



A Panther's Peril

Lord Geoffrey of the Smiths has learned that a former comrade and fellow adventurer has taken his family heirloom and believes that this is the reason for his recent string of misfortune. He seeks adventurers to track down the Winged Panther and recover what was lost in order to break his supposed curse. Can the party track down this elusive thief and convince her return that which was taken?

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



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Introduction

Welcome to *A Panther's Peril*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and part of the *Blight of Geoffrey* storyline.

The adventure takes place on the Moonsea starting in the city of Hulburg in and around the region of Thar, in the Forgotten Realms campaign setting.

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

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

"Society prepares the crime; the criminal only commits it."

— James Patterson, *Cat & Mouse*

Adventure Background

Geoffrey of the Smiths is the head of a merchant house in Hulburg. His family has been in the area for generations having grown from running their own farm to managing neighboring farms that they acquired from others. House Smith also operates an Inn and small iron mine outside of town. The Smith family has always attributed their good fortune to a family heirloom: a magical mace.

Recently Geoffrey has had a terrible run of luck. Many of his farms fell under the effects of a blight then his iron mine was infested by rust monsters. The inn's patrons have all abandoned it since it only serves water and they're afraid of a haunting tune that resonates through the walls.

Geoffrey has recently learned that a former fellow adventurer has absconded with a family heirloom and sold it off. He believes that this he is being punished for losing this enchanted mace and seeks adventurers to track down the Winged Panther and recover the object in order to break his curse. The Winged Panther is a well-known thief throughout the Moonsea area and has a history of escaping any trouble she finds herself in.

NPC Summary

The following NPCs featured in this adventure:

Lord Geoffrey of the Smiths: Geoffrey is the head of the merchant house of the Smith's.

Sir Ragnall the Long: He is first protector, then advisor, and finally friend to Geoffrey.

Kyanise Ell: Kyanise is the Winged Panther a childhood friend of Geoffrey.

Kendar and Bortax: Brothers in arms and by birth, these two are struggling mercenaries, always on the lookout for the next job.

Angar Steadyhand Kalagiano: Owner of the Staggering Goat.

Derdrick: Derdrick is a well-known thief within the Moonsea area and has worked with Kyanise on many jobs.

Adventure Overview

The Panthers Peril begins at Lord Geoffrey's manor. The party is greeted by Sir Ragnall and led into the manor to meet with Lord Geoffrey.

Part 1. Geoffrey's Peril (20 Minutes) The party learns that a former associate of Lord Geoffrey has stolen a family heirloom and he believes that this is the reason for his recent string of misfortune. He offers them a reward to gather information on the Winged Panthers whereabouts and/or return that which was taken.

Part 2. The Peril of Rumors (70 Minutes) Following the lead from Lord Geoffrey, the party seeks out more information from the patrons of The Staggering Goat. They learn that Kyanise had hired a party to infiltrate a goblin lair north of Hulburg. Finding the party captured by the goblins, they learn of the mission Kyanise hired them for.

Part 3. The Peril of Parley (60 Minutes) With the party now in possession of the map leading to where the Winged Panther was to meet the hired crew, they find themselves at the hideout of Derdrick and his band of thieves. The party finds that Kyanise was there recently but has moved west through the Great Gray Lands of Thar.

Part 4. Peril of the Land (60 Minutes) The treacherous land of Thar has plenty of danger in store for the party as they travel several days through the moorland. Little does the party know they're being tracked by a vicious pack of gnolls

Part 5. The Peril of the Panther (20 Minutes) Arriving in the city of Thentia, the group comes face to face with the Winged Panther and convince her to give up the information of the mace...for a price.

Adventure Hooks

For each character, choose an appropriate reason why they are traveling to Hulburg.

Previous Adventures. If the characters have previously participated in adventures in and around Hulburg, they may already be in the area looking for work or helping refugees. If the characters have participated in Mace 1-1, then they are returning to assist Lord Geoffrey in locating the mace.

Treasure Hunters, Adventurers, and other undesirables. Fliers circulate through Hulburg advertising for adventurers to assist Lord Geoffrey with a private matter.

Harpers (Faction Assignment). Faction leaders have learned that Lord Geoffrey is organizing a search for the Winged Panther, Kyanise Ell. Your leaders have explained to you that her grandmother was a well-known and respected member of the Harpers and believe that recruiting Kyanise is in the faction's best interest. You have been asked to assist in a mission and track down the Winged Panther and

convince her to join by reading the Harpers Lament in hopes of reminding her of her grandmother's cause. **(Player's Handout 1)**

Emerald Enclave (Faction Assignment). Your faction leaders have asked you to be on the lookout for a large stone. You've been told it's the size of an ogre's head. Although the reason has not been revealed to you, you've been directed to report any information or the location of this speaking stone back to them.

Adventure Awaits!

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Part 1. Geoffrey's Peril

Estimated Duration: 20 minutes

The adventurers meet with Lord Geoffrey after he has had time to think about the current situation. He shares with those answering the flier the private matter he requires assistance with. Those returning are already aware of the situation and are awaiting further instructions.

General Features

Hulburg has the following general features.

Terrain. Hulburg continues to recover from the previous damage it has suffered. New construction is often being done over the ruins of some other structures. Trees and flowers have been planted in the newer parts of town, but vegetation grows wild in the older parts of the city

Weather. It is Ches, and the weather remains chilly. Frost lingers in the morning, but by midday, the sun warms and will have melted away the frost.

Light. The sun rises at near six in the morning. Visibility is clear and bright

As the rising sun breaks the horizon, a cold breeze hits your back as you make your way through town and arrive your destination: the manor of Lord Geoffrey. Before you stands a large home of ornate design, however, it appears to have seen better days as it is currently being repaired.

Men and women can be seen arriving and setting up for their days work on reconstruction as a fresh patrol of guards relieve the night watch.

You approach the main doors and knock. Within a few moments, the door opens to a well-dressed man.

"Welcome adventures, and may I be the first to say thank you. I am Sir Ragnall, protector and advisor for the Lord."

He bows and motions for you to follow him through the halls.

Sir Ragnall doesn't say anything other than "All your questions will be answered by the Lord" in the most respectful manner possible as he leads the party to Geoffrey's meeting room.

Ragnall leads you to a set of open doors where you see a man seated at a large wooden table. As he stands he bows and speaks,

"Well met and thank you for answering my call. Please sit, we have much to discuss."

Development

Role-playing Geoffrey

Lord Geoffrey is a fair but stern master. He is quick to reprimand workers that aren't pulling their weight. But, after all, he has a kind heart and lets poor workers stay on a bit longer than he should.

Geoffrey is a tall man with a strong build, though time and a hard life have taken their toll. While one can easily envision him as a strong and proud warrior, those years are behind him. He walks with a limp and a cane and winces at a pain in his back when he thinks no one is looking.

Trait: Geoffrey feels responsible for those who work for him and will go out of his way to help them.

Flaw: Geoffrey was once a strong and skilled fighter, and still is at heart. He seldom backs down when he should and overestimates his strength and endurance.

Geoffrey conveys the following information to the characters.

