

CCC-GHC-BK2-09



BREATH OF FIRE



A 2-hour to 4-hour Border Kingdoms
adventure for characters of 11th - 13th level

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Adventure Tier: 3

Optimized For: APL 13

Version: 1.6



Breath of Fire

One of the merchant princes of the Border Kingdoms has a truly heroic quest for you. Reports from the south talk of a fire breathing beast that is causing problems with the caravans along the roads. The task is more than to just slay the beast – this merchant is looking to make use of an artifact that came into his possession. He wants you to capture it with the artifact and return it to him, to use for the betterment of the entire Border Kingdoms. Are you up to the task?

A Four-Hour Adventure for Characters of 11th – 16th Level



Lead Designer: Joe Alfano

Editing: Tim Mangan

Layout: Dave Zajac

Cover Art: Matthew Sargent

Interior Art: Wizards of the Coast, Matthew Sargent

Cartography: Wizards of the Coast

Border Kingdoms Lore: Ed Greenwood

D&D Adventurers League Guildmaster: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett, Bill Benham

D&D Adventurers League Administrators: Alan Patrick, Amy Lynn Dzura, Travis Woodall, Claire Hoffman, Greg Marks, Ma'at Crook, and LaTia Bryant

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WELCOME TO THE BORDER KINGDOMS!

According to the sage Meriadas of Westgate: “The Border Kingdoms are the most favored destination for adventurers who want to proudly and boldly conquer a realm or establish their own new kingdom. Lords, counts, dukes, kings and emperors rise, proclaim themselves, and are swept away with the speed and regularity of waves crashing upon a shore.”

This tumultuous land lies between the Lake of Steam and the Shaar in the Forgotten Realms. Gamehole Con has been granted exclusive rights to develop Adventurers League content in this region and our offerings include adventures, source material, and short stories. For more Border Kingdoms content, visit the DMs Guild!

[Border Kingdoms content at the DMs Guild](#)

A SPECIAL NOTE ABOUT ENCOUNTER SCALING

This adventure is optimized for a party of five characters. When running an adventure at a large convention such as Gamehole Con, it is common to have seven players at a table, which has the potential to affect encounter balance. The “Adjusting the Encounter” sidebars within the adventure are developed for an average party, but just like real life, one size doesn’t necessarily fit all.

Players have a tendency to bring their best and brightest to shows like Gamehole Con, and a group of seven optimized characters can easily overpower the recommended party strength you determine at the adventure’s start. As a DM, you can—and should—adjust each encounter’s difficulty to present a challenge for your players.

If the characters are overcoming combats too easily, increase the recommended strength level of the encounters by a step (from average to strong, for example). If needed, you can also increase the number of monsters or maximize their hit points to make things a little harder. In some cases, you may even need to increase the difficulty by two steps, just be careful not to make things unwinnable.

Remember, adjusting or improvising is encouraged, so long as you maintain the adventure’s spirit!

The border kingdoms



ADVENTURE PRIMER

WELCOME TO *BREATH OF FIRE*, A D&D Adventurers League™ adventure, that is part of the official D&D Adventurers League™ organized play system and the *Community Created Content* program.

The adventure is set in the Border Kingdoms, a tumultuous region of the Forgotten Realms on the southern shore of the Lake of Steam. During the adventure, the characters explore a section of the Border Kingdom along the southern reaches.

BACKGROUND

BLACKBARN is still feeling the wounds from the attack set upon them by **SIR AVALLAR**, a new and deadly power in the Kingdoms. This conqueror attempted to take over the city in the first of his incursions into the Kingdoms. His goal was to set up a forward operating base from which his forces could venture out to take over more of the lands.

His forces had been led by **DAERDRARD ORGLAST**, who assumed the persona of the **BLACK WYVERN** – his family’s crest. During the course of those initial attacks on the town of **EMRYS**, Orglast was taken captive and held to face judgement.

Unfortunately, the courts of Emrys weren’t able to hold Orglast through his trial and he escaped with the aid of his patron. Free once again, the disgraced noble is no doubt working with the death knight once again.

These days there is not much news of Avallar or Orglast along the trade routes of the kingdoms. But there are tales of other monstrosities that have risen to cause problems. Outside of Blackbarn, those stories include a large, scaled monster that breathes fire on its prey. It has expanded from its hunting grounds, causing merchants to choose different routes to deliver their goods.

An active Harper Agent in the area by the name of **GUTHRYN B. LAW** has taken an interest in the stories of this creature. He directs the party to a merchant name **HYRAAM THEILL** in **BLACKBARN** for information on the creature and a potential source of aid in handling the threat.

EPISODES

The adventure’s story is spread over three **episodes** that take approximately 2 hours to play. These episodes contain two **story objectives** and are introduced by a Call to Action episode. The adventure also includes two **bonus objectives** that can be played if time permits. They are introduced in Episode 2 and Episode 3.

