ADVENTURERS LEAGUE

THE KING OF THAR

A 2-HOUR ADVENTURE FOR TIER 1 CHARACTERS

THE KING OF THAR

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

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Rumors have surfaced of the return of Vorbyx, legendary King of Thar. The characters are hired to travel from Melvaunt deep into the humanoid-infested wastelands of Thar to ascertain the validity of the rumors and deal with the threat.

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The King of Thar

Much of what is known of Vorbyx is rumor and superstition.

— Abrogast the Sage

Background

Over a millennia ago, **VORBYX**, the first (and last) **KING OF THAR**, united the disparate orc and ogre tribes of Thar. He ruled for many orcish lifetimes. Both ogres and orcs claim that he was one of them, but the truth is shrouded in time.

ABROGAST, a half-orc refugee from **HILLSFAR**, survived the recent purges of all non-humans from that city and made his way to **MELVAUNT**. There, he discovered the wonders of **GOND**, and a home to his studious nature. Now known as Abrogast the Sage, he has made the study of Vorbyx his life's work.

Abrogast has heard rumors of the return of Vorbyx. Supposedly, someone is attempting to gather an army under the legendary king's banner, unifying the tribes of ogres, orcs and goblinoids. If this news is true, it would be disastrous for to city of Melvaunt, which lies on the southern border of Thar on the Moonsea. The prosperous city would surely be the first target of such a horde, but Abrogast needs proof before he brings his suspicions to the Council of Lords.

Episodes

This adventure is spread over four episodes that take approximately two hours to three hours to play.

Episode 1: Abrogast the Sage. In Melvaunt, the characters are hired by Abrogast the Sage, priest of Gond and an expert on the history of Thar and its humanoid residents. Abrogast is a portly and learned half-orc, and a refugee from Hillsfar. They also meet a potential fellow adventurer, Daglyn Goodale, a dwarven ranger with an intense hatred of orcs and their kin. This is the **Call to Action**.

Episode 2: To Flee or Fight? On their way to the possible location of Vorbyx, the characters come across a company of hobgoblins, fleeing from being conscripted into the army of Vorbyx. Will they ambush the creatures, or attempt to parlay with them in hopes of gaining information?

Episode 3: The Lair of King Vorbyx. The characters find the lair of King Vorbyx, which is filled with puzzles and traps, as well as some nasty foes. The characters find out the truth behind the so-called king. Can they defeat the Mighty Vorbyx and his henchmen?

Episode 4: The Humorous Truth. The characters share their findings with Abrogast, who finds no end of merriment at the news.

Episode Sequence

Depending on your time constraints, and play style and environment, this adventure will take approximately two hours to three hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours.

Main Story Objective. To complete the adventure's main objective, the characters must participate in Episodes 1 through 4.

Adventure Hook

The characters may already have their own reasons for being in Melvaunt, but if not, use the adventure hook below to draw them into the story.

Adventurers for Hire. Abrogast has placed fliers in various high-traffic areas: the docks, the market, the slave pens, advertising for adventurers to take on the dangerous mission into Thar to find the truth of the rumors. See **Appendix 2: Player Handout A** for more information.

Episode 1:
Abrogast the Sage

Expected Duration: 15 minutes

As the characters gather in front of The Purple Portals, the temple of Gond in Melvaunt, have them introduce themselves to each other. This is also where they meet **DAGLYN GOODALE**, a shield dwarf ranger, seeking to hire on.

When the party is ready to proceed, they are escorted by an acolyte to see Abrogast. The acolyte leads the characters past clanking workshops warm from the heat of many forges and kilns and damp from hissing steam. After entering a quieter part of the temple complex, the acolyte opens a door to a well-appointed library, where a portly half-orc in robes sits, various writing instruments hanging from his purple sash. The half-orc does not seem to notice the party at first, but after being announced by their escort, he looks up and exclaims, "*Oh my, many pardons*!" He then rises from the table to move various stacks of books so they can be seated.

Area Information

Melvaunt is a city of industry. Areas near the docks are often shrouded in mist, and the sounds and smells of metal-smithing lay in a pall over the city.

The Purple Portals, a temple of Gond, is a sprawling complex with a mish-mash of experimental architecture housing areas of crafting and learning.

Terrain. The cobblestone streets of the city are even and well maintained to facilitate trade.

Weather. Light mists shroud the city.

Smells and Sounds. Industrial smells waft by on errant breezes, and the smithing sounds of metal on metal ring out at random.