- A terrible string of bad luck or fate as fell upon him recently.
- These events started shortly after a former fellow adventure arrived for a meeting.
- Kyanise Ell, also known as the Winged Panther came to meet with him attempting to convince him to join her on another adventure.
- She explained that an object once belonging to her grandmother was lost, and she needed help to recover the object.
- After his heart lost the desire for adventure, his body soon followed.
- Kaynise felt spurned by this, and the two had a falling out.
- He received a letter the other day signed by the Winged Panther explaining that due his perceived selfishness she took his families mace and sold it off.
- It is imperative that the mace is found and returned as Geoffrey's seat on the city council is already in jeopardy due to the recent loses he has experienced.
- House Smith is prepared to offer 500 gp for any information leading to the Winged Panther and the return of the mace.
- Lord Geoffrey suggests the party visit the Staggering Goat as this was Kyanise's last known whereabouts.

About the mace

If the party asks about the mace, Geoffrey provides the following information.

- This mace is a family heirloom and enchanted.
- His father's father bore it into battle and with its blessing always returned home.
- It was told to him that the mace was found while tracking a murderer with a small group of soldiers from our home in the border kingdom to a burrow not far from there.
- Upon facing the foul beast, its true nature was discovered to be a vampire.
- In the most desperate moment of the battle, his grandfather was the only one left standing, and barely so. He called out both a prayer to the gods and a curse to the creature. That was when the light of the sun itself burst forth from the mace, destroying the vampire and blinding his grandfather. He crawled home, nearly dead and blind across miles of hills and through orc territory to make it home at last.

Part 2. The Peril of Rumors

Estimated Duration: 70 minutes

The Staggering Goat

Estimated Duration: 30 minutes

Following the directions that were given to you by Lord Geoffrey, you find yourself at the door of the Staggering Goat, a tavern, an inn for the more “rough” visitors of Hulburg. As you enter the building, a mug flies through the air and hits just to the left of you. Scanning the room, you see that none of the chairs or stools match. Upon closer inspection, it appears the tables themselves have been nailed to the floor as the sunlight through the windows glints off the silver metal heads embedded into their bases. This tavern has obviously seen its fair share of brawls.

The Staggering Goat is loud and busy as the party enters. Several of the patrons appear to be in heated conversations. Two human males are louder than the rest, and a successful **DC 13 Wisdom (Perception)** check by any party member overhears the argument is over whether or not they should have taken a job, as they now need the gold.

The party has several options at this point. They can approach the two men arguing, step up to the bar and speak with the barkeep, or gather information from the patrons.

1. Missed Opportunity

If any of the players choose to approach the arguing men, read the following:

The two men are obviously intoxicated as you walk up to the table. Due to their heated conversation, they don't even notice you approach.

“...And now we don't have the coin needed to get out of this blasted town” one of them yells as he slams his mug of ale on the table.

“Aye, but we're alive aren't we? That was a suicide mission if I'd ever heard of one. Just wanted us to charge into our deaths she did” slurs the other.

Kendar and **Bortax** are arguing over whether or not they should have turned down a job offer from the Kyanise. She had put a call for a crew in tracking down a tribe of goblins to recover a stolen object.

The two can be calmed down with a **DC 10 Charisma (Persuasion)** check or a spell-like *calm*

emotions and are willing to talk with a **DC 13 Charisma (Persuasion)** check. If anyone offers to buy drinks, these checks are made with advantage.

Development

- Kyanise was looking to hire a few individuals to track down a tribe of goblins.
- The tribe was supposedly camping in a cave north of here in the hills between Hulburg and Glister.
- Kyanise never told them exactly what was stolen.

Liquid Courage

If any member of the party wishes to attempt to intimidate either Kendar or Bortax they must succeed on a **DC 18 Charisma (Intimidation)** check made with disadvantage as the two are full of liquid courage. If they fail, have only the player that attempted the check roll for initiative against both Kendar and Bortax. Both use the **bandit** stats. After two rounds the three are separated by Angar, the barkeep, and all of them are kicked out and not welcome back. Rolls made by any other members that were at the table when this occurred are made with disadvantage while they remain in the tavern.

2. I'll Have What She's Having

If any party members wish to speak with the barkeep read the following:

Behind the bar, a stoic-looking goliath is scanning the room. He looks on edge as if he's ready to jump the bar and charge at a seconds notice. Despite this, he seems well aware of his surroundings. Without even making any eye contact with you, you're taken back when he flatly questions “What to drink?”

The barkeep, **Angar Steadyhand Kalagiano**, is one of the few individuals that can handle working the bar at the Staggering Goat. His size and experience in battle give him an advantage when dealing with the riffraff that often stops into the tavern.

Unless the members make a purchase, Angar will walk away, never making eye contact as he continues to scan the room. If at least one character orders a drink, he is willing to talk with a **DC 13 Charisma (Persuasion)** check. The DC decreases by one for each additional drink purchased.

Development

- A women by the name of Kyanise had a room in the inn but left a few days ago.

- She had spent several days putting together a crew to track down a tribe of goblins north of here.
- The day she left she seemed very upset. Muttered something about teaching someone a lesson about honor and standing by friends in their time of need.
- Before that last day, she was always in a good mood and would spend a pretty copper piece drinking and talk about stories of her adventures.

3. Working the Room

Have any party member that wishes to talk to or attempt to eavesdrop on those within the Staggering goat make an **Intelligence (Investigation)** or **Wisdom (Perception)** check. These checks are made with advantage if they are willing to buy drinks for whomever they're trying to gather information from.

Development

- **DC 10:** A woman was in recently offering a large payoff for anyone willing to be hired on for some expedition to the north.
- **DC 13:** The infamous Winged Panther hired a crew to track down a tribe of goblins in the hills just north of Hulberg.
- **DC 15:** You find someone that was hired by Kyanise. She informs you that she drank too much the night before the crew took off and missed her opportunity. They were headed to a cave about a day's travel north of here to recover a chest that was stolen by the goblins.

Goblin Gorge

Estimated Duration: 40 minutes

When the party has gathered all the information they need and are ready to head out read the following:

After an uneventful journey along the foothills, you find yourselves at the opening of a small canyon that heads east into the hills.

Have the party make a group **DC 10 Wisdom (Perception)** check. If at least half of the party succeeds, they notice several small humanoid footprints going both in and out of the canyon as well at least five sets of medium humanoid tracks heading in but none coming out.

Once the party begins into the canyon, have them roll another group **DC 13 Wisdom (Perception)** check. If at least half the party succeeds, they realize that canyon is eerily quiet.

The path leading through the canyon winds deeper into the hills. Large boulders jut from the ground casting shadows across the ground. After an hour of travel, you find yourself at the mouth of a large cave. Several bones and broken arrowheads are strewn about just inside the entrance.

A **DC 10 Intelligence (Investigation)** check reveals the bones to be an animal and the arrowheads to be of goblin make.

General Features

The general features of the cave are as follows:

Light and Visibility: The main chamber of the cave is illuminated by the sun up to ten feet in and is dim light to the back of it. The tunnels past the main chamber have no light, nor does the chamber where the prisoners are kept. The sleeping chambers are lit with a campfire.