CALL TO ACTION

If you’re planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. The **Call to Action** can be found in Episode 1, as follows:

- **Episode 1: Rymdl Tower.** The party arrives at the recently reconstituted Rymdl Tower in the village bearing the same name. Once there, they meet with the human Harper agent **GUTHRYN B LAW** at his request. There are rumors coming from the area of **BLACKBARN** of a fire breathing beast that is assaulting merchants traveling the roads. **MAGE RYMDL** is concerned that signs point towards a red dragon attempting to nest in the region. She wants the adventurers to investigate, convincing the dragon to leave. This is the **Call to Action**.

STORY OBJECTIVES

This adventure includes two story objectives, which are found in **Episode 2** and **Episode 3**, as follows:

- **Episode 2: Where there’s smoke.** The party travels towards Blackbarn with the merchant Hyraam Theill. He will deliver the stories coming in and provide the party with the crystal to capture the beast and return it to him. This is **Story Objective A**.
- **Episode 3: Ring of Fire.** The characters explore the area along the road leading north from Blackbarn. They will find the sinkhole opened in a small valley and filled with lava. It is there they will need to defeat the creatures guarding the fire beast and hopefully capture the creature with Hyraam’s crystal. This is **Story Objective B**.

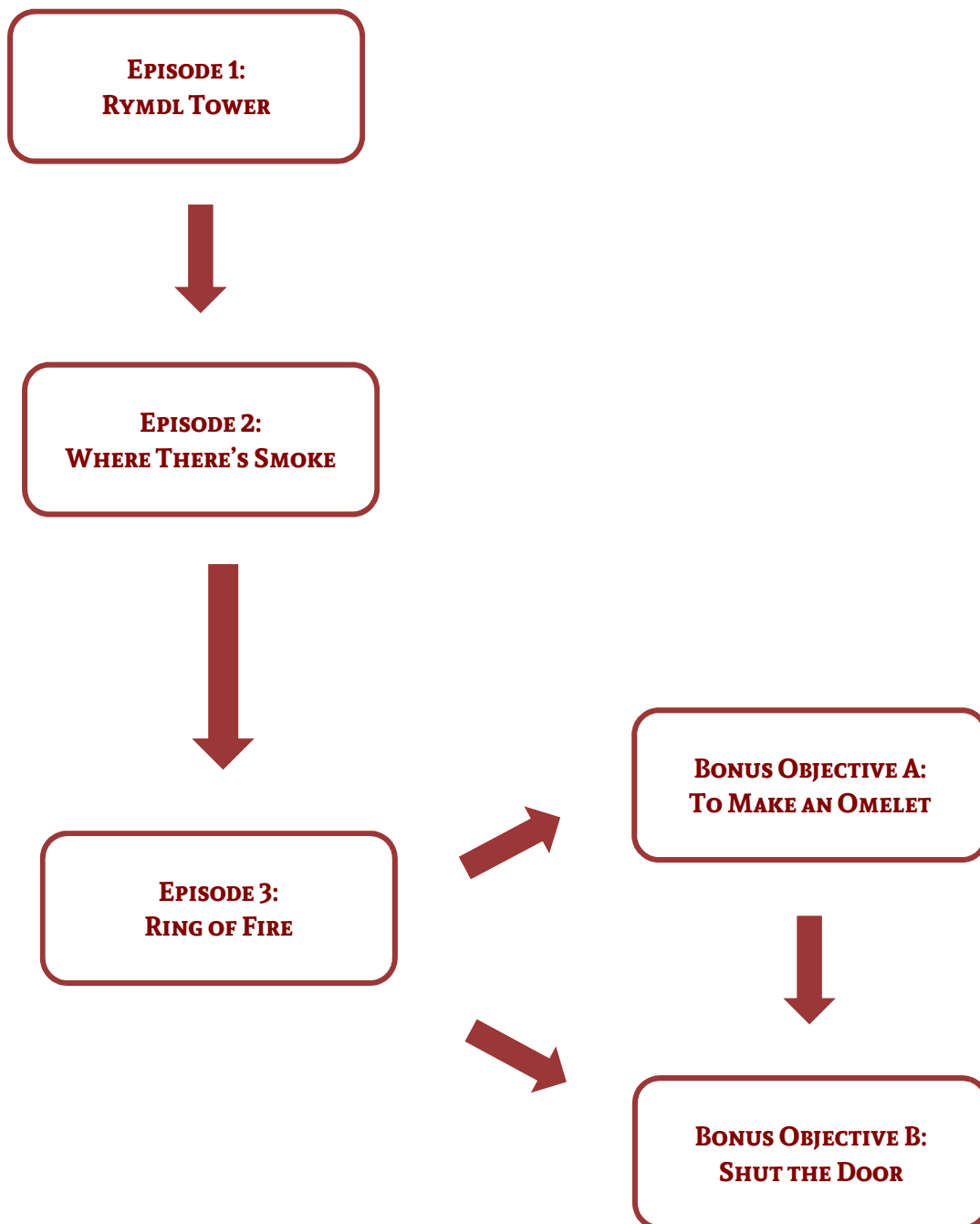
BONUS OBJECTIVES

This adventure also includes two bonus objectives that the characters can pursue if they have extra time—earning additional **advancement and treasure checkpoints** in the process. The bonus objectives are found in **Episode 3A** and **Episode 3B**, as follows:

- **Episode 3A: To make an omelet...** The merchant **HYRAAM** feels the creature may have a nest. If possible, he would like some eggs. If the party can locate and return with some, he will reward them. This is **Bonus Objective A**.
- **Episode 3B: Shut the Door.** The nest area was created by a small rift between the Border Kingdoms and the Elemental Plane of Fire. If the party can manage to find this rift and close it, there is little chance of similar creatures making their home here. This is **Bonus Objective B**.

ADVENTURE FLOWCHART

This section should provide you, the DM, with a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



EPISODE 1: RYMDL TOWER (CALL TO ACTION)

Estimated Duration: 45 minutes

Read the following to start the adventure:

Deep in the summer, leading in towards autumn, you are spending your time in the Border Kingdoms. Since the great battle of Blackbarn, the people of the kingdoms have been uneasy. One of the less populated spots, but heavily trafficked by people looking for the aid of heroes, you have taken to staying at the Griffon's Head Inn at the center of Rymdl. Coming down to the taproom in the morning, a missive is waiting for you from Guthryn B Law, a roguish young Harper. He asks for you to join him at the reconstituted wizard's tower to speak with the Mage of the Village.

The tower was reconstituted from the ruins of the watchtower that had previously stood above the city. It is also the new meeting place of adventurers looking for aid, or of apprentice wizards looking for training.

Two apprentice wizards, Lorena and Elswalth, greet the characters at the tower. They usher the characters into a sitting room where the characters are promptly introduced to Guthryn B. Law.

WHAT GUTHRYN B LAW KNOWS

Guthryn is a slight man of average height. He has short cropped black hair with bright hazel eyes. While his traveling clothes are quite fancy, he also wears a floppy brimmed. A collector of rumors and information, he is as good with a book as he is with his words. His wit is as sharp as his rapier.

He shares the following with the party:

- The merchants from Blackbarn are concerned with attacks happening on the trade route north of town.
- The merchant Hyraam Threill has traveled to Rymdl in search of heroes to hire to investigate the reports of this beast. Most reports name it as a beast that spits fire.
- He wishes the heroes to report back with what the creature is, and to eliminate it, if possible. His handlers in the Harpers are concerned it might be a red dragon looking to make its home in the Border Kingdoms.
- He calls over the Mage Rymdl and Hyraam to share what they know.

WHAT MAGE RYMDL KNOWS

A half-elven wizard out of time, revived from a long stint of being dead, killed during a mage battle. She has a head of long, wavy reddish-brown hair and green eyes. She specializes in conjuring but has a spellbook that is very extensive with ancient magics.

She shares the following with the party:

- Her concern is that the creature is going to bring strife to the Kingdoms even if it isn't a red dragon. She has had visions of fire engulfing the skyline over Blackbarn.
- Being a wizard specializing in conjuring magic, she cares not if the party captures this creature for Hyraam or not.
- She also asks the heroes to keep an eye out when dropping Hyraam off at Blackbarn. There is a concern the forces of Avallar still dwell around town, looking to weaken it.

WHAT HYRAAM THEILL KNOWS

Hyraam is a merchant of some renown in the Border Kingdoms. He is well known for his collection of antiquities. Many nobles invite him over for drinks or dinner to attempt to gain favor with him for first option to his goods.

For the DM: The merchant has been replaced by a doppelganger in the service of Sir Avallar. While his motives are more nefarious, it holds the memories of the merchant and plays the part well. The changeling does wear a *ring of mind shielding* that prevents nosy heroes from digging into his head to pry this information out.

He shares the following with the party:

- Tales from the trade road north of town have spoken of a beast that spits fire. It has taken a number of merchant carts returning to Blackbarn with rebuilding supplies.
- Whenever the beast attacks, there seems to be an increased amount of undead rising up. Some of them approach the caravans with flames wrapped around them, seemingly causing them no harm.
- He knows that the crystal artifact he purchased from the Mage Rymdl will allow for the capture of the creature – provided it is weakened first.
- If the party manages to return to him with the creature captured in the artifact, he promises to offer up a fine treasure in return. If they cannot manage to capture the creature, he insists on the return of the item.

OBJECTIVE

Travel to Blackbarn and drop off Hyraam Theill before continuing on to the trade road north of the city. Find and capture the creature that has been attacking caravans. They are to kill it if they cannot capture it.

Proceed to **Episode 2: Where There's Smoke** to continue the adventure.

EPISODE 2: WHERE THERE'S SMOKE

Estimated Duration: 60-90 minutes

The city of **BLACKBARN** lies about two days travel past **RYMDL**, leading out of **EMRYS**. The road leading into the city is being rebuilt after the damage done during the battle to save Blackbarn from the control of **SIR AVALLAR**, the Death Knight.

Arriving at the edge of the city of Blackbarn, it stands much as you remember it from the previous battle to protect the Border Kingdoms from Avallar. Only it is summer now, the height of summer. A drought has caused much of the vegetation to be dried and brown.

Saying your farewells to the merchant Hyraam, he points off into the distance to the south. "That definitely seems to be a bad sign,"

A plume of smoke raises up over the tops of some trees that the trade road curves around. And you know what they say about smoke...

Use the information below as the party explores the trade road south of Blackbarn

AREA INFORMATION

The area has the following features.

Lighting. Bright, cloud-free skies. Triggers sunlight sensitivity.

Sounds and smells. The further away from Blackbarn they travel, the stronger the smell of forest fire gets.

The Road. The trade road is made of layered stone running through the fields of short grass. Small coves of trees pop up at regular intervals near the road.

Weather. It is mid-summer, and the day is bright, hot, and dry. Nature-trained (proficient in the Nature skill) characters will know the weather is ripe for a forest fire – if that smoke is any indicator.

USING THE WEATHER

The summer drought doesn't slow the characters, or cause them to tire needlessly, but it does cause issues for characters using fire based magic. Every time a character uses a fire based spell, they cause any vegetation in the area to catch fire. Grass fires in the plains areas, forest fires in the trees, etc.

Creatures starting their turn adjacent to a fire take 4(1d6) fire damage. If they start their turn in a space on fire, or the first time in a turn they enter a square on fire, they take 8(2d6) fire damage.

DM Note: Feel free to expand the fire free-form if the party ignores the signs their magic is setting the area ablaze.

1. FIRST WAVE

As the party travels toward the reported last location of the beast, they are assaulted by waves of burning undead – as if they knew the heroes were coming.

NOTE ON MAPS

Use any preprinted forest map, like the maps from the DUNGEONS & DRAGONS, Tactical Maps Reincarnated product line.

As the characters make their way down the road, heading toward the smoke in the sky beyond, there is a sudden wash of hot air blowing over the road. The smell of burning wood assaults their senses as a wave of fiery figures approaches from the nearby forests. These creatures move like undead, but they are definitely on fire.

The first wave of burning dead consists of **8 Greater Zombies** and **2 Deathlocks**. All of them have the burning dead template described below.

THE BURNING DEAD

In addition to the standard stat block, the Burning Dead have immunity to fire damage and deal 1d6 fire damage when dealing damage with a melee attack. Additionally, they deal 1d6 fire damage to any attacker each time the attacker strikes them with a melee attack.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove two **greater zombies** and a **deathlock**.
- **Weak party:** Remove one **greater zombie**.
- **Strong party:** Add one **greater zombie**.
- **Very strong party:** Add two **greater zombies** and a **deathlock**.

2. SECOND WAVE

Should the heroes attempt to take a short or long rest after the first encounter, they will be interrupted by a second wave of attackers. If the characters continue on, following the obvious trail (that is still smoldering) of the first wave, they will come upon the second wave of attackers fairly quickly (about an hour of travel).

You follow the very clear trail of smoldering undergrowth through the forest and as you come over a small ridge, the smell of smoke assaults you on the wind. Down the slight incline you see another wave of the Burning Dead shambling in your direction. One of them, that seems to be leading, points up towards your group and barks a command that sounds like a crackling campfire.

The second wave is led by one of the captains in the army of the dead, a **Lich** commands **4 Greater Zombies** to attack. On it's first turn, the Lich summons a **Skeletal Juggernaut**. The Lich and the Zombies have the Burning Dead template listed below.

THE BURNING DEAD

In addition to the standard stat block, the Burning Dead have immunity to fire damage and deal 1d6 fire damage when dealing damage with a melee attack. Additionally, they deal 1d6 fire damage to any attacker each time the attacker strikes them with a melee attack.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the **skeletal juggernaut** and replace the **lich** with two **deathlocks**.
- **Weak party:** Remove the **skeletal juggernaut**.
- **Strong party:** Add two **greater zombies**.
- **Very strong party:** Add two **greater zombies** and an additional **skeletal juggernaut**.

3. FINAL WAVE

Following the trail of the Burning Dead, the heroes will come upon an enormous sinkhole at the edge of a sprawling plains leading into the Shaar. But the entry to it, is not so simple...

A wide, sprawling plains spreads out toward the south. An enormous sinkhole has damaged the flatlands, forming the source of the smoke rising up into the sky you've been following. Several carts are overturned at the edge of the sinkhole, still burning. A dipping ramp of natural stone leads into the sinkhole beyond the carts, but a pair of skeletal creatures stand guard at the entrance.

The creatures are a pair of **Skeletal Juggernauts** with the Burning Dead template from above. The lich left them here with the command to protect the entrance to the lava pools. They fight until destroyed.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove a **skeletal juggernaut**.
- **Weak party:** Remove a **skeletal juggernaut**.
- **Strong party:** Add 4 **greater zombies**.
- **Very strong party:** Add 4 **greater zombies** and an additional **skeletal juggernaut**.

TREASURE

In searching the overturned carts, the party will discover a small sack of coins, a *potion of superior healing*, a *potion of frost giant strength*, and a *dark shard amulet*.

CONTINUING THE ADVENTURE

Once the guardians are defeated, the party can descend into the lava pools exposed by the sinkhole. The opening was created by a dimensional tear to the elemental plane of fire. It is the exposure to these energies that has corrupted the Dead.

EPISODE 3: RING OF FIRE

Estimated Duration: 60-90 minutes

Stepping down into the lava pools, the characters should be given the mechanical information regarding the crystal artifact given to them by Hyraam Theill.

While investigating the area, the characters should determine that this may not be a random red dragon making its way into the area, like they may have assumed.

The wind blowing up from the bottom of this sinkhole is hot and sulfurous. Filling up nearly half of the bottom are stagnant pools of lava that are maintaining their heat quite well. Towards the center of this hellscape you see the target you came for. The serpentine head of a dragon-looking creature sticks out from the smoke rising around the central rocking outcropping. Another pops out near the first. It seems there is more than one creature down here.

AREA INFORMATION

The area has the following features.

Maps. Use any lava-like fire lair. This encounter was modeled around the map from the DUNGEONS & DRAGONS, Tactical Maps Reincarnated product line.

Lighting. The bright glow from the lava illuminates the area, but smoke causes it to respond as if it were low light.

Sounds and smells. The entire area reeks of sulfur and smoke.

Hazards. The lava itself is quite a hazard (9d10 fire damage when first entering lava, or starting your turn in it), but the smoke and heat is also a challenge. Anyone starting their turn next to a lava square must make a DC 18 constitution saving throw or take a level of exhaustion.

HYRAAM'S CRYSTAL CAGE

Any character who has the crystal can take the following action on their turn.

Capture Attempt

(target must be under half maximum hit points to be targeted)

As an action, you target the creature and the crystal attempts to bind it. A creature is bound if it fails a DC 18 constitution saving throw. A bound creature will be drawn into the crystal if it fails another DC 18 constitution saving throw at the end of its turn. The creature becomes unbound after 24 hours, or if there is more than 100 feet between the crystal and the creature.

THE LAIR

As you make your way along the rocky paths leading to the center of the inexplicable canyon, the steam clears and sitting atop the stone structure in the middle of the conflagration is a strange cross between a hydra and a red dragon. It's scaled flesh gleams with a reddish, semi-metallic shine. A light glows in the eyes of each of its heads as it tracks your movement towards it.

Did you hear it chuckle at you?

The party's initial confrontation will be with a red-scaled **six-headed hydra**, but feel free to scale the encounter accordingly.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** The hydra starts with 4 heads.
- **Weak party:** The hydra starts with 5 heads.
- **Strong party:** Replace the hydra with an Adult Red Dragon.
- **Very strong party:** Add a Young Red Dragon.

COMPLETING THE OBJECTIVE

Once the characters have bound (or killed) the hydra, their objective is complete and they can return to either Hyraam and/or Mage Rymdl to complete their mission. If there is still time in your session, they can attempt to complete **Bonus Objective A: To Make an Omelet**, collecting eggs from the creature for the merchant Hyraam (or for Rymdl). They can also opt to attempt **Bonus Objective B: Shut the Door**, and make their way to the rift to the Elemental Plane of Fire to close it.

ADVENTURE REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

GOLD

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

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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 3: Character Rewards**.

- *Figurine of wondrous power: onyx dog*. A full description of this item can be found in **Appendix 3**.

COMMON MAGIC ITEMS

During this adventure, the characters may find the following common magic items:

- *Dark shard amulet*: A full description of this item can be found in **Appendix 3**.

CONSUMABLES

During this adventure, the characters may find the following consumable items:

- *Potion of superior healing*. **This** item can be found in **Appendix 3**.
- *Potion of frost giant strength*. This item can be found in **Appendix 3**.

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

DRAMATIS PERSONAE & LOCALES

The following NPCs and locations feature prominently in this adventure.

NPCs

- **Sir Avallar (AH-vuh-lar)**. Avallar is a potent death knight, and he has worked against meddling adventurers since the first series of Border Kingdoms adventures. He is laying low this series, manipulating the adventurers into doing the work for him.
- **Daerdrard Orglast (OR-glast) – The Black Wyvern**. Son of the powerful Orglast family, one of the venerable Merchant Dukes of Emrys, Daerdrard has chosen to ally himself with Sir Avallar in an attempt to sculpt a new ruling power structure in Emrys.
- **Guthryn B. Law (GOOTH-rin LAW)**. Harper Agent. Has several connections in the area, to include Hyraam Theill, the town elders of Emrys, and many notable lords and ladies. He is open and outgoing, and will always stand between the innocent and those that attempt to place them in chains.
- **Hyraam Theill (HI-ram THEEL)**. Hyraam Theill is a merchant that deals mostly in lost artifacts and magics. According to the words from Guthryn Law and the newly restored Mage Rymdl, he is the best source for purchasing and selling magical items and other resources uncovered during the course of their adventures. He has the reputation of being the one stop shop for all adventurers short of traveling to Port Nyanzaru to deal with the Merchant Prince Wakanga O'tamu.

While his reputation among the factions is stellar, he is also known to be a shrewd businessman. It has been said that he is the only person to come out on the better side of a deal with the infamous Fai Chen. Some claim that is why the elder merchant has steered clear of the Border Kingdoms in most of his dealings.

The merchant is easily identified by his long handlebar moustache and long, red beard, a mixed gift from his northern father's blood and southern mother's culture. Hyraam favors silken tunics and supple leather trousers when in the comfort of his own estates. Traveling gear changes from trip to trip depending on his needs. It is well known that he keeps the best of his trinkets for his own needs as they arise.
- **The Mage Rymdl (RIM-dill)**. Similar in stature to the village elder, she holds studies in her tower – the now reconstituted Watchtower above the Gryphon's Head Inn. Her nights have been restless as visions of impending doom have been assaulting her dreams.

LOCATIONS

- **City of Brass.** Floating amid the Elemental Plane of Fire, the City of Brass was the epicenter of efreet culture and was the place from where the Sultan of the Efreet ruled.
- **Blackbarn (BLAK-bahn).** Blackbarn is the central town in the current Border Kingdoms storyline. It has recently been devastated by an undead army led by Avallar, but plucky adventurers were able to save it. At this point in the story, Blackbarn is in the process of rebuilding, but significant rebuilding will not occur over the course of this module.
- **Gryphon's Head Inn.** A good inn for a quiet rest or lengthy stay. The inn is currently the home of the village of Rymdl's mage. Prices are moderate and the selection of foods and lodging are clean, but far from extravagant. The inn caters to travelers, local farmers and shepherds.
- **Town of Emrys.** Directly east of Rymdl, this large, fortified town is sometimes called "the Throat of Talduth Vale" as it stands on the Sheep Road linking the Borders with the Shaar fringes that Vale farmers use as grazing land—and because it forms a bottleneck for travelers. The town is dominated by the massive and severe battlements of central Emrystar's Keep. Emrys occupies a hill at the south end of cold, deep Emrysar Lake.

The current Overduke is Urlingh Varrtro, a retired Sheirtalan merchant loves fine food and wine to a fault. He enjoys tales of adventurers and their doings, and enriches himself with "insider information".
- **Village of Rymdl.** Today, Rymdl consists of an inn, The Gryphon's Head, flanked by a spring-fed pond useful for watering mounts and draft beasts, all surrounded by a few sheep steadings and radish and turnip farms. On a knoll north of the inn stand the haunted ruins of a burnt-out stone keep that never had a moat or surrounding wall, only a dry ditch and earthen rampart.

CREATURE STATISTICS

DEATHLOCK

Medium undead, neutral evil

Armor Class 12 (15 with Mage Armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws INT +4, CHA +5

Skills Arcana +4, History +4

Damage Resistances Necrotic, Bludgeoning, Piercing and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *disguise self*, *mage armor*

Spellcasting. The deathlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*
1st–3rd level (2 3rd-level slots): *arms of Hadar*, *dispel magic*, *hold person*, *hunger of Hadar*, *invisibility*, *spider climb*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

Deathly Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) necrotic damage.

EFREETI

Large elemental, lawful evil

Armor Class 17 (Natural Armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws INT +7, WIS +6, CHR +7

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 11 (7,200 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*

3/day each: *enlarge/reduce*, *tongues*

1/day each: *conjure elemental (fire elemental only)*, *gaseous form*, *invisibility*, *major image*, *plane shift*, *wall of fire*

ACTIONS

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

GREATER ZOMBIE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws WIS +1

Damage Resistances cold, necrotic

Damage Immunities Poison

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages it knew if alive but can't speak

Challenge 5 (1,800 XP)

Turn Resistance. The zombie has advantage on saving throws against any effect that turns undead.

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

Multiattack. The zombie makes two melee attacks.

Empowered Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

HYDRA

Huge monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Damage Resistances Fire

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 16

Languages Draconic

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

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

LICH

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws CON +10, INT +12, WIS +9

Skills Arcana +19, History +12, Insight +9, Perception +9

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities Poison, Bludgeoning, Piercing and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., passive Perception 19

Languages Common plus up to five others

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *acid arrow*, *detect thoughts*, *invisibility*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The lich 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 lich regains spent legendary actions at the start of its turn.

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

ADULT RED DRAGON

Huge dragon, chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft. fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws DEX +6, CON +13, WIS +7, CHA +11

Skills Perception +13, Stealth +6

Damage Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must

succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

RED DRAGON LAIR ACTIONS

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

- Magma erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

YOUNG RED DRAGON

Large dragon, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 78 (17d10 + 85)

Speed 40 ft., climb 40 ft. fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws DEX +4, CON +9, WIS +4, CHA +8

Skills Perception +8, Stealth +4

Damage Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

SALAMANDER

Large elemental, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing and Slashing from Nonmagical Attacks

Damage Immunities Fire

Senses Darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SKELETAL JUGGERNAUT

Large undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 142 (19d10 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages –

Challenge 5 (1,800 XP)

Disassemble. If the juggernaut is reduced to 0 hit points, twelve skeletons rise from its remains.

Falling Apart. If the juggernaut does not have all of its hit points at the start of its turn, it loses 10 hit points.

ACTIONS

Multiattack. The juggernaut makes two claws attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Avalanche of Bones (Recharge 5-6). The juggernaut collapses into a large heap before quickly reforming. Each creature within 10 feet of the juggernaut must make a DC 14 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw is also knocked prone.

APPENDIX 1: BONUS OBJECTIVE A - TO MAKE AN OMELET

Estimated Duration: 30-45 minutes

A merchant family from the **CITY OF BRASS** created this rift, cultivated the lair, and has been breeding a crossbreed of creatures to use as mounts and protectors. As such, they have a contingent here to defend the nest.

You make your way past the central spire of the rocks to a small volcanic cave behind the hydra's perch. Deep within you can see the evidence of charred bones, rocks and other materials. You are making your way towards the opening when you hear the hiss from inside the cave.

Use the information below as the party explores the lower level of the keep.

AREA INFORMATION

The area has the following features.

Lighting. Low Light (residual light from the lava outside).

Ceilings, floors, and walls. The ceilings in all areas of the cave are 20 feet high. All walls in this nest are made of volcanic stone.

Sounds and smells. The entire area reeks of sulfur and smoke.

OBJECTIVE

Obtain a trio of eggs from the creature for Hyraam (or Rymdl). Currently there are 6 in the nest.

THE BROOD NEST

An efreeti captain guards the nest of his greatest pets and potentially newest mounts. His ultimate goal is to either defeat the intruders or to make it so that none of his brood fall into enemy hands.

As the party enters the cave, they will face an **Efreeti** and **6 Salamanders**, all ready to fight. Salamanders will fight to the death, fearing the captain more than the heroes.

TACTICS

The Efreeti attempts to defeat the adventurers. He will start the first round invisible and flying up a wide lava tube at the rear of the cave. If the heroes seem like they are making short work of his guards, he will instruct them to smash the eggs (full action for a creature to destroy an egg) and will engage the heroes directly.

In the event that victory seems unlikely, he will Plane Shift to return to the City of Brass.

EGG COLLECTING

A character can collect an egg using an action on their turn (not a free interact with object). Any character that ends it's turn holding an egg must make a DC13 Constitution saving throw. On a success they take 5 points of fire damage. On a failure they also take a level of exhaustion. Characters with fire resistance have advantage on the saving throw.

Bypassing the Hazard

Wrapping the eggs in a properly insulating material will eliminate the damaging effects. This hazard is not powerful enough to damage a Bag of Holding or similar magic item.

TREASURE

A stash of coins can be found hidden in an alcove deeper in the cave.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 Salamanders.
- **Weak party:** Remove 1 Salamander.
- **Strong party:** Add 2 Salamanders.
- **Very strong party:** Add two Salamanders and an Efreeti.

CONTINUING THE ADVENTURE

Assuming the players are able to collect three eggs, the party will complete the objective. If there is still time, they can proceed to **Bonus Objective B** and attempt to close the rift.

APPENDIX 2: BONUS OBJECTIVE B - SHUT THE DOOR

Estimated Duration: 30 minutes

With the creature caught or destroyed, the players are free to leave. But there is a large rift to the Elemental Plane of Fire just below the Nest. It is this portal that is feeding all of the lava into the area.

In defeating the monster breeder and collecting the eggs for your patron, you notice the source of the heat coming from just behind the nest. As you look down towards the lava, you catch sight of an elemental rift. Beyond it and into the plane on the other side of the portal, you see a huge city with bright brass walls. You can't help but to feel as if fiery eyes are staring at you through the portal.

A successful DC15 Intelligence (Arcana) check will tell the players that the rift is being held open by powerful arcane magic. It can be closed, but it will take some time, and doing so would be dangerous.

There are a few ways to attempt to close the portal, but only a couple that are within the party's abilities.

- Craft the ritual to bind the Weave and close the rift permanently. Make 3 successful DC18 Intelligence (Arcana) checks, before failing 3 such checks.
- A Dispel Magic will count as 1 success.
- A Wish spell will automatically close the rift.

OBJECTIVE

Close the Rift to the Elemental Plane of Fire.

CLOSING THE RIFT

To close the Rift, the party will need to spin the arcane bindings to stitch it closed (see above). Each round they are near the portal attempting to do so, they risk the hazards of the Rift. (Roll a d6)

1. Fire Erupts from the portal. All in the area make a DC13 Dex save. Failing the saving throw, a character takes 20(6d6) fire damage, half on a success.
2. The heat pulsing off of the portal increases. All creatures make a DC15 Con saving throw. A failed save means a level of exhaustion.
3. A passing party of efreeti raiders sees the players closing the Rift. They throw spears through the rift at the characters (+8 to hit, 1d6+2 piercing damage and 1d6 fire damage)
4. A powerful Fire Spirit gazes upon them and is angered by their interference. The next check is made at disadvantage.
5. A powerful Fire Spirit sees their actions and is impressed. The next check is made at advantage.
6. The mage who created the portal is angered by their attempts. They attempt to counterspell the next dispel magic attempt. (+3 Int modifier)

DEVELOPMENT

The players can return to Blackbarn and/or Rymdl with the knowledge that the creature has been taken care of, and the Rift is closed. If they captured the creature and give it to Hyraam, he awards each character with the gold and magic item for the adventure. If they give it over to Mage Rymdl, she will award the item, but with less gold.

Special Note: If you are running this at Gamehole Con, please post to the Slack Channel which choice the party made. We will be tracking the results and it may have effects in future Border Kingdoms offerings.

APPENDIX 3: PLAYER REWARDS

During the course of the adventure, the characters may unlock or acquire the rewards below. If you are distributing these to your players, print and cut out as many as you need to ensure all eligible characters receive a copy. Alternatively, allow each player to take a picture of the information with their mobile device.

MAGIC ITEM UNLOCKS

FIGURINE OF WONDEROUS POWER: ONYX DOG

Wondrous item, rare

This onyx statuette of a dog can become a mastiff for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has darkvision out to a range of 60 feet and can see invisible creatures and objects within that range. Once it has been used, it can't be used again until 7 days have passed.

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

COMMON MAGIC ITEMS

DARK SHARD AMULET

Wondrous item, common (requires attunement by warlock)

This amulet is fashioned from a single shard of resilient extraplanar material originating from the realm of your warlock patron. While you are wearing it, you gain the following benefits:

You can use the amulet as a spellcasting focus for your warlock spells.

You can try to cast a cantrip that you don't know. The cantrip must be on the warlock spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

Special. The *dark shard amulet* is a common magic item. It is treated like a potion or scroll and can only be claimed by one character in the party.

CONSUMABLES

POTION OF SUPERIOR HEALING

Potion, rare

You regain $8d4 + 8$ hit points when you drink this potion.

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

POTION OF FROST GIANT STRENGTH

Potion, rare

When you drink this potion, your Strength score changes to $23(+6)$ for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

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

APPENDIX 4: DUNGEON MASTER TIPS

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

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE BORDER KINGDOMS STORYLINE?

Gamehole Con has been granted the ability to develop CCC (Convention Created Content) adventures for the Border Kingdoms. No other convention or organization outside of Wizards of the Coast has been granted this ability. Their region guide was written by Ed Greenwood and [you can get your copy on dmsguild.com](#). Border Kingdoms adventures can be run just the same as any other Adventurers League-approved content.

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

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

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

ADJUSTING THIS ADVENTURE

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

Determining Party Strength

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

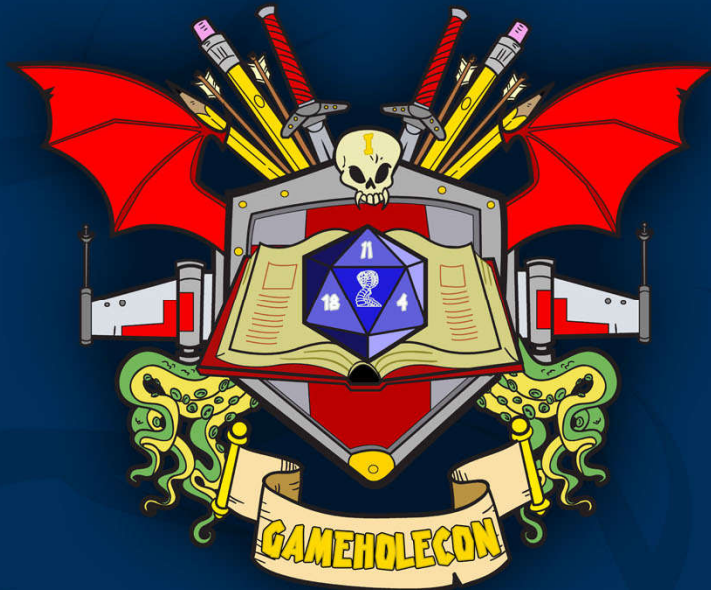


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