Roleplaying Daglyn Goodale

Daglyn is a dwarven ranger. He is hearty, loud, and boisterous. He is also very good at what he does. And he harbors an intense hatred of orcs, ogres, and all goblin-kind. He is looking forward to the opportunity to travel into Thar and kill some orcs and ogres, ending their pitiful excuses for lives and preventing future generations from being born. To him, the only good orc is a dead orc. However, he is not so blind in his hatred that he ignores good tactics and stealth. He is also wise enough to know when he is outnumbered and outmatched, if such were come to pass. Daglyn uses the **scout** statblock, with the following changes:

- Daglyn uses handaxes instead of shortswords
- Daglyn knows Dwarvish, Orcish, and Goblin in addition to Common.

Quote: "Half an orc is half an orc too many!"

Roleplaying Abrogast

Abrogast grew up on the streets of Hillsfar, and fled the city along with other non-humans when it instituted its Great Law of Humanity. He ended up settling in Melvaunt, and barely avoided its slave pens. Still facing the prejudices of the populace because of the city's proximity to Thar, he was able to find work at the forges of the Temple of Gond. Learning to read from one of the priests, he began to spend time in the temple's grand library, becoming lost in its vast stores of knowledge. He was intrigued by stories of King Vorbyx of Thar, and his seeming inconsistencies: savagery and intelligence, unifying the orcs and ogres, and a lifespan that encompassed multiple of their generations.

The priests found that despite his heritage, he had a ready mind. Grateful to Gond and his followers, he began to worship in earnest, completing the necessary training to become a full-fledged priest. Abrogast has since thrown himself full force into his studies, and as a result, he has become a little unused to dealing with actual people. His lack of physical activity has also resulted in his body going to fat.

Quote: "Oh, you're still here."

A Call to Action

Once Daglyn sees that Abrogast is a half-orc, he curses and says, "*Bah! I'll not work for no orc!*" and storms out of the temple. With a sad look at Daglyn's retreating back, Abrogast shares the following information with the characters:

- Long, long ago, King Vorbyx of Thar united the warring tribes of orcs and ogres into a unified kingdom.
- No one is sure what sort of creature Vorbyx was. Some say ogre, some say orc, some say something else entirely. What is known is that Vorbyx lived for more than the lifespan of an orc or ogre.
- Thar is a desolate wasteland, home to all sorts of dangerous humanoids.
- Rumors have reached Abrogast of someone claiming to be Vorbyx reborn, and this entity is gathering armies to its side. Whether or not this is truly Vorbyx, or merely some pretender, it spells bad news for the city of Melvaunt, as a horde of orcs and ogres would be the doom of the city. If there is truth to the rumor, the city needs to know as soon as possible, so it can prepare for the threat.
- There is a plateau about 40 miles to the northeast of Melvaunt known as Vorbyx's Watchpost. Legend says it was the King's home when he was consolidating his power. If history is repeating itself, it would be a good place for the characters to begin their search. Also, the plateau makes a good landmark to guide them.

Treasure

Abrogast can offer the characters a *potion of healing* and a *spell scroll of comprehend languages* as payment for undertaking the task. With a wink, he adds that the potion may come in handy in the dangerous wilds of Thar.

Continuing the Adventure

As the characters exit the temple, Daglyn approaches them and ask them about their mission. He will not work for Abrogast, but he is interested killing orcs in Thar. If he is told about the mission, he offers to come along. He has no desire to see an army gather in Thar, and would be happy to help put down the threat if one exists. He requires no payment. The opportunity to kill some orcs, and maybe an ogre or two, is good enough for him.

Daglyn will NOT journey with the group if it contains any half-orcs or any of the "monstrous" races from Volo's (orcs, goblins, hobgoblins, bugbears, kobolds).

Adding an NPC

Adding Daglyn to party has the potential to affect the difficulty of each combat encounter. If your table has six or seven players or a large number of 4th-level characters, you may want to forgo this option and leave Daglyn out of the story altogether.

Episode 2:
To Flee or Fight?

Expected Duration: 30 minutes

As the group completes its first day of travel in Thar, they come across a company of **five hobgoblins** led by a **hobgoblin captain**. The hobgoblins are travelling through a shallow depression between hills to stay out of the sun, and the character are on the other side of the hills when they encounter them, making for an excellent ambush, if they should so choose. The hobgoblins are not marching with their usual precision, and do not display the regimental order for which they are known. If he is with the group, Daglyn automatically notices this, but does not share the information with the characters unless asked. If asked, he gives his honest opinion. The characters can notice the same thing with a successful DC 13 Wisdom (Insight or Survival) check.

If the characters simply listen to the hobgoblins as they pass by, they will overhear fearful mentions of "Vorbyx.". If the characters succeed the check by 5 or more, they also notice that the hobgoblins seem nervous and keep looking behind themselves, as if they are fleeing from something. The characters can talk with the hobgoblins instead of attacking, and the hobgoblins are more than happy to parlay, as they feel they do not have the manpower or time to fight. However, if attacked, they fight to the last. Better to go down fighting than face what is behind them. Daglyn, of course, advocates for ambushing the hobgoblins while there is a chance, though he will defer to the party if overruled.

Area Information

Thar is a desolate wasteland, and home to marshlands and cold plains.

Terrain. Lonely plains broken by low-lying marshes and low hills.

Weather. Cold winds push scudding clouds across the sky.

Light. Normal light levels.

Smells and Sounds. Rotting vegetation and animal cries.

> ### Adjusting the Encounter
> Here are recommendations for adjusting this combat encounter. These are not cumulative.
>
> - **Very Weak:** Remove the **hobgoblin captain** and a hobgoblin
> - **Weak:** Remove the **hobgoblin captain** and add a **hobgoblin**
> - **Strong:** Add two **hobgoblins**
> - **Very Strong:** Add a **hobgoblin captain** and three **hobgoblins**

If the group parlays with the hobgoblins, or if they take a prisoner and interrogate him, they can find out the following information. However, note that the leader speaks both Common and Goblin, but the rank and file only speak Goblin. Daglyn also speaks Goblin (and Orc), so he can translate if needed. However, the group may not trust him to do so, as he mixes jibes, insults, and threats in with his translations.

- The hobgoblins are fleeing from Vorbyx.
- Vorbyx is trying to gather an army, although he is only in the beginning stages of this.
- Vorbyx styles himself as "Vorbyx the 12th."
- Vorbyx is a monster that can control minds, and they are terrified of him. Impress upon the players the level of their terror. The thing that scares them the most is the controlling of their minds. The hobgoblins are a proud people, and have no wish to be anyone's mindless slaves. They are happy to serve a superior master, but the loss of control of their minds terrifies them.
- Some of the regular hobgoblins were already serving Vorbyx when their captain freed them from his control.
- Other than what they have already shared, they do not know what manner of creature Vorbyx is. Some of them think he may be some sort of shape-shifter, but if there is more than one of them, they argue about this point.
- If the characters tell the hobgoblins that they are going to confront Vorbyx, they give them directions to Vorbyx's lair, which is not in the Watchpost. They are happy to let the characters deal with the threat.
- If allowed to live, they swear not to betray the characters or molest them in any way. They mostly want to be allowed to go on their way and flee.

Treasure

The hobgoblins have no treasure other than their gear. They fled with what was on their backs.

Continuing the Adventure

If the party does not leave any hobgoblins alive to point out the path forward, they can follow their tracks back with a successful DC 10 Wisdom (Survival) or Intelligence (Investigation) check. The hobgoblins were moving with haste and making no attempt to hide their tracks.

If Daglyn is with the group, he can point out the tracks as well. He also takes the opportunity to point out that the hobgoblins were not their normal regimented selves, and seemed to be fleeing from something with all due speed.

Episode 3:
The Lair of King Vorbyx

Expected Duration: 60 minutes

As the party follows the hobgoblin's tracks, they come around a low hill and see another larger hill before them. In the side of the hill yawns a cave entrance, over 10 feet wide. The tracks lead directly into it. This is the lair of King Vorbyx and his minions.

General Features

The cave complex is twisting and turning. Some traps have been added.

Terrain. The ceilings average 12 feet tall. The ground is uneven, but not rough enough to be difficult terrain.

Weather. The cave is damp.

Light. Other than noted below, there is no light other than what the characters bring with them.

Smells and Sounds. Sulphur and decay.

A. Entrance Chamber

A tripwire covers the entrance to this chamber. It can be detected with a successful DC 14 Wisdom (Perception) check. If tripped, it activates an alarm of clanking metal objects in the room beyond, waking the guards.

Two orcs lazily stand guard within this chamber. Unless wakened by the alarm, they have disadvantage on