Smells: The smell of rotting meat and damp air waft throughout the cave.

Terrain: The cave is solid and no difficult terrain throughout.

The main chamber is 30 feet deep by 30 feet wide with a 20-foot ceiling. At the far end of the cave are two tunnels, neither offering light from within.

A **DC 18 Intelligence (Investigation)** of the room finds blood splatters in the dirt and drag marks leading towards the tunnel on the right at the back of the chamber.

G1. Left is Right!

If the party takes the tunnel on the left, read the following:

After several minutes of traveling along this dark, winding tunnel you see the light coming from an opening further ahead on the left.

The party can attempt a group **DC 15 Dexterity (Stealth)** check to sneak up to the corner and look in. If more than half the party fails, the goblins in the room are prepared for them when they enter.

Bedrolls and piles of debris can be seen throughout the room along with several goblins all surrounding a large campfire with a large iron cauldron placed over it in the center of the chamber. The smell of cooking meat wafts through the air.

Four **Goblins** and one **Nilbog** are preparing a meal when the party comes across them. The goblins are not willing to share their meal and will fight to the death.

Adjusting the Encounter

Here is the recommendation for adjusting this combat. These are not cumulative.

- **Very Weak:** Remove 1 **goblin** and the **nilbog**
- **Weak:** Remove the **nilbog**
- **Strong:** Add one **goblin boss**
- **Very strong:** Add two **goblin bosses**

Treasure

The goblins have 50 gp between all of them.

G2. Right is Right, Right?

If the party takes the tunnel to the right, read the following:

This dark tunnel curves slightly to the right with a slight decline. After several minutes have passed, it opens up to a small ten-foot circular room. Four bodies are tied and huddled on the far side of the room, and several large crates and bags are piled throughout.

Development

The four bodies tied up are the part of Kyanise's hired crew. All are unconscious. A **DC 10 Wisdom (Medicine)** check is required to stabilize and wake them. Upon waking the party learns the following:

- The Winged Panther hired a crew of five to recover a chest that was stolen from a group of bandits during a raid by the goblins.
- The hired party had scouted out the area and only found a handful of goblins. However, when they made their move on the cave, they were ambushed by a dozen more.
- One of the members of the party is missing from this room.
- The party was directed to recover the chest and meet the Winged Panther at a predetermined location. If the characters ask for clearer directions, the hired crew hands over a map that indicates the location.
- The chest was to be used for negotiations for information, and they were directed not to open it. That's all they were told.
- The captives thank their rescuers offer what little gold they have and leave the cave.

Treasure

For rescuing hired crew, the four offer up 40 gp and the map with the location of where to meet with the Winged Panther. If the party searches the room, they find 10 gp and **potion of poison**. With a **DC 13 Intelligence (Investigation)** check, a small locked chest is also found. Opening the chest requires a **DC 13 Dexterity (Thieves' Tools)** to pick the lock. Inside the chest is a small rag doll with one button eye.

Part 3. The Peril of Parley

Estimated Duration: 60 minutes

DM note: The play of this section is entirely dependent on the actions of the party. It is important to read through each sub-section and be aware of the possible outcomes that can come about from the player's choices.

After leaving the goblins' cave, allow the players to travel until sunset and set up camp. Ask the party if they would like to determine a watch schedule and have each character on watch roll a **Wisdom (Perception)** check and determine the results from below.

- **DC 12** or less: You notice nothing more than a crisp breeze blowing from hills to the east and a dark sky with no moon.
- **DC 13:** The wind shifts briefly from the east to the west and carries the sounds of a high-pitched series of what sounds like laughter.
- **DC 15:** To the west, in the marshes of Thar, you make out faint dots of light, possibly campfires.
- **DC 18:** Your watch is filled with sounds of creatures in the marshland of Thar. High pitched laughter, howling, and war drums. Several campfires can be seen far out in the distance scattered about the horizon.

Vulture Hill

After the party has finished their rest and are ready to move out read the following:

Following the map for the better part of the day, you come to a trailhead leading up one of the hills. The mid-day sun has melted most of the frozen ground leaving a muddy kickback pathway winding back and forth. Loose rocks and large boulders make up the remainder of the hillside along with large trees still devoid of any foliage. Several large birds fly high overhead.

The party can choose to either take the trail or work straight up the hill, either way, will be difficult terrain but the path will take longer to traverse, and the party arrives at the top as the sun is setting.

General Features

The general features of the hillside and trail are as follows.

Light and Visibility: The evening sun still hangs high enough to provide well-lit light while working up the hill. If the party decides to take the trail the sun is setting and provides dim light once they reach the top.

Weather: While the sun is up it provides plenty of warmth. Once the sun sets, however, a crisp breeze blows on top of the hill lowering the temperature greatly.

Terrain: Regardless of which option the party takes, the trail or straight up the hill, the terrain is difficult.

V1. They Came From Above

After the party has climbed halfway up the hillside, regardless of which path they take, read the following:

The climb is proving to be grueling as you continue on your course upwards. The birds you saw earlier have been slowly circling closer, and a few of them have perched in the trees around you. Giant vultures sit, waiting for an easy meal.

After another ten minutes of travel, your audience has grown impatient and wishes to dine now.

Two **giant vultures** attack the party intent on making them super.

Adjusting the Encounter

Here is the recommendation for adjusting this combat. These are not cumulative.

- **Very Weak and Weak:** Remove 1 **giant vulture**
- **Strong:** Add 1 **giant vulture**
- **Very strong:** Add 2 **giant vultures**

V2. This is the Place

If the party took the trail for more than half the journey, read the following:

You reach the top of the trail as the sun sets below the hills. A crisp breeze begins to blow from the north. This is the location on the map that Kyanise said she would meet her hired crew, but she is nowhere to be found.

If the party traveled straight up the mountain for more than half of the journey read the following:

You've made good time up the hill, and the sun still provides ample light to survey the area. This is the location on the map that Kyanise said she would meet her hired crew, but she is nowhere to be found.

The trail brings the party to a sheer rock ridge 50 feet above the ground. The directions on the map state that once the hired crew had obtained the chest, they were to meet Kyanise here. The remains of a campfire and matted grasses from a bedroll

show signs that someone was here recently. A **DC 10 Intelligence (Investigation) or Wisdom (Perception)** check tells the character that this fire is no more than two days old.

The area looks like someone was here recently as the remains of a fire and signs of a bedroll are present. You search the area, and within a few minutes, you find a parchment folded and placed conspicuously under a rock near the fire pit.

“I have waited longer than I can. I must attempt the negotiations without the promised goods. If you’re still alive and arrive with the chest meet me in the cave below as soon as you can.

-The Winged Panther”

You look over the ridge to see the opening of a cave 50 feet down on the far side of the ravine, about 30 feet from the ledge you stand on. Two humans walk out, scan the area for a few moments and walk back in as light flickers from deep within the mouth of the opening.

If any member of the party spends time and a **DC 10 Intelligence (Investigation)** check, they will find a path that should easily allow the group to traverse the rock face safely. The party can also attempt to scale the face using other means. If they choose this option, have them make two **DC 13 Strength (Athletics)** checks, with advantage if using a rope. If they fail the first check, they take 3d6 **Bludgeoning** damage as they lose their grip and fall landing prone. If they fail they second check, they take 1d6 **Bludgeoning** damage also landing prone.

V3. A Thieves Den

The hired crew had informed the party that Kyanise was to meet with a group of thieves in order to maintain information relevant to her quest. This information was to be shared on one condition; she returns the chest that the goblins had absconded with.

If for any reason the party didn’t recover the chest, the information can still be obtained; it will just be more difficult.

Once all the party members are on the ground read the following:

A soft light flickers from deep within the cavern. Voices can be heard echoing off the rock walls within. Two guards pace back and forth just within the entrance.

If any of the party members fell while trying to scale down the cliff face, the guards are keeping an eye out for intruders and can’t be surprised.

If the party approaches at night, they have advantage on any stealth checks as long as the guards aren’t aware of them.

3a. A Pleasant Surprise

If the group successfully stealth’s up to the cavern read the following:

Looking inside the cave entrance, you see a large bonfire in the center of this 30-foot circular cavern. Several guards sit around the fire talking and laughing. The guards at the entrance have their back turned to you and are engaged in the revelry.

At the far side of the cavern, a set of rough-cut steps leads to another opening. A large man walks out with two wolves, one on each side.

“Any word yet on the Winged Panther?” the man bellows. Silence fills the room as he continues. Until I have that box and that woman back in chains everyone is to remain on the ready. Is that understood?”

A resounding “Yes Derdrick” immediately follows the man’s question. With that, the man turns and walks back into the secondary chamber with both canines on his heels.

Derdrick, a **thug**, is the leader of this band of thieves. The other four use the stats of **bandits**. Kyanise was here and attempted negotiations without the chest as she had promised. Derdrick locked her up for her failure in keeping her end of the deal, however, is known for her miraculous escapes, Kyanise slipped out while the thieves were sleeping. A search party has been dispatched to locate her, but none of them have returned yet, and Derdrick is beginning to lose his patience.

If combat ensues, Derdrick and both **wolves** join the fight after two rounds.

Adjusting the encounter

Here is the recommendation for adjusting this combat. These are cumulative.

- **Very Weak and Weak:** Remove both **wolves**
- **Strong:** Derdrick uses the stats of a **bandit captain**
- **Very strong:** The **bandits** use the stats of a **thug**

3b. Surprising No One

If any of the party members fell while attempting to scale the rock face read the following:

The only thing that can be heard as you approach the mouth of the cave is the crackling of fire as the light flickers from deep within the cave casting two shadows that loom ominously across the ground in front of you. Peering in you can see two people sitting between you and the fire. On the far end of this 30-foot, the circular cavern is a set of rough worked steps leading to dark entrance in the rock wall.

Two **bandits** stand on the other side of the wall waiting for the party to enter in order to ambush them. The two sitting by the fire are also **bandits** and have weapons drawn waiting for the ambush. Derdrick, a **thug**, and his two **wolves** wait quietly in the dark chamber within the cave and join combat immediately if it ensues.

Use the encounter adjustments from 3a. A Pleasant Surprise.

3c. Nothing to Fear

The party may decide as a group to approach the cave openly and talk with the bandits. Regardless of the time of day, or whether the guards were aware of their presence, allow the players to role-play their approach to the cave.

Once they have made themselves known, two of the guards will walk out and take a bead on the players with their crossbows, and demand to know what their business is. Derdrick, along with his two wolves, will meet with the party outside of the cave, his demeanor all dependent on the how the party announces themselves.

Any player can make a **DC 13 Charisma (Persuasion)** check to begin talks with Derdrick. This check automatically succeeds if they present the chest prior to making the roll. On a failure, Derdrick will turn away, ordering his guards to fire. The player may attempt this check again with disadvantage, or any other player can attempt without any penalties. Allow for advantage on the check with good roleplay.

If any player wishes to intimidate Derdrick or any of his band, they can attempt a **DC 19 Charisma (Intimidation)** check. If it fails, Derdrick orders an attack on the party and combat ensues. On a success, Derdrick talks but isn't as forthcoming with his information.

Development

If the party successfully opens a dialogue with Derdrick and gives him the chest, he is grateful and openly shares all information he has.

- The Winged Panther came to him a few ten days ago looking for a lead on an object that belonged to her grandmother.
- Derdrick and Kyanise have a history in the “occurring objects” business.
- Although he doesn't know exactly what it was that she was looking for, Derdrick has enough contacts throughout the Moonsea he was able to ascertain a lead.
- Kyanise showed up two days ago without the chest as promised. This wasn't the first time she had attempted to deceive him, and he wasn't going to let her back out of their deal.
- She promised that her crew would deliver the box as soon as they arrived.
- While she was locked up, he had told her that he had learned of a lead in Thentia.
- After she escaped, he had sent a small party to track her down through the marshes of Thar.
- He really has nothing against Kyanise, and in fact, respects her talents. He locked her up simply because he doesn't trust her.
- Derdrick offers his den and a hot meal for the adventures if they would like to rest before heading out.
- The chest contains a doll that he gave to his daughter the day she was born. The caravan that was making its way to this location was raided by the goblins. He was planning on sending his own men to recover it, but it just so happened that Kyanise needed a favor.

Dead Men Don't Talk

If the party kills the bandits without ascertaining any information from Derdrick, not all is lost. The party can spend some time searching the area. After a short time they notice several sets of humanoid tracks heading southwest from the cave and can follow them into the marshland of Thar.

Treasure

The bandits have 60 gp between all of them. Derdrick has 10 gp and a **potion of hill giant strength**. If the party leaves Derdrick on good terms, he will offer the potion to them stating “To catch the Winged Panther, you'll need a little more strength.”

Part 4. The Peril of the Land

Estimated Duration: 60 minutes

Through the Muck and Mire

The journey from the thieves den to Thentia will take several days travel by foot straight through the heart of Thar. The Great Gray Land of Thar is home to many beasts, and many have lost their lives traveling through the tall grasses and swamps. Little to the party's knowledge, shortly after entering the area their scent is picked up by a pack of gnolls.

When the party is ready to leave Derdrick and his crew, or once the party has picked up Kyanise's trail, read the following:

The journey through Thar is several days, and you've heard stories of the beasts that inhabit the Great Gray Land. One of the benefits of soft ground is how easy it is to spot footprints, especially when one is on the run. As you follow the Winged Panthers trail, you hear war drums in the distance just as a cool breeze hits your back sending shudders up your spine.

General Features

The general features of the Thar are as follows:

Light and Visibility: The sun is blotted by clouds for the player's journey through the marsh, but this does not affect normal visibility. Rainstorms can come out of nowhere while in Thar and **Perception** checks that rely on sight have disadvantage while it is raining.

Weather: The clouds are thick for most of the journey, and a slight drizzle is constant, save for when the sky opens up, and heavy rains fall.

Terrain: Thar is a fast stretch of gray stones, jutting boulders, and marshy wetlands. Plant life consists of brown-gray grasses, the occasional pine shrub, and dead or dying trees. The ground is moist and muddy but does not create difficult terrain.

Although there is only one combat encounter in this section, describe three days of travel as they move through the moor, having the party make camp each night. There are plenty of things that go bump in the night, and this is a great way to instill a sense of dread within the players. Have the character that is on watch roll a **Wisdom (Perception)** check and use the following table for results.

- **DC Less than 8:** A slight breeze blows on this moonless night. Although quiet, you have a sense of dread you can't shake.
- **DC 8:** In the distance, you hear the war drums of orcs.

- **DC 13:** War drums beat off and on through your watch. The sound of high pitch laughing carries on the wind; a little too close for your comfort.
- **DC 15:** With the random beats of the war drums, and the insidious, high-pitched laughter, every bending read in the dark draws your attention. That's all it is though right? The wind blowing through the reads?
- **DC 18:** You can't shake the feeling that something is watching you, hunting you. You hear the weeds rustle behind you, but nothing is there as you turn around.

Time is the Enemy

If you find yourself pressed for time, you can opt to have just one night of watch instead of instead of three. Alternatively, if you find yourself needing to stretch out this section a little longer, you can include another day or two.

Hazards of the Land

The first three days of travel through Thar are devoid of any combat. However, that doesn't mean it's safe. Use the following during those three days in any way you wish, or not at all if time is limited.

The Speaking Stone encounter is the one exception if there are any **Emerald Enclave** members in the party as this fulfills their faction quest.

The Speaking Stone

At high sun on one of the days, the party comes across a peculiar stone. This is the stone that members of the Emerald Enclave where to be on the lookout for. To call it a stone would be an understatement as it is more of a boulder.

The base of the rock is six feet across standing almost as high and is mostly spherical with a few irregularities. The weight of the stone is about 500 pounds and next to impossible to move.

While traversing one of the many bogs throughout this desolate stone wasteland, the tall reeds suddenly give way to a clearing roughly 20 feet in diameter. Sitting in the center of this large dead space sits a very large, mostly spherical stone. Etched into it are strange markings.

Members of the Emerald Enclave recognize this as the speaking stone described to them by their faction leaders.

If any member of the group would like to investigate the rock a **DC 18 Intelligence (Arcana)**

check reveals that there is a faint aura of magic radiating off the stone.

The markings are not recognizable, even with magic, and any history checks fail automatically.

Getting Lost

Without the aid of any abilities or magic, getting lost in the expanse of Thar is easy to do. Two **DC 13 Wisdom (Survival)** checks will have to be made while tracking Kyanise. Have one party member make one in the morning and have one member make one throughout the day. If the checks fail, all members of the party will have disadvantage on any checks or saving throws until a successful check is made.

Quicksand

Quicksand pits are prevalent throughout the marshlands that are scattered throughout the stony terrain. A quicksand pit is a 10-foot square by 10-foot deep. Noticing the quicksand requires a **DC 15 Wisdom (Perception)** check. If a player fails to see the area and enters it, they sink 1d4+1 feet into the quicksand once they reach the center of it and become restrained. At the start of the player's turn, they sink another 1d4 feet. As long the player isn't completely submerged it can escape with a **Strength** check. The DC for this 10 plus the number of feet the player has sunk. A player that is completely submerged can't breathe and begins to suffocate.

Any other player can use their action to attempt to pull out the stuck player if they are within range by making a **Strength** check. The DC for this is 5 plus the number of feet sunk.

Hidden Pits

Despite the dangers, many hunters and trappers work the Gray Lands. Pit traps are scattered on most of the heavily used game trails.

Spotting these traps requires a successful **DC 15 Wisdom (Perception)** check to discern the variation in the ground cover. On a failure, the ground gives way, and the character takes 2d6 bludgeoning damage as they fall 20-feet.

Heavy Rains

The sky is constantly cloudy, and a slight drizzle is persistent throughout the journey, but without any warning, a heavy rainstorm can appear. During heavy rain, any checks that rely on sight are rolled with disadvantage.

Gnoll one Invited You

On the last day of travel, the party is ambushed by the pack of gnolls that has been following them.

During this day, the party should not encounter any traps, and they automatically succeed on their check to track Kyanise.

After the party has spent a few hours of travel read the following:

As you continue to trudge through the muck and mire of the marsh, you begin to question whether any color other than gray exists anymore. A loud, high-pitched series of laughs break your thoughts however as two arrows fly through the group, one from your left and right.

You hear the reeds all around you rustle with great force. As you spin around to see where the arrows are coming from you find yourself staring a hyena, only this one is standing on his hind legs and taking a bead on you with its bow.

You move to avoid the hit and see several more of these creatures coming from the direction you were walking, short swords drawn.

Turning to move back the way you came you realize you are surrounded, only the ones coming at you from the East are nothing more than bone and rotting skin.

Two **Gnoll Hunters** are attacking from the North and the South. Approaching from the West are two **Gnolls** and from the East two **Gnoll Witherlings**.

Adjusting the encounter

Here is the recommendation for adjusting this combat. These are not cumulative.

- **Very Weak:** Remove one **gnoll hunter** and both **gnoll witherlings**.
- **Weak:** Remove one of each monster
- **Strong:** Add one **gnoll** and one **gnoll witherling**
- **Very Strong:** Add two **gnolls** and two **gnoll witherlings**

Treasure

One of the gnolls carries a jeweled decanter worth 40 gp. One of the gnoll hunters has a **javelin of lightning**.

Part 5. The Peril of the Panther

Estimated Duration: 20 minutes

After the combat encounter, the party may wish to take a long rest. If the party chooses to do so, have them roll perception checks and compare the results with the table from the previous section. If the party decides to continue forward without making camp, they arrive in Thentia as the sun is setting.

After several hours of travel, a cityscape begins to come into view. Thentia is a crude and rough city. As you enter the open gates within the walls, a fresh breeze meets your nose coming from the south wind blowing across the Moonsea.

Once the party enters Thentia, allow them to search the city. Thentia is a large metropolitan city, and adventuring gear costing less than 50 gp may be purchased within the walls of this city.

Have the party roll a DC 10 **Intelligence (Investigation)** check, with advantage if in a tavern or inn. If at least half the party succeeds they come across rumors of a woman recruiting a party of adventures for perilous personal matter and is willing to pay finely. She can be found in the Barking Eel Inn.

You've learned that the Barking Eel Inn is the place on this side of the Moonsea to find work, or in Kyanise's case, hired hands. Entering the inn, you're presented with a sordid tavern. Mostly humans occupy this room; however, you glance about the area and see a spattering of other races. Hushed whispers are all that can be heard as deals are made, and coin exchanged.

In the far back corner of the tavern, you see a cloaked female scanning the room, stopping on your party. She beckons you to her.

"You must be the ones answering my call for aid. Sit, we have much to discuss."

She motions towards the barkeep, and within minutes a tankard of ale sits in front of each of you.

If any character demands to know where Geoffrey's mace is, she becomes defensive. Have the character roll a DC 15 **Charisma (Intimidation)**. On a successful check she informs the party that it's safe and is willing to give it over if they can assist her.

Development

Kyanise shares the following information with the characters.

- Kyanise is looking for adventurers to search for and recover a personal item that was taken from her.
- She has recovered the information as to its location in an old abandoned abbey.
- She has sold the mace belonging to Geoffrey as punishment for him not helping her.
- She felt spurned when he decided not to assist her.
- She's willing to trade the information of its location only if the party agrees to help her.
- Kyanise requests the party to meet her at a dilapidated barn at a specified time in order to learn the details of her mission.

Persuading a Panther

For the Harpers in the party to complete their quest have them perform a **Dexterity (Stealth)** check contested by the other members **Passive Perception** in order to talk to Kyanise alone. Allow for advantage if they offer up any kind of distraction or good role play.

Once the party has successfully pulled Kyanise aside in secret, have them read the Harpers Lament (Players Handout 1) and roll a DC 13 **Charisma (Persuasion)** check. Allow for advantage if they bring up her grandmother. If successful Kyanise tells the faction members, her grandmother believed deeply in their goals, and maybe it's time she followed in her footsteps.

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
Bandit	25
Bandit Captain	450
Giant Vulture	200
Gnoll	100
Gnoll Hunter	100
Gnoll Witherlings	50
Goblin	50
Goblin Boss	200
Nilbog	200
Thug	100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Geoffrey's Offer	500

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

The **maximum** total award for each character participating in this adventure is 1200 **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
Geoffrey's Offer	500
Goblins	50
Crates	40
Gold with Chest	10
Bandits	60

Derdrick	10
Jeweled Decanter	40

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*.

Potion of Hill Giant Strength

Potion, Uncommon

A description of this item can be found in the *Dungeon Master's Guide*

Potion of Poison

Potion, Uncommon

A description of this item can be found in the *Dungeon Master's Guide*

Javelin of Lightning

Weapon (Javelin), Uncommon

A description of this item can be found in the *Dungeon Master's Guide*. This item can be found in **Player Handout 2**.

Renown

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

Members of Harpers who are successful in convincing Kyanise to join the faction earn an additional renown **one additional renown point**.

Members of Emerald Enclave that find the Speaking Stone earn **one additional renown point**.

DM Reward

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

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Lord Geoffrey of the Smiths: Geoffrey is the head of the merchant house of the Smith's. He is a proud but caring man who makes sure his workers are taken care of. He has been losing money due to the blight and is at risk of losing his seat on the Merchant Council.

Sir Ragnall the Long: Ragnall comes from a long line of warriors. His family is also known for the construction of longboats, the source of their surname. Sir Ragnall swore his arms to his close friend Geoffrey and took this role seriously. He is first protector, then advisor, and finally friend to Geoffrey.

Kyanise Ell: Kyanise was a childhood friend of Geoffrey. They shared many adventures and a brief romance. She has a secret identity as the Winged Panther and seeks out great and hidden treasures. She feels slighted after Geoffrey recently refused to go with her to recover a memento from her grandmother.

Kendar and Bortax: Brothers in arms and by birth, these two are struggling mercenaries, always on the lookout for the next job. While Kendar is always up for any piece of gold that comes their way, Bortax is a little more level-headed and prefers to take jobs he can walk away from.

Angar Steadyhand Kalagiano: Forced to give up a life of battle due to a severe injury, Angar found himself at home in the rough and tumble tavern and inn of The Staggering Goat. Here he found he can still use his keen observation and honed combat skills to maintain some sense of peace amongst its scrupulous patrons.

Derdrick: Derdrick is a well-known thief within the Moonsea area and has worked with Kyanise on many jobs. He is currently the leader of a new guild of thieves hiding in hills north of Hulburg.

Appendix. Monster/NPC Statistics

Bandit

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

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

Bandit Captain

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

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

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

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

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Giant Vulture

Large beast, neutral evil

Armor Class 10

Hit Points 22 (3d10 + 6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 9 (2d6 + 2) slashing damage.

A **Giant Vulture** has advanced intelligence and a malevolent bent. Unlike its smaller kin. It will attack a wounded creature to hasten its end. Giant vultures have been known to haunt a thirsty, starving creature for days to enjoy its suffering.

Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses Darkvision 60ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150 ft./600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Gnoll Hunter

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses Darkvision 60ft., passive Perception 13

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150 ft./600 ft., one target. *Hit:* 5 (1d8 + 2) piercing damage and it's speed is reduced by 10 feet until the end of its next turn.

Gnoll Witherling

Medium undead (gnoll), chaotic evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses Darkvision 60ft., passive Perception 7

Languages understands Gnoll but can't speak

Challenge 1/4 (50 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the noll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The witherling makes two attacks: one with its bite and one with its club, or two with its club.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage

Reactions

Vengeful Strike. In response to a gnoll being reduced to 0 hit points within 30 feet of the witherling, the witherling makes a melee attack.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin with 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Nilbog

Small humanoid (goblinoid), chaotic evil

Armor Class 13 (leather armor)

Hit Points 17 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	15 (+2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Innate Spellcasting. The nilbog's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *mage hand*, *Tasha's hideous laughter*, *vicious mockery*

1/day: *confusion*

Nibogism. Any creature that attempts to damage the nilbog must first succeed on a DC 12 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action praising the nilbog.

The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Reversal of Fortune. In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

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

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

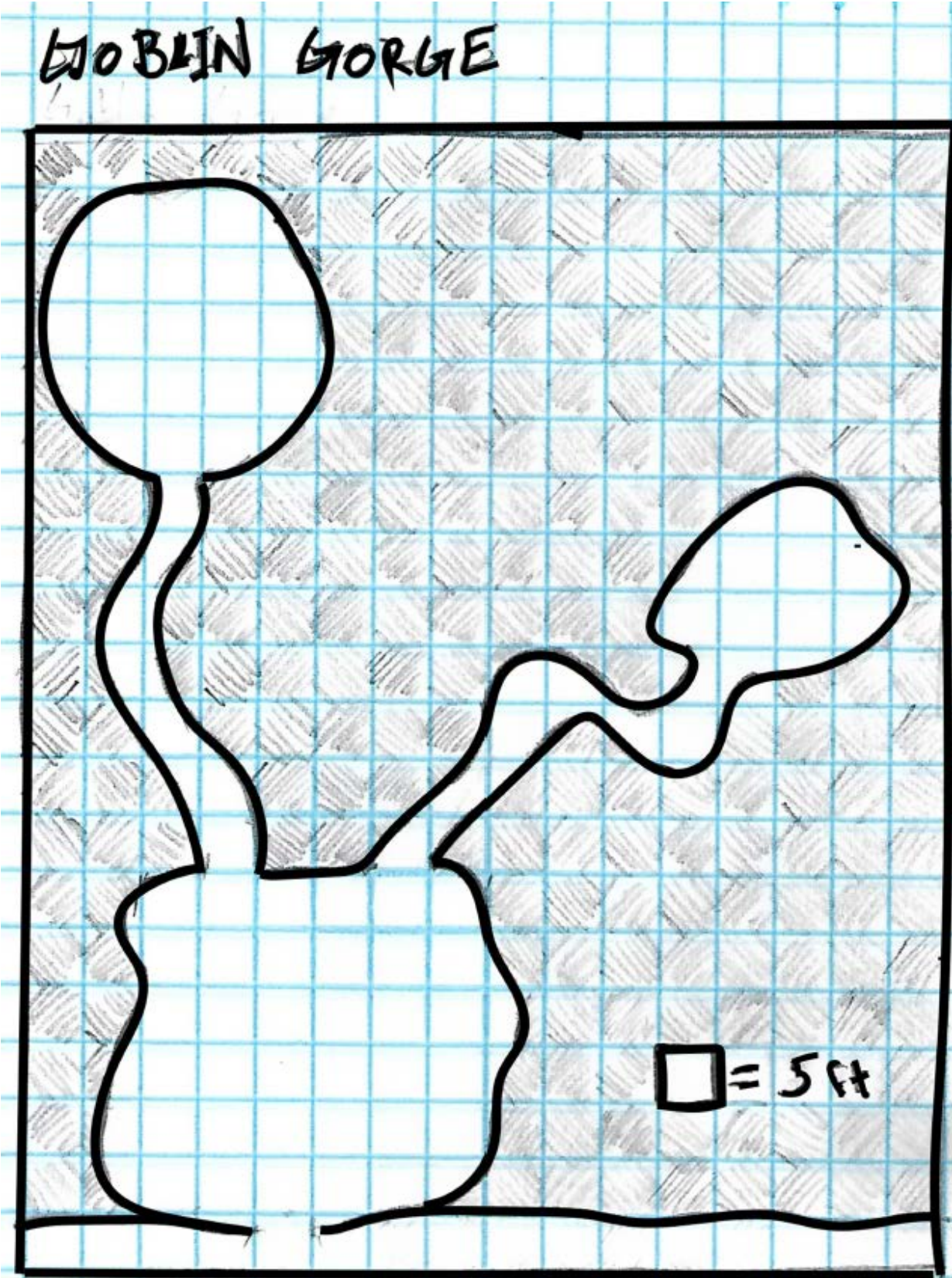
Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

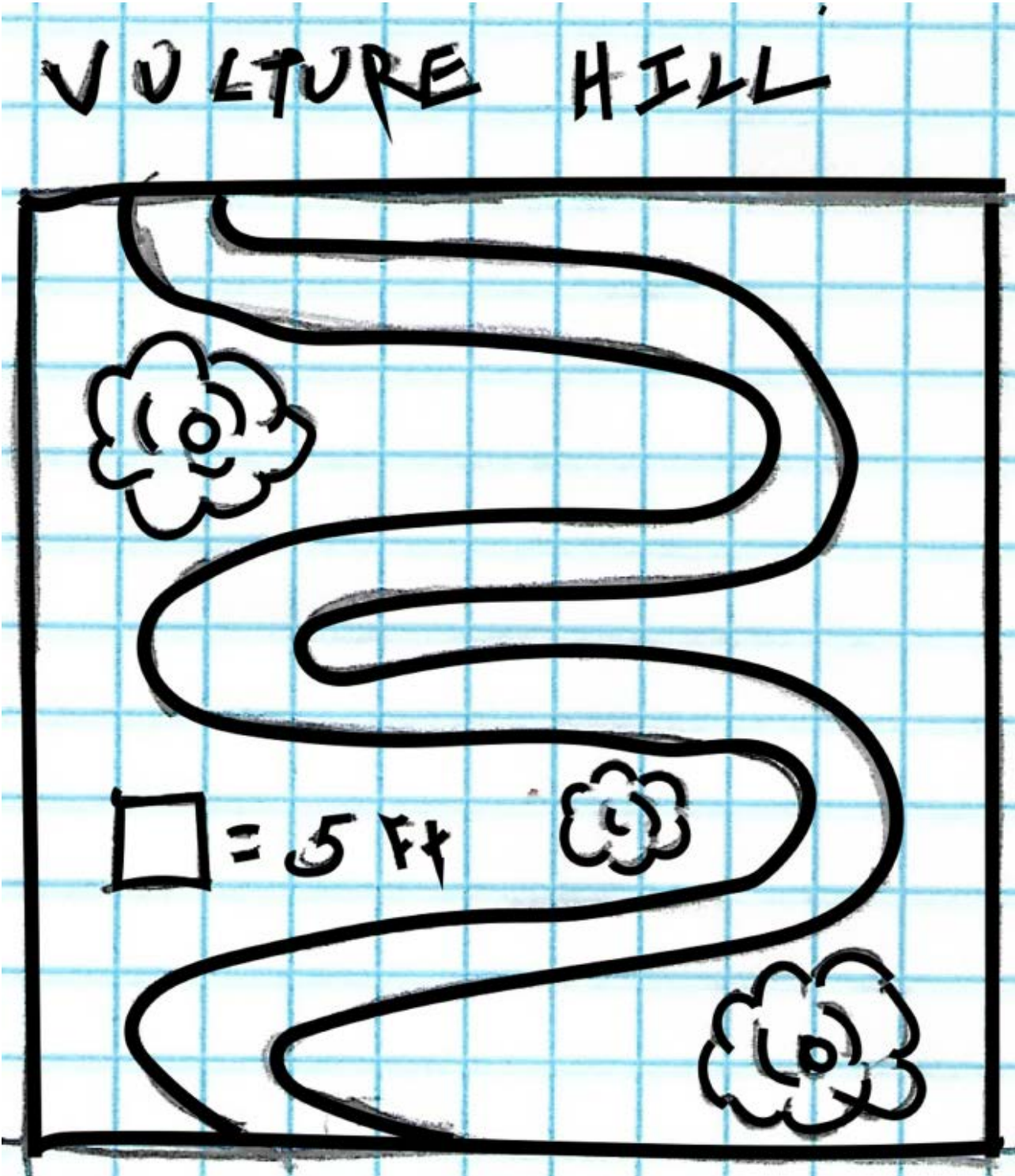
Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

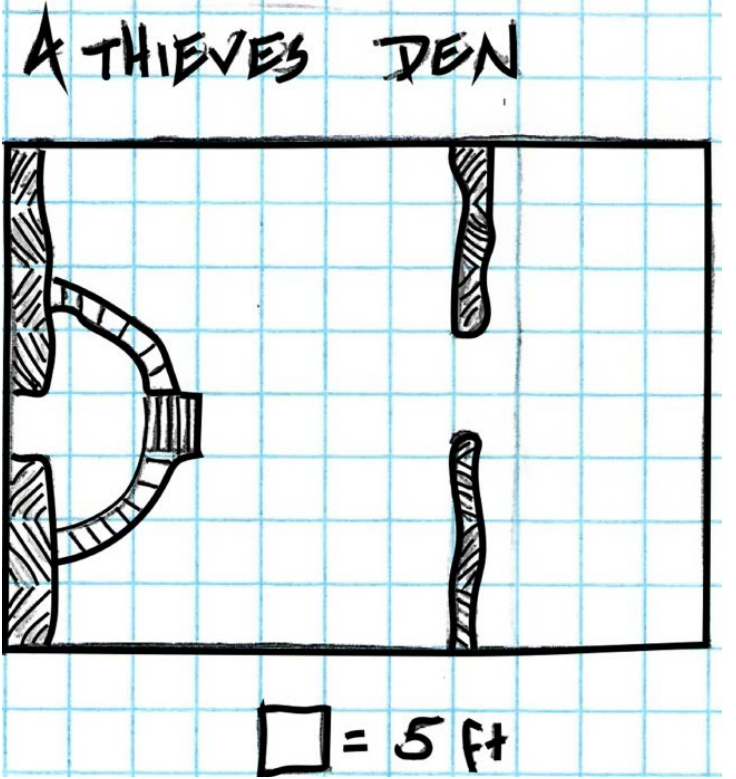
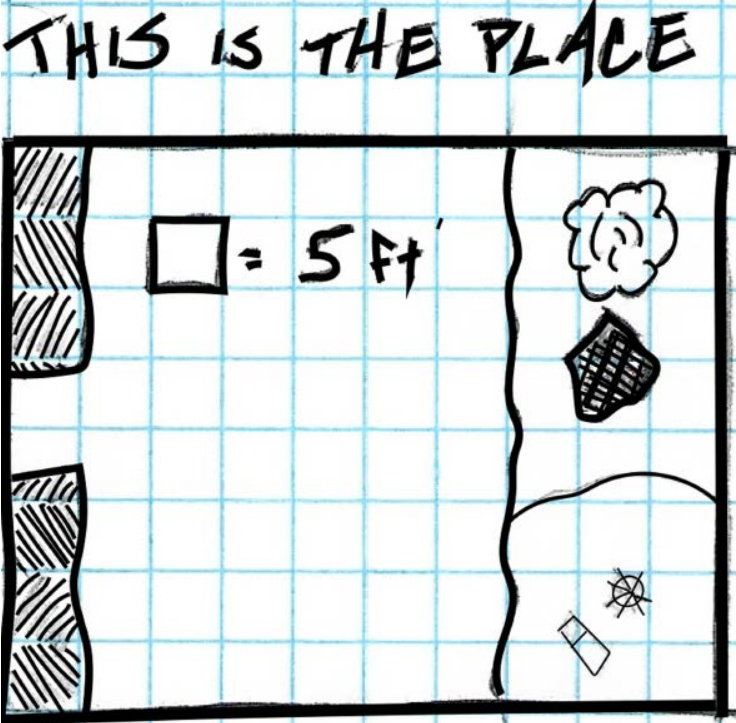
Appendix. Goblin Gorge



Appendix. Vulture Hill

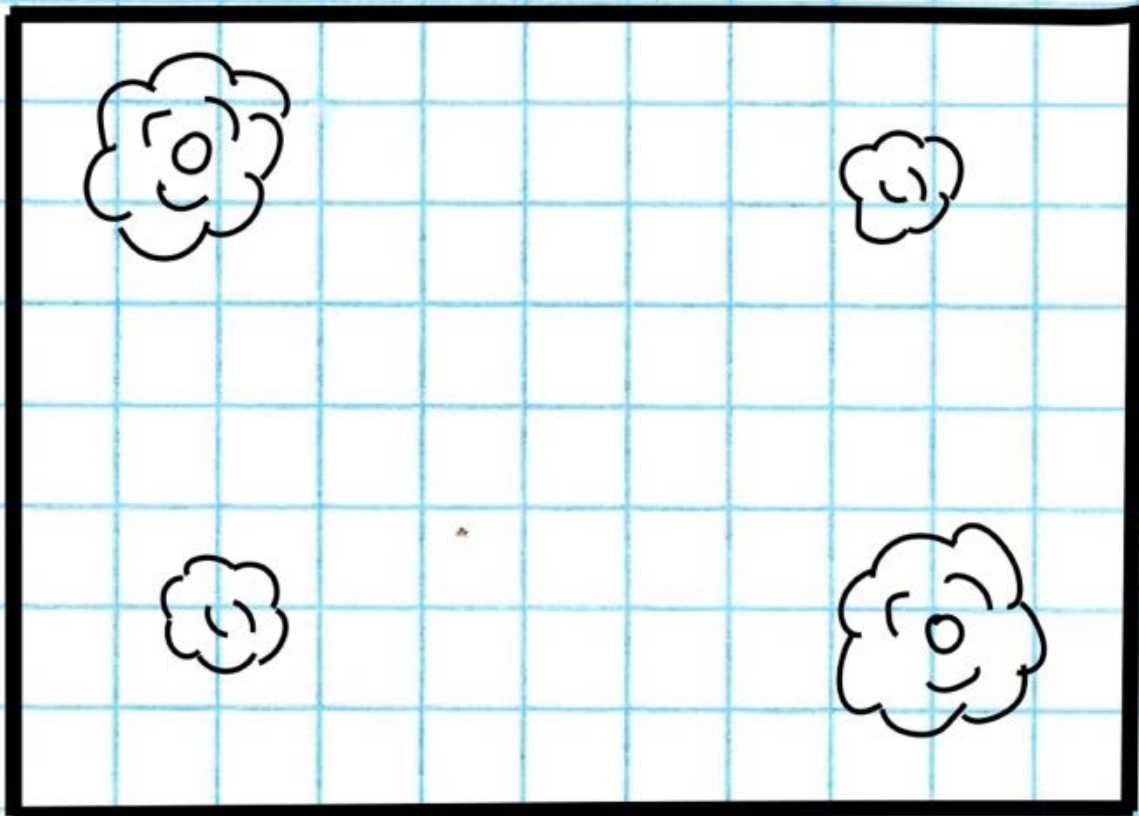


Appendix. A Thieves Den



Appendix. Gnoll One Invited You

GNOLL ONE INVITED YOU



□ = 5 ft

Player Handout 1. Harper
Ballad – Last Lament

*My life goes on, down endless days
It's been too long since I've seen your
smile*

*And now darkness around me doth close
Far off I can hear you singing*

*Death comes for me, with thirsty
swords
It's been too long since I've seen your
smile*

*No way out, doom comes to me
Far off I can hear you singing*

*If the gods would hear me, I'd cry out
It's been too long since I've seen your
smile*

*I never meant to fall by you unseen
Far off I can hear you singing*

*It comes swiftly now, sweeping me away
It's been too long since I've seen your
smile*

*Everything fades, and I am gone
Far off I can hear you singing*

*Mourn me not, my dear love, though
It's been too long since I've seen your
smile*

*Far off I can hear you singing
Sing high, sing clear and then listen,
dear
You'll be hearing me, long after I'm
gone*

In your dreams, my voice will live on.

*Far off I can hear you singing
Through my taxes, my voice lives on*

Player Handout #2. Magic Item

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

Javelin of Lightning

Weapon (javelin), uncommon

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

This item can be found in the *Dungeon Masters Guide*.

Mount Ogden Adventures



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Rocky Mountain RPG Guild



Rocky Mountain RPG Guild
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CCC-SALT02-01 Mulmaster Meddlings
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CCC-SALT02-03 The Tower in the Valley