is too far away for the characters to counterspell him.

**Flyers:** The sky is filled with perytons. On any round the character spends more than 10 feet in the air, they will take 10 points of piercing damage from multiple flyby attacks.

**Fast Movers:** Some characters will be able to easily out-distance the stampede. Those characters are exposed and may fall victim to the perytons. Characters who speed ahead more than one section from the other characters are alone and are treated as the flyers in the paragraph above.

**People that hide.** It's possible that the characters may want to hide and let the stampede bypass them. If this happens, remind them that Torak charged them with reaching Subotai to let him know the gate was breached. If they still want to hide, they may.

Assume the witches killed the Thayan wizard and then move on to part 3.

**Character death or characters unable to continue.** Some characters may be killed, or too exhausted to continue but that's the challenge. They can hide if they are alive, but they will miss the fight with the archmagi. See People that Hide above. Characters that die will be revived by the Rashemi after the archmagi is defeated.

## First Stretch

The first stretch of the chase takes the stampede just past the Wagon Yard. The total distance is 300 feet from the gate to one square North of the wagon yard barn.

It takes the stampede 5 rounds to get to this point. That means the characters have 5 rounds to reach 300 feet of distance from the gate, or they will be overrun by the stampede and must start their next turn behind the line of minotaur; however, because they started 40 feet from the gate, the characters will only have to dash for 4 rounds.

**Wagon Yard:** During this stretch the characters witness something happening at the wagon yard and have an opportunity to act. Read or paraphrase the following boxed text.

A group of undead minotaur break off from the stampede and veer into the wagon yard. You see the gray dwarf wagon master Kang struggling to close the barn doors before the stampede gets to him. You don't think he's going to make it in time without help.

You also see several carts and wagons scattered about the yard. Maybe they can be arranged to form a barricade that will protect the barn from the stampede.



To save the barn, the characters need to either help Kang close the barn doors or arrange the carts and wagons in such a way that they form a barricade.

Getting to the barn doors seems like it is the harder task because of the size of the doors but arranging the carts and wagons will require more of you to help.

**Help close the barn doors:** This deed costs one action. However, it is a more difficult task because of the size of the doors. The character will need to make a DC 20 Athletics check to close the doors in time.

**Arrange the carts and wagons:** This deed costs 3 actions. These checks are easier than the check to help close the door. The first check is a DC 10 Wisdom (Insight) or Intelligence (History) check to discern the best way to arrange the carts. While one character is telling the others where to place the wagons and carts, two others each need to make a DC 10 Strength (Athletics) check to do it. One character could spend 3 actions to do all three.

**Success:** Kang waves the characters off without so much as a thank you.

**Failure:** The undead minotaur plow through the barn, breaking the supports and causing it to collapse.

## Second Stretch

The second stretch of the chase passes by the Little Moonsea and Ogre Town. The thoroughfare is now crowded with orc and ogre women and children trying to escape the stampede.

During this stretch the stampede travels from the 300-foot mark to the 420-foot mark. It takes the stampede 3 rounds to make this distance because they are impeded by the crowd of ogres spilling into the thoroughfare. The characters will need to dash for 1 round in addition to their normal movement to cover this distance.

**Little Moonsea:** In this stretch the characters will pass the area known as Little Moonsea, Read or paraphrase the following boxed text.

You can see undead minotaur crashing through the buildings here but most of the visitors to the hold were at the excavation site. Luckily, the few who weren't at the tomb were staying at Aunt Peggy's.

As you pass by Aunt Peggy's, the kindly old half-orc woman exits the building to calmly assess the situation. Almost immediately, you see a massive wall of thorns grow up to surround her inn, creating a tangled and formidable barrier.

Characters that have a passive perception above a 15 see Aunt Peggy's visage change to that of a hideous old crone before she is totally concealed behind the wall of thorns.

**A flood of ogres:** The characters will also run past the start of Ogre Town, Read or paraphrase the following boxed text.

The inhabitants of Ogre Town are scrambling to evade the stampeding minotaur skeletons. It helps that they are of the same size, but many of the young and old can't withstand the stampede. There doesn't seem to be a coordinated effort to form a defense as dwellings are demolished and ogres are trampled. Many panicked ogres are spilling into the Central Square trying to get to Barda and Lida's or anywhere they can get away from the stampeding undead. Unfortunately, this puts them right in your path.

This whole section of the thoroughfare is filled with frantic ogres and orcs running from the stampede.

The characters will need to push through the throng. This will require a DC10 Strength (Athletics) or Dexterity (Acrobatics) check for the character to move unimpeded for that round. On a failure, the character must add one dash to their required dash count.

## Third Stretch

During this stretch the stampede travels from the 420-foot mark to the 600-foot mark. It will take the stampede 3 rounds to travel this distance. The characters will need to dash all three rounds to cover this distance in time.

**Barda and Lida's:** When the characters pass this huge tavern, Read or paraphrase the following boxed text.

The giant-sized tavern seems like it can repel the undead stampede well except for the wide open front entrance. As you approach, you see several female orcs and ogres frantically trying to barricade the entrance with some of the tables that were outside the tavern.

Complicating the attempts to barricade the doors, you see several orc and ogre mothers with children trying to gain entrance into the tavern for safety. The tavern inhabitants don't seem to want to let them in. You think they will most surely die if they aren't allowed to enter and escape the stampede.

This is intended to be a moral dilemma for the characters. Helping either the tavern workers or the citizens trying to get into the tavern will require an

action each, and they have a horde of undead minotaur hot on their heels.

**Save the citizens:** To save the citizens from getting trampled, the characters need to convince the orcs and ogres barricading the tavern to let them in. This will require a DC 15 Charisma (Persuasion or Intimidation) check. The orcs and ogres are scared for their lives and aren't exactly goodly beings. If the characters also offer to help barricade the entrance, they get advantage on this roll. Failure indicates the entrance to the tavern got barricaded before the mothers and children could get inside.

**Help barricade the door:** To help the tavern workers barricade the door costs an action, the assisting character will need to make a DC 15 Strength (Athletics) check to move such large tables quickly. Failure indicates that the barricade couldn't be erected in time and everyone in the building will be subject to stampeding undead minotaur as they pour into the interior through the opening.

**Total success:** If the characters manage to save the mothers and their children and get the entrance barricaded, then they have done a good deed for the people of Fangjaws Hold. Barda and Lida, who is not as evil as most of her kin, gives the characters a big "thumbs up" from over the barricade as the characters continue their run.

**Partial success:** If the characters only manage to do one task and not the other, then there are casualties. The characters will have no way to know how many or to what extent, but they will know that some citizens perished. This should be a point of concern for good aligned characters as younglings were involved.

**A flood of ogres:** The characters will need to push through the frantic ogres. This will require a DC10 Strength (Athletics) or Dexterity (Acrobatics) check for the character to move unimpeded for that round. On a failure, the character must add one dash to their required dash count.

## Final Stretch

During the final stretch, the stampede travels from the 600-foot mark to Bladod's Lodge. This is 100 feet and it takes the stampede 2 rounds to make that distance. The characters will need to dash 2 rounds to cover this distance in time.

**A flood of ogres:** The characters will need to push through the frantic ogres. This will require a DC10 Strength (Athletics) or Dexterity (Acrobatics) for the character to move unimpeded for that round. On a failure, the character must add one dash to their required dash count.

When the characters reach Bladod's Lodge, Read or paraphrase the following boxed text.

When you get to the end of the thoroughfare, you see a line of hobgoblin soldiers forming a phalanx ready to repel the approaching stampede of undead minotaur. Behind them is the imposing General Subotai giving them courage and leadership. Subotai sees you coming and orders his men to make an opening for you. That's when the ground starts to shake.

## The Showdown

You get past the phalanx line of Subotai's Immortals just in time to witness a flying wizard throw down what might be one of the infamous devastation orbs on Bladod's lodge. The lodge is reduced to a pile of rubble. You look up and see the Thayan wizard hovering in the sky approximately 80 feet above you. Flying around him are several perytons.

General Subotai turns to you and says "kill that wizard! We'll hold off the undead". He briefly looks with anguish at the rubble that once housed his lord before turning back to the task at hand.

General Subotai will ask the characters to take care of the archmage while he repels the advancing stampede. Read or paraphrase the following boxed text.

This encounter includes one **modified archmage** and four **peryton**s.

The **archmage** in this encounter has the following modifications.

### Modified Archmage

The red wizard is a modified **archmage**. As such he has the following modifications:

- **Used spells:** The archmagi used most of his high-level spells summoning the goristro, teleporting, and leveling Bladod's Lodge. He still has all his 1<sup>st</sup> through 4<sup>th</sup> and one 5<sup>th</sup> level spell slot but has no remaining 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> or 9<sup>th</sup> level spell slots.
- **Limited buff spells:** He pre-cast **Mindblank** and **Mage Armor** on himself. He does not have **Stoneskin** cast before this encounter.

**Uber Strong** – Uber strong is used for parties that are exceptionally well equipped and optimized.

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These adjustments are not cumulative and are intended to adjust the modifications mentioned in the **Modified Archmage** side bar.

- **Very Weak:** The **archmage** only has 40 HPs remaining and no 5<sup>th</sup> level spell slots. Remove two **Perytons**.
- **Weak:** The **archmage** only has 60 HPs remaining. Remove two **Perytons**.
- **Strong:** The **archmage** has all 1<sup>st</sup> through 5<sup>th</sup> and one 6<sup>th</sup> level spell slots left.
- **Very Strong:** The **archmage** has all 1<sup>st</sup> through 5<sup>th</sup> and one 6<sup>th</sup> level spell slots left. Add two **Perytons**.
- **Uber Strong:** The archmage is unmodified from the stat block at the end of the adventure.

## Tactics

The archmage will cast fireballs and other area affect spells as much as possible while staying aloft at 80 ft. After casting a spell, he will fly down to 60 feet to be within range to counterspell any party spellcasters. When it's his turn to cast again, he will get out of counterspell range to do it.

## Rewards

The archmage does not have his spellbook, but he does have a 100 GP pearl, and another 100 GP in assorted spell components.

## Map

The map for this encounter can be found in the appendix - **Player's Handout #3 - Wizard Battle**

## Conclusion

After the characters defeat the archmage, things start happening. Read or paraphrase the following boxed text.

You've just fought a titanic demon minotaur, raced ahead of a herd of undead minotaur skeletons and battled a powerful Thayan wizard. As you look around to see what else could possibly happen, portals start to open all around the hold. Out of these portals you see masked women and fierce barbarian warriors step out and engage the undead and perytons in battle. Help has arrived.

As you're catching your breath, a portal opens next to you. Out of it steps what looks to be an ancient Rashemi witch wearing a wooden owl mask. Surrounding her are six fearsome Rashemi warriors.

At the same time, two gaseous forms fly out of the rubble of the Lodge and coalesce into the forms of the Tharkul Bladod and his wife Seng Krigga.

The Rashemi witch spares the lord of Fangjaws Hold a mere glance before she turns to address you.

"Greetings adventurers. My name is Ivanna. Thank you for coming to the aid of these beings. Normally I would not give aid to the likes of these creatures, but this calamity is partially our fault."

At that, Bladod's fearsome visage darkens with menace, and he looks like he's going to do harm to the witch. But he is no fool and he reconsiders that course of action after assessing her power and the bearing of her barbarian body guards.

"We failed to anticipate this scenario. We should have been more diligent."

Having said her piece, she naturally falls into the role of battle commander, totally ignoring Bladod. She again addresses the party. "Rest and recuperate, it will be at least an hour before all the undead and perytons are taken care of."

She turns to her people and starts issuing commands including setting up a command center. All the while, Bladod is left fuming at being left out.

While the characters are resting, they may be approached by Barda and Lida or Kang if they assisted them.

If the characters were successful in helping save the tavern from the undead, then they are approached by Barda and Lida. Read or paraphrase the following boxed text.

While you are resting, you are approached by the ettin known as Barda and Lida. She hands you a potion and the head called Barda says, "Thank you for saving my tavern. In gratitude I would like to give you this potion of greater healing." Lida gasps and says "What! You're giving them my special brew? I was saving that!" Barda turns to Lida and says, "Yes, I'm giving them the potion. We wouldn't have a tavern anymore if it wasn't for them." With that she turns to you, wishes you farewell, and walks away. As she leaves, you can hear Lida giving Barda an earful of complaints.

If the characters were successful in saving Kang's barn, then he approaches them with another potion. Read or paraphrase the following boxed text.

You are approached by the gray dwarf wagon master Kang. He walks up to you briskly, hands you a potion, and gruffly says "You saved my barn, here's a potion of invulnerability." Without any more words, he turns and walks away.

## Rewards

If the characters recovered the archmage's body, they receive a 100 GP pearl and 100 GP worth of spell components.

If the characters saved the tavern, they receive one potion of greater healing.

### **Potion: Greater Healing**

If the characters saved Kang's barn, they receive one potion of invulnerability.

### **Potion: Invulnerability**

The characters may have questions about what happened. Here is what Ivanna knows.

- **How was Garut unleashed:**
  - (Rashemi won the excavation rights) - A Thayan wizard of considerable power snuck into the tomb among the excavation crew. He then performed a ritual that awoke Garut the Vengeful.
  - (Thayans won the excavation rights) - The Thayans weren't looking for an artifact after all. Their plan was to raise Garut all along.
- **What was that giant minotaur:** That was a goristro, a very powerful demon. It must have been gated in by the wizard. He probably got the creature's true name from the Minotaur Lord

## Part 3. Garut's Maze of Death

**Estimated Duration:** 20 minutes

After the characters have rested and had a chance to ask their questions, they are approached again by Ivanna. Read or paraphrase the following boxed text.

The battle is almost over, and the witches and their berserkers have pretty much taken over the hold. Wisely, Bladod does not challenge this. In fact, he makes sure his people obey Ivanna and her people. It seems he realizes that they will be gone soon, and they are taking most of the risk. Bladod seems to be a lot more clever and reasonable than most of his kind.

With the threat to Fangjaws Hold mostly mitigated, Ivanna approaches you with another proposition.

"The source of this evil lays in wait inside the protection of his tomb. Will you further assist us by entering the tomb and vanquishing the creature? We will take care of the undead here. "

The characters may have questions about what awaits them. Here is what Ivanna knows about the tomb.

- **What awaits us in the tomb:** The tomb is a giant maze. There is magic in it that will make you confused and unsure of your path while navigating it. There are traps, but all the undead have spilled out into the countryside.
- **I thought Thay was looking for an artifact:** It turns out that was a ruse. Thay had planned to awaken Garut the whole time. We think Garut and his army were part of their plan to take over the Moonsea.
- **Do you have anything that can help us:** The Rashemi don't have anything to give the characters; however, they may purchase anything in the Player's Handbook worth 100 GPs or less from Bladod's people.
- **What kind of creature is Garut:** The minotaur of this region used mummification to bury their important dead. Garut was a powerful leader of his people. Many complex spells would have been used in his mummification.

The entrance to the tomb is very close, so there won't be any encounters on the way. When the characters make the journey to the tomb entrance, Read or paraphrase the following boxed text.

On the journey to the tomb entrance, it's easy to see that the land has been blighted, and it doesn't take much to understand that the presence of the minotaur lord is the source of the blight. The vegetation is dying and the two water sources that feed Fangjaws Hold have turned to dust.

You've arrived at the entrance to the Tomb. It looks like the excavators had a camp outside the entrance, but it has been destroyed and many of the workers' bodies lie about. Obviously, they were the first victims of the stampede.

There is nothing to learn from searching the camp other than the people here were victims of the emerging stampede. When the characters enter the tomb, Read or paraphrase the following boxed text.

Upon entering the tomb, the atmosphere changes immediately. The air becomes stale and oppressive, and the corridors are utterly dark. The place appears to be a maze, and you pass several rooms within it that may have once housed the bodies of warriors but are now empty. You think that Garut's burial chamber most likely lies at the center of the maze.

The characters must navigate the maze to get to Garut's chambers at the center. This won't be easy because of the magic defenses placed on it.

### General Features

Garut's tomb has the following features

**Terrain.** Worked stone

**Atmosphere.** Stale air

**Light.** Total darkness

**Smells and sounds.** The tomb smells of rot which is unnatural, and it is deathly quiet.

### Garut's Maze of Death

Complex Trap (Level 5-10, Dangerous Threat)

The maze is designed to confuse intruders and lead them into the many traps that exist within it. The use of markers such as chalk or string won't work as the magic of the maze will move them or remove them. The magic of the maze also resets the traps.

**Trigger.** Any non-minotaur that enters the maze is affected.

**Effect.** Characters affected need to make an Intelligence group saving throw (Half or more of the party must succeed) DC 12.

**Failure:** indicates the characters encounter a trap and have a chance of becoming exhausted from being lost. Each character will need to make a Constitution saving throw DC 15 or suffer one level of exhaustion. Roll a 1d8 and consult the **Random Trap Table** below.

**Success:** indicates the characters made progress through the maze. They don't encounter any traps and don't suffer a chance of becoming exhausted.

**Countermeasures:** The only way to defeat the trap is for the party to succeed on an Intelligence group saving throw three times.

#### Random Trap Table

There is all manner of traps throughout the maze. They all work off pressure plates, but the pressure plates are different every time. If no one in the party finds the pressure plate, roll for a random character in the party to have stepped on it.

**Roll 1-2-Collapsing Roof** – One of the characters steps on a pressure plate that causes part of the corridor to collapse.

**Detection and Disabling. DC 15** to spot the pressure plate. Use the character's Passive Perception unless they specify they are actively looking. **DC 15** to disable the trap.

**Trigger.** Pressure plate.

**Effect.** If the trap is sprung a section of the corridor's roof will open and drop rocks down on the party. Everyone ten feet before and after the pressure plate are caught in the trap. The character's must make a **DC 15** Dexterity saving throw or suffer 22 (4d10) bludgeoning damage on a failed save and half as much on a successful one.

**Roll 3-4- Fiery Blast.** One of the mosaics on the wall has a hidden tube that shoots off a blast of fire.

**Detection and Disabling. DC 15** to spot the trap or a **DC 15** investigation if the character is actively looking.

**Trigger.** Pressure plate

**Effect.** A 15-foot cube of fire erupts, covering the pressure plate and the area around it. Each creature in the area must make a **DC 15** Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

**Roll 5-6-Spiked Pit.** A pit opens that has poisoned spikes at the bottom.

**Detection and Disabling. DC 15** to spot the pit. Use the character's Passive Perception unless they specify they are actively looking.

**Trigger.** Character steps on the stones covering the pit.

**Effect.** Characters who fail to spot the pit fall in and take 11 (2d10) piercing from spikes in the bottom. The character must then make a **DC 15** Constitution saving throw or take 11 (2d10) poison damage. The character takes half as much poison damage on a successful save.

**Roll 7-8-Scything Blades.** Blades come out of the wall and slice at the characters in the area.

**Detection and Disabling. DC 15** to spot the pit. Use the character's Passive Perception unless they specify they are actively looking.

**Trigger.** Pressure plate

**Effect-**Each medium or larger creature in a 5-foot-wide, 20-foot-long area must make a **DC 15** Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or half as much damage on a successful one.

## Troubleshooting

If the characters are having a hard time making the saves needed to navigate the maze, feel free to have Ivanna contact them via sending. She can send Torak Thunderstep into the maze to assist them as he is immune to its effects.

If asked why this wasn't done before, the reason is that Torak was not inclined to assist. However, he was made an offer he could not refuse.

## Conclusion

Once the characters have succeeded on three group Intelligence saving throws, they have successfully navigated the maze and reached its center. Continue to the next part

## Rewards

The characters receive 3,850 EXP if they survive the maze.



## Part 4. The Harem

**Estimated Duration:** 60 minutes

The maze ends in set of double doors. - the entrance into the Minotaur Lord's chambers. The first chamber is where his harem was entombed. Read or paraphrase the following boxed text.

You come to a set of double doors that have an image embossed on them of a powerful minotaur overseeing a vast army. The army is facing off against another army of various humanoid races.

The doors to the chamber are not locked or trapped. When the characters enter the chamber, Read or paraphrase the following boxed text.

This circular chamber is ringed with open niches, each with the body of a minotaur laying in it. Some are mummified but others are not. From the carvings on the walls, you have the impression that the mummified bodies were Garut's favorite wives.  
There is another set of double doors across from the entrance. On it is the image of that same minotaur lord. He is holding a rod in one hand and a bolt of lightning in the other.

When the characters reach the center of the room, the undead minotaur come to life to defend their lord.

This encounter includes one **minotaur mummy** with the following modifications and four **minotaur skeletons**.

### Minotaur Mummy

The first wife is a **modified centaur mummy**. As such she has the following modifications.

- **Gore:** Rename the hooves attack as a gore attack, and change the damage type to piercing, but leave the rest of the attack the same.
- **Multiattack:** Replace the multiattack action with the following: The minotaur mummy makes two melee attacks, one with its pike and one with its gore, or it attacks with its pike and uses Dreadful Glare.

**Uber Strong** – Uber strong is used for parties that are exceptionally well equipped and optimized.

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These adjustments are not

cumulative and are intended to adjust the modifications mentioned in the **Minotaur Mummy** side bar.

- **Very Weak:** Remove the **minotaur mummy**
- **Weak:** Remove the **minotaur mummy** and add one **minotaur skeleton**.
- **Strong:** Add two **minotaur skeletons**
- **Very Strong:** Add one **minotaur mummy** and two **minotaur skeletons**
- **Uber Strong:** Remove four **minotaur skeletons** and add three **minotaur mummies**

### Tactics.

This is a straight up fight. The minotaur mummy will try to frighten the tank, or the most dangerous caster while the minotaur skeletons attack the others.

### Map

This is a circular chamber approximately 120 feet in diameter. Approximately every 10 feet is an open niche where the wives of Garut were laid to rest.

The far side of the chamber has double doors that lead to a stairway going down. The stairway ends at Garut's throne room and resting place. **Appendix: Player's Handout #4**

### Rewards

Garut's highest ranking wife (only one, and a mummy if any are present) has a headdress of gold and pearls worth 200 GP.

### Conclusion

Once the creatures are defeated, the characters are free to enter the next chamber. The doors are not locked or trapped

## Part 5. Garut the Vengeful

**Estimated Duration:** 60 minutes

In this encounter the characters face off against the Minotaur Lord himself.

You reach the bottom of the stairs and enter a vast hall. At one time, this hall may have been a display of wealth and power but now it is empty and cold. From the shadows across the hall you hear the master of the maze speak. Garut addresses you with a deep, emotionless, raspy voice.

“Hello intruders, you have come to meet your doom. I will resurrect Grong-Haap and rule the land for an eternity. Bwahahaha!”

After the cliché monologue, the braziers in the room flare to life, giving you a good view of Garut the Vengeful. The Minotaur Lord is well over 10 feet tall with an impressive pair of horns that are easily 6 feet from tip to tip. He is covered in ancient bandages from his mummification, and he carries a massive great axe.

Three skeletal minotaur emerge from the shadows behind the pillars.

Garut doesn't take any more time to monologue. He is anxious to fortify his position and start sending his warriors further across the lands. He attacks immediately.

This encounter includes three **minotaur skeletons** and one **mummy lord**. The mummy lord has the following modifications:

### Modified Mummy Lord

Garut is a minotaur mummy lord. As such he has the following modifications.

- **Hit Points:** Increase his hit points to 150.
- **Large Size:** Garut is a large size creature with a 5ft. reach
- **Great Strength:** Garut's rotting fist attack gets a +1 to attack and damage.
- **Quick to act:** Garut has been aware of the characters since they entered his tomb. He gets advantage on the initiative roll.
- **Increased Speed:** Garut's speed is increased to 40 ft.
- **Charge:** If Garut moves at least 10 feet straight toward a target and then hits it with a rotting gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.
- **Multiattack.** Replace the multiattack action with the following: The mummy can use its Dreadful Glare and makes one attack with its rotting gore or greataxe.

- **Greataxe.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.
- **Rotting Gore.** This attack replaces the rotting fist attack. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.
- **Decreased Spellcasting Ability:** Remove its 5<sup>th</sup> and 6<sup>th</sup> level spell slot.

**Uber Strong** – Uber strong is used for parties that are exceptionally well equipped and optimized.

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These adjustments are not cumulative and are intended to adjust the modifications mentioned in the **Modified Mummy Lord** side bar.

- **Very Weak:** The mummy lord has no spellcasting ability. Also, reduce the DC for its dreadful glare, rotting fist and blinding dust attacks by 2. Change its immunities to resistances. Remove its blasphemous word ability.
- **Weak:** Remove its 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> level spells slots. Reduce its spellcasting DC and spell attack by 2. Reduce the DC for its dreadful glare, rotting fist, blinding dust and blasphemous word attacks by 1. Change its immunities to resistances.
- **Strong:** Add the mummy lord's 5<sup>th</sup> level spell slot.
- **Very Strong:** Add the mummy lord's 5<sup>th</sup> and 6<sup>th</sup> level spell slots.
- **Uber Strong:** Increase its hit points by 36. Add the mummy lord's 5<sup>th</sup> and 6<sup>th</sup> level spell slots.

### Tactics.

Garut will try to get his blasphemous word off the first chance he can if he has it. He will then try and take out the healers and casters using his charge, spirit guardians, and spiritual weapon abilities.

Don't forget his lair actions.

### No Map

This is a vast hall that is 50 feet wide and 80 feet long. The hall is lined on both sides with columns 10 feet in from each side. Garut's throne is on a raised platform at the end opposite the entrance. Garut may be resting on his throne but since he has been aware of the characters since they entered the maze, you are free to put him where you want him.

## Rewards

There is a stone chest next to the throne that has Garut's reliquaries. In this chest are also gold jewels and artifacts totaling 1000 GP. Taking these items from the tomb without killing the mummy lord will cause them to curse the owner. Whoever removes the items will have disadvantage on saving throws until a remove curse is cast on the items or the mummy lord is destroyed.

Also in the chest is a Belt of Hill Giant Strength.

**Magic Item: Belt of Hill Giant Strength**

## Conclusion

With Garut defeated, the magic of the maze disappears making it safe to navigate.

Leaving the tomb, the characters see that the blight on the land has lifted. The water flows once more, and the vegetation is slowly regaining its health.

## Part 5. Epilogue

**Estimated Duration:** 20 minutes

The characters return to Fangjaws Hold to find that the perytons and undead have been defeated. They find the Rashmi leader Ivanna waiting for them with Bladod in Barda and Lida's tavern which Bladod has taken over until his new lodge can be built.

When the characters enter Fangjaws Hold, Read or paraphrase the following boxed text.

Garut the Vengeful has been defeated, and Thay's plot to use him and his undead to conquer the Moonsea has been thwarted.

Upon entering Fangjaws Hold, you can tell there is an uneasy tension between the citizens of the place and the Rashmi barbarians and witches. You've been directed to Barda and Lida's to meet with the leaders.

Upon entering the tavern, you see that a makeshift throne has been set up on the platform where they usually have the entertainment. Bladod is sitting on the main throne with his wife. Sitting at the tables are several masked women surrounded by burly Rashemi warriors. Closest to the throne is the woman with the owl mask you know to be Ivanna, and next to her is the drow woman who brought you here.

Once the characters stand before Bladod, Read or paraphrase the following boxed text.

Bladod stands as you approach and addresses the whole crowd in a booming voice.

"People of Fangjaws Hold, behold your saviors!" He looks down on you and continues, "You did well. You entered the tomb of the minotaur lord, vanquished him, and lifted his blight upon my land. For this, you will be rewarded." Reaching down, he picks up a bag of gold which he tosses on the ground at your feet. Then for all to hear he says, "One thousand gold pieces! Plus, the opportunity to become citizens of Fangjaws Hold! Please see my assistant if you accept my generous offer." He gestures towards the corner where a hobgoblin holds a branding pole next to brazier of hot coals.

Once Bladod is finished, Ivanna stands up and addresses the characters. Read or paraphrase the following boxed text.

After Bladod finishes his speech, the witch Ivanna stands to address the crowd. Immediately the whole place goes quiet, such is the commanding presence this powerful woman possesses. She turns her masked face towards the characters and says "These are indeed heroes, for they faced a powerful evil and help put a stop to the machinations of the vile Thayan wizards. For that, the Rashemi will forever be in their debt." She raises her glass to you and then sits back down.

Bladod then walks to the front of the stage and spreads his arms wide saying, "Now we feast! To my citizens, behave yourself. Limit your appetites to the cooked food turning on the spits, not the people standing next to you. Bwahahahahaha!"

Award the characters the **Rashemi Regard** story award.

### Citizen of Fangjaws Hold

Characters who accept this reward and aren't already a Fangjaws hold citizen are branded with the mark of an open maw like a shark's bite. Give the character the story award **Fangjaws Citizen**.

### Noble of Fangjaws Hold

Characters who are already citizens of Fangjaws Hold may become nobles. These characters get their brand modified to have two vertical bars flanking the open maw. The bars represent the gate. Give the characters the story award **Fangjaws Noble**.

### Honorary Wychlaran

Female spell casters of good or neutral alignment who don't openly worship evil gods and have gained 2 counts of Rashemi Regard, or a combination of Rshemi Regard and Friend of the Rashemen are approached by Ivanna. Read or paraphrase the following boxed text.

As you are enjoying some surprisingly good ale and cooked rothé meat, you are approached by the leader of the Rashemi, Ivanna. She says to you, "Hello sister, this is the third time you have come to the aid of the Rashemi people. Such generosity and goodwill cannot go unrewarded, and it won't.

"We of the Hathran are a sisterhood of casters who have vowed to protect goodly folk and the innocent from the influence of evil such as Thay, Narfell, and other such evil empires. You have shown to share those goals. Would you care to become part of our sisterhood?"

If the character agrees to this, they earn the **Honorary Wychlaran** story award.

## 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
Archmage	8,400
Centaur Mummy	2,300
Goristro	18,000
Goristro (Strong or Very Strong)	10000
Goristro (Weak and Very Weak)	5000
Minotaur Skeleton	450
Modified Archmage	2,300
Modified Archmage (Strong or Very Strong)	5,000
Modified Mummy Lord	13,000
Modified Mummy Lord (Weak and Very Weak)	8,000
Peryton	5000
Peryton	450
Garut's maze of death (survived)	3850

The **minimum** total award for each character participating in this adventure is 3000 **experience points**.

The **maximum** total award for each character participating in this adventure is 9000 **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
Archmage's pearl	100 GP
Archmage's spell components	100 GP
Gold and Pearl Headdress	200 GP
Artifacts from Garut's chamber	1000 GP
Payment for finishing the mission	1000 GP

**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*.

## Belt of Hill Giant Strength

*Wondrous Item, rare*

While wearing this belt, your Strength score changes to a score granted by the belt. The item has no effect on you if your Strength without the belt is equal to or greater than the belt's score.

Six varieties of this belt exist, corresponding with and having rarity according to the six kinds of true giants. The belt of stone giant strength and the belt of frost giant strength look different, but they have the same effect.

**Player Handout #4.**

## Potion of Greater Healing

*Potion, uncommon*

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

## Potion of Invulnerability

*Potion, rare*

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

## Story Awards

During this adventure, the characters may earn the following story awards:

### Player's Handout #3

**Rashemi Regard** - You have done a great service for the Rashemi people. The people of Rashemen may look favorably upon you

If you have the Enmity of Rashemen story award, both story awards get removed from your log sheet. Your deeds have earned forgiveness, but they did not earn both forgiveness and regard.

**Honorary Wychlaran (Femaie spellcasters of good or neutral alignment only)** - Requires that you have been awarded two counts of Rashemi Regard or Rashemi Regard and Friend of Rashemen in other adventures. You have been accepted into the ranks of secretive Rashemi Witches known as



Hathrans. From this point forward, you may enter the sacred Ashenwood, and other Rashemi will look upon you with respect and look to you for leadership. You have also been gifted with a spirit totem, and a mask of the wychlaran has been made for you in the shape of that spirit.

**Fangjaws Citizen** - You have been branded a citizen of Fangjaws Hold. While you have no fealty to this monster town, you wear its brand, All orcs, goblinoids and ogres that are under Fangjaw's protection will give you and your traveling companions safe passage.

Any enemy of Fangjaws that sees the brand, such as the Burning Dagger orcs, may start with a hostile attitude towards you.

**Fangjaws Nobility** - Requires that you are already a Fangjaws Citizen. You have further served Fangjaws Hold and have been rewarded with nobility. From this point forward, you may purchase a house in the Little Moonsea district for 2000 GP and 20 downtime days. This also increases your lifestyle expenses by 1 GP. In addition, you may administer justice to the citizens of Fangjaws Hold.

## DM Awards

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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:

***Barda and Lida (Bar-dah and Lee-dah).*** *Ettin, Female, Owner and Proprietor of the large tavern*  
Barda is the cook while Lida is the brewer. They are more intelligent and kind than most others of their kind. They take their trade very seriously and value their tavern above all other possessions.

***Bladod (Blah-dod)*** *Oni, Male, Tharkul of Fangjaws Hold*

Bladod's name means "Blue Death" in giant. He came to rule Fangjaws Hold when the previous ruler died. His history prior to that is unknown. He strives to make Fangjaws Hold recognized as a city by the other cities of the Moonsea.

***Ivanna (Ee-von-ah)*** *Human, Female, Senior Wychlaran in charge of the Rashemi forces.*  
Ivanna is a woman well into her elder years. Her mind is as sharp as ever, however, and she exudes leadership and power. She is an elder among the mysterious Hathrans and holds the respected title of Othlor (True One). She leads the Rashemi forces that have come to assist Fangjaw's Hold.

***Kang (Kange)*** *Druegar, Male, Wagon Master and Town Blacksmith*

Kang was once a renowned weaponsmith amongst his people beneath the Galena mountains. but was exiled when one of his weapons broke at a critical moment resulting in the wielder's death. It didn't help matters that the wielder was the son of the king. Kang is too proud to make weapons for the likes of the citizens of Fangjaws Hold, but he will stoop to repairing wagons and blacksmithing. He is a very surly and grumpy dwarf.

***Lady Vandree (Van-dree).*** *Menzoberranzan Drow, Female, Drow Wychlaran*

This beautiful drow female is also known as Liriel Baenre. She is the daughter of Gromph Baenre who was the archmage of Menzoberranzan before the events of Out of the Abyss. She is an accomplished wizard. Before the Spellplague, Liriel formed a relationship with a Rashemi berserker who named her his Wychlaran. Together they helped the Rashemi people, and she earned their respect and trust.

***Nelvon DeJuan (Nel-von Dae-wawn).*** *Damaran human, Male, Senior member of the brotherhood of the cloaks*

Nelvon DeJuan is a man who appears to be in his middle years. He is dark of hair and dark of eyes with a slight build. He is a powerful wizard, and he does not banter or mince words.

***Subotai (Soo-bo-tie).*** *Hobgoblin, Male, General of Bladod's army.*

Subotai came east from the lands of the Sword Coast. He took the job working with Bladod on assignment from the Lord's Alliance. His job is to keep tabs on Bladod and to help him make Fangjaws Hold a town. The Lord's Alliance wants to open a trade route through his territory to Glister.

***Torak Thunderstep (Tor-rack Thunder-step).*** *Minotaur, Male, Sub-Chief under Bladod.*

Torak is an immense minotaur who once served under the infamous Captain Wallharrow. He considers himself an intellectual and is constantly looking for a challenging game of dragon chess to test his wits.

## Appendix. Monster/NPC Statistics

### Archmage

Medium Humanoid, any

**Armor Class** 15 (natural armor plus *Mage Armor*)

**Hit Points** 99 (18d8 + 18)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

---

**Senses** passive Perception 12

**Saving Throws** Int +9, Wis +5

**Skills** Arcana +13, History +13

**Damage Resistance** damage from spells; nonmagical bludgeoning, piercing and slashing (from stonewood)

**Languages** – Common, Rashemi, Sylvan, Draconic, Mulan, plus 2 others

**Challenge** 12 (8400 XP)

---

**Magic Resistance.** The archmage has advantage on saves vs spells and other magical effects.

**Spellcasting.** The Rashemi Archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The Archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, shocking grasp, prestidigitation

1st level (4 slots): mage armor, magic missile, feather fall, shield

2nd level (3 slots): shatter, misty step, mirror image

3rd level (3 slots): fireball fly, counterspell

4th level (3 slots): banishment, greater invisibility, stonewood

5th level (3 slots): synaptic static, scrying, telekinesis

6th level (1 slot): disintegrate

7th level (1 slot): teleport

8th level (1 slot): mindblank

9th level (1 slot): time stop

### Actions

---

**Quarterstaff.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

### Centaur Mummy

Large undead, lawful evil

**Armor Class** 13 (Natural Armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	5 (-3)	14 (+2)	12 (+1)

---

**Senses** passive Perception 12

**Damage Vulnerabilities** Fire

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** Common, Sylvan

**Challenge** 6 (2,300 XP)

---

**Charge.** If the centaur mummy moves at least 20 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

### Actions

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**Multiattack.** The centaur mummy makes two melee attacks, one with its pike and one with its hooves, or it attacks with its pike and uses Dreadful Glare.

**Pike.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

**Hooves.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or similar magic.

**Dreadful Glare.** The centaur mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, the target must succeed on a DC 12 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also

paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

## Goristro

*Huge Fiend, chaotic evil*

**Armor Class** 19 (Natural Armor)

**Hit Points** 310 (23d12 + 161)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	6 (-2)	13 (+1)	14 (+2)

---

**Saving Throws** STR +13, DEX +6, CON +13, WIS +7

**Skills** Perception +7

**Damage Resistances:** cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities:** poison

**Condition Immunities:** poisoned

**Senses:** darkvision 120 ft., passive Perception 17

**Languages:** Abyssal

Challenge Rating: 17 (18,000 XP)

---

**Charge.** If the goristro moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

**Labyrinthine Recall.** The goristro can perfectly recall any path it has traveled.

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

**Siege Monster.** The goristro deals double damage to objects and structures.

### Actions

---

**Multiattack.** The goristro makes three attacks: two with its fists and one with its hoof.

**Fist.** Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

**Hoof.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

**Gore.** Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 45 (7d10 + 7) piercing damage.

## Minotaur Skeleton

*Large undead, lawful evil*

**Armor Class:** 12 (natural armor)

**Hit Points:** 67 (9d10+18)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

---

**Passive Perception:** 9

**Damage Vulnerabilities:** bludgeoning

**Damage Immunities:** poison

**Condition Immunities:** exhaustion, poisoned

**Senses:** darkvision 60 ft.

**Languages:** understands Abyssal but can't speak

---

**Charge.** If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

### Actions

---

**Greataxe.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

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

## Mummy Lord

*Medium undead, lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 97 (13d10 + 39)

**Speed** 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

---

**Saving Throws** Con +8, Int +5, Wis +9, Cha +8

**Senses** passive Perception 12

**Skills** History +5, Religion +5

**Damage Vulnerabilities** fire

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Abyssal

**Challenge** 15 (13,000 XP)

---

**Magic Resistance.** The mummy lord has advantage on saving throws against spells and other magical effects.

**Rejuvenation.** A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

**Spellcasting.** The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

*Cantrips (at will): sacred flame, thaumaturgy*

*1st level (4 slots): command, guiding bolt, shield of faith*

*2nd level (3 slots): hold person, silence, spiritual weapon*

*3rd level (3 slots): spirit guardians, dispel magic*

*4th level (3 slots): divination, guardian of faith*

*5th level (2 slots): contagion, insect plague*

*6th level (1 slot): harm*

### Actions

---

**Multiattack.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Rotting Fist.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

**Dreadful Glare.** The mummy lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

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The Risen Minotaur Lord CCC-sfbay-02-03

### Legendary Actions

---

The mummy lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mummy lord regains spent legendary actions at the start of its turn.

• **Attack.** The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

• **Blinding Dust.** Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

• **Blasphemous Word (Costs 2 Actions).** The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

• **Channel Negative Energy (Costs 2 Actions).** The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

• **Whirlwind of Sand (Costs 2 Actions).** The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remains in its possession.

### Lair Actions

---

On initiative count 20 (losing initiative ties), the mummy lord takes a lair action to cause one of the following effects; the mummy lord can't use the same effect two rounds in a row.

• Each undead creature in the lair can pinpoint the location of each living creature within 120 feet of it until initiative count 20 on the next round.

• Each undead in the lair has advantage on saving throws against effects that turn undead until initiative count 20 on the next round.

• Until initiative count 20 on the next round, any non-undead creature that tries to cast a spell of 4th level or lower in the mummy lord's lair is wracked with pain. The creature can choose another action, but if it tries to cast the spell, it must make a DC 16 Constitution saving throw. On a failed save, it takes 1d6 necrotic

damage per level of the spell, and the spell has no effect and is wasted.

## Peryton

*Medium monstrosity, chaotic evil*

Armor Class 13

Hit Points 33(6d8 + 6)

Speed 20 ft., fly 60 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

---

**Skills** Perception +5

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Senses** Passive Perception 15

**Languages** Common, Elvish understands but can't speak

**Challenge** 2 (450 XP)

---

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

**Dive Attack.** If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

**Flyby.** The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

## Actions

---

**Multiattack.** The peryton makes one gore attack and one talon attack.

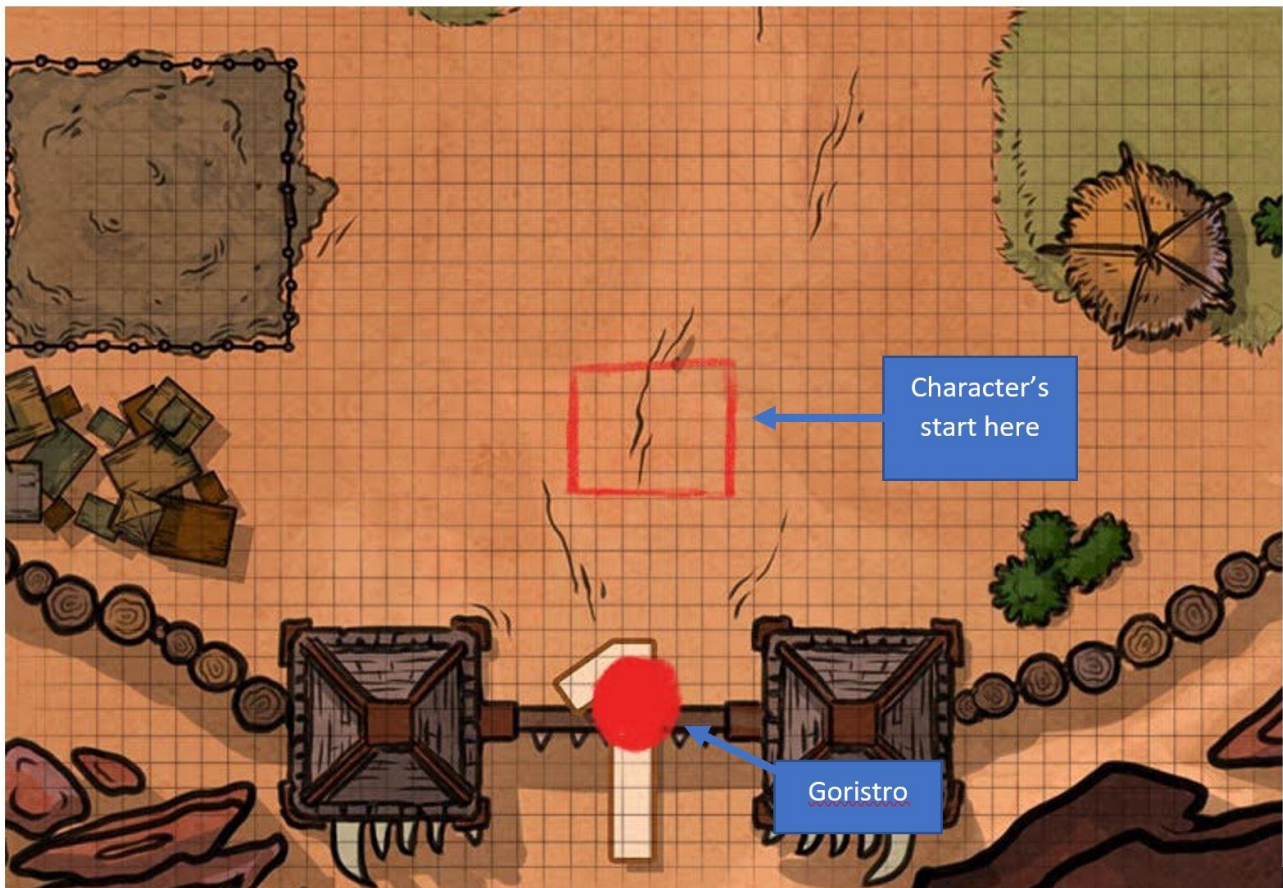
**Gore.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 +3) piercing damage.

**Talons.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage.

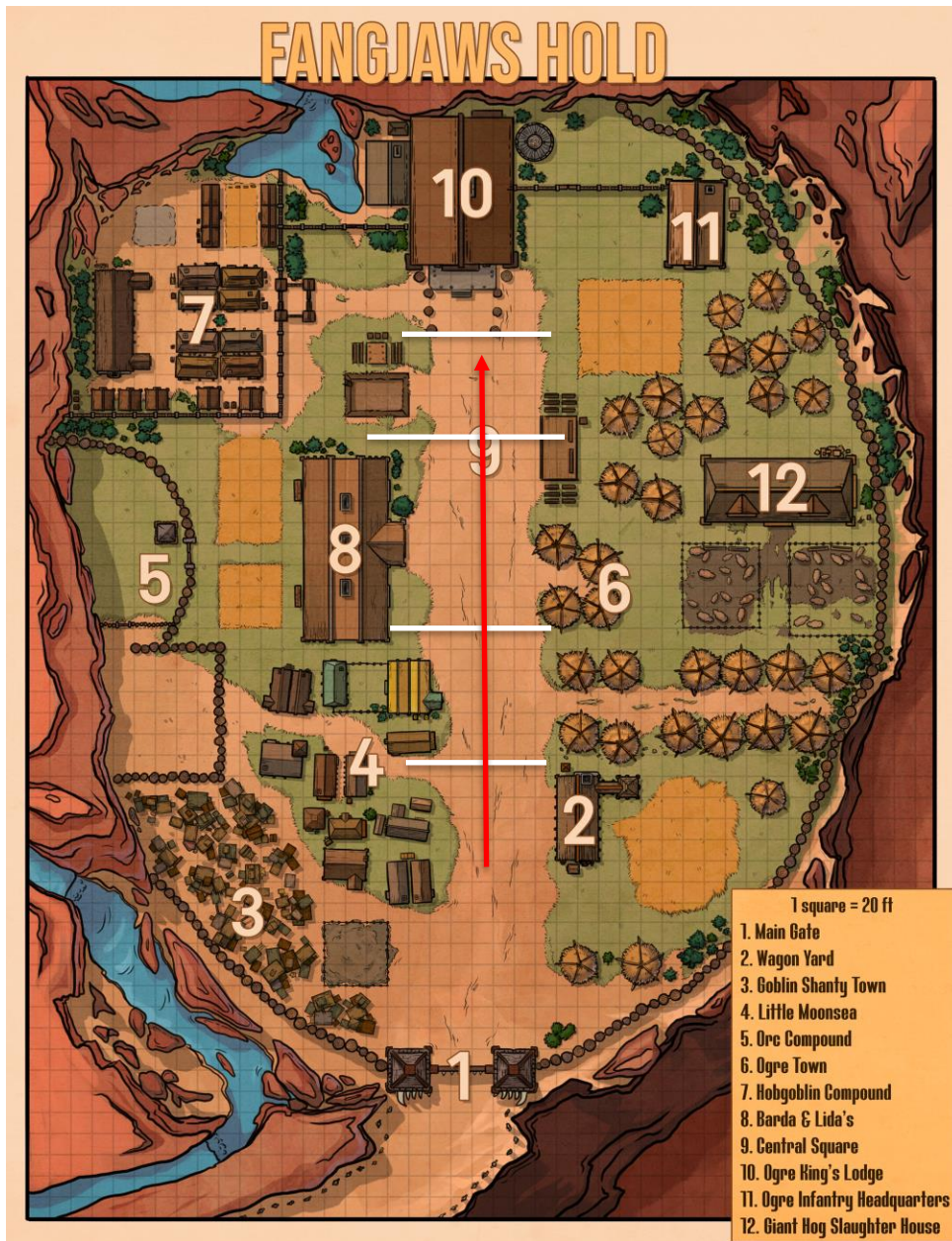


# Appendix. Player's Handout #1

## – Prized Bull



Appendix. Player's Handout #2  
 – Stampede Route

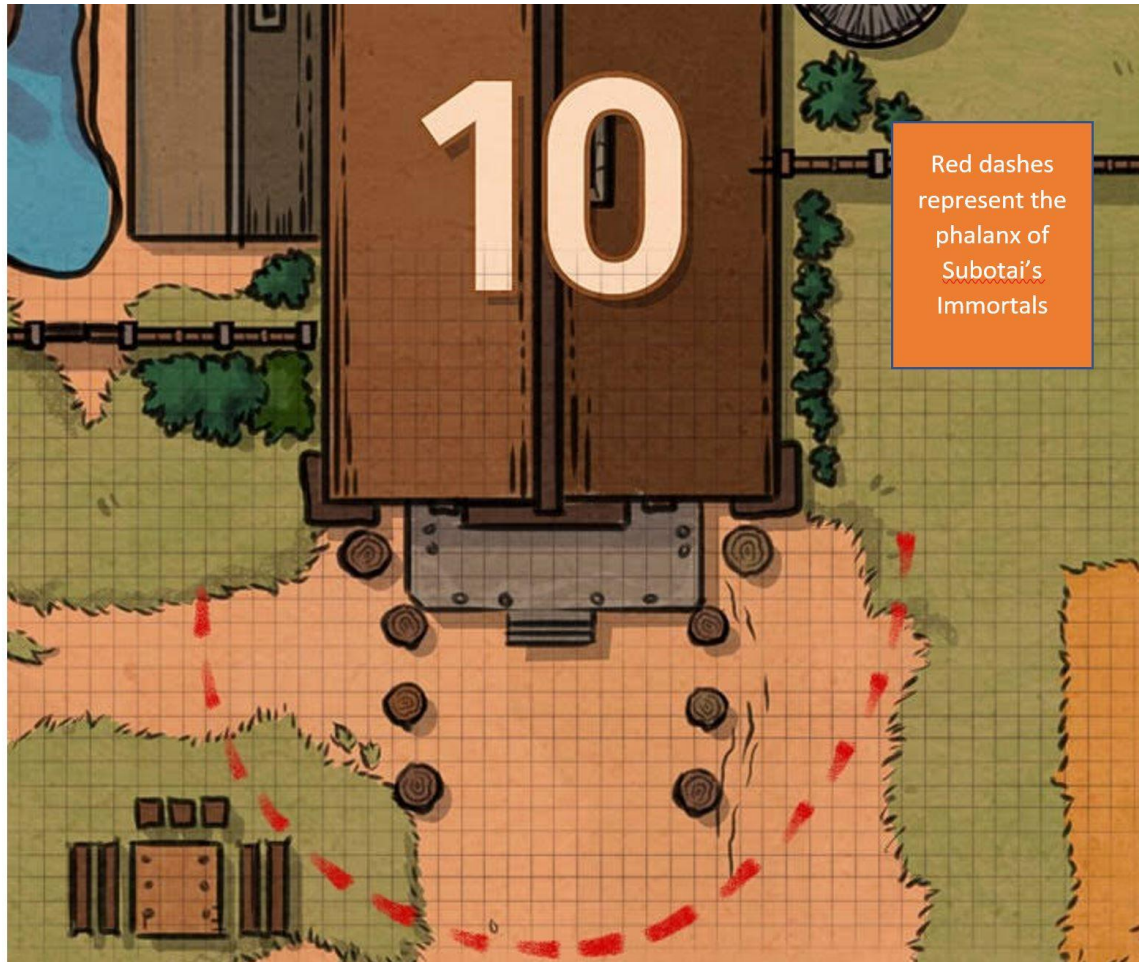


## Player Handout 2b. Running with the Bulls

	Baseline – 30 ft. movement and +2 Con modifiers	Base Speed < Base	Base Speed > Base	Constitution Modifier < Base	Constitution Modifier > Base
Stretch 1 (5 rounds, 300 feet)	4 dashes required. No constitution check needed	Athletics check required	Spare action or remove one dash per 5 ft. above 30	Constitution check DC 11 Required	No check required
Stretch 2 (3 rounds, 120 feet)	1 Dash required. No constitution check needed	No Athletics check required. 2 dashes required. +1 to Constitution check DC	Spare action or remove one dash per 10 ft. above 30. Reduce the Constitution save DC by -1 for each dash removed	Constitution check DC 13 required	No check required
Stretch 3 (3 rounds, 180 feet)	3 dashes required. Constitution check at DC 13	Athletics check required	Spare action or remove one dash per 10 ft. above 30. Reduce the Constitution save DC by -1 for each dash removed	Constitution check DC 16 required	Constitution check at DC 11
Stretch 4 (2 rounds (100 feet)	2 dashes required. Constitution check at DC 15	No Athletics check	Spare action or remove one dash per 15 ft. above 30. Reduce the Constitution save DC by -1 for each dash removed	Constitution check DC 18 required	Constitution check at DC 13



## Appendix. Player's Handout #3 – Wizard Battle



## Appendix. Player's Handout #4 – The Harem

## Player Handout 3. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

### Rashemi Regard

---

You have done a great service for the Rashemi people. The people of Rashemen may look favorably upon you

If you have the Enmity of Rashemen story award, both story awards get removed from your log sheet. Your deeds have earned forgiveness, but they did not earn both forgiveness and regard.

### Honorary Wychlaran (Female spellcasters of good or neutral alignment only)

---

Requires that you have been awarded Rashemi Regard or Friend of Rashemen in each of two previous adventures. You have been accepted into the ranks of secretive Rashemi Witches known as Hathrans. From this point forward, you may enter the sacred Ashenwood, and other Rashemi will look upon you with respect and look to you for leadership. You have also been gifted with a spirit totem, and a mask of the wychlaran has been made for you in the shape of that spirit.

### Fangjaws Citizen

---

You have been branded a citizen of Fangjaws Hold. While you have no fealty to this monster town, you wear its brand, All orcs, goblinoids and ogres that are under Fangjaw's protection will give you and your traveling companions safe passage.

Any enemy of Fangjaws that sees the brand, such as the Burning Dagger orcs, may start with a hostile attitude towards you.

### Fangjaws Noble

---

Requires that you are already a Fangjaws Citizen. You have further served Fangjaws Hold and have been rewarded with nobility. From this point forward, you may purchase a house in the Little Moonsea district for 2000 GP and 20 downtime days. This also increases your lifestyle expenses by 1 GP. In addition, you may administer justice to the citizens of Fangjaws Hold.



## Player Handout 4. Magic Item

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

### Belt of Hill Giant Strength

---

*Wondrous Item, uncommon*

While wearing this belt, your Strength score changes to a score granted by the belt. The item has no effect on you if your Strength without the belt is equal to or greater than the belt's score.

Six varieties of this belt exist, corresponding with and having rarity according to the six kinds of true giants. The belt of stone giant strength and the belt of frost giant strength look different, but they have the same effect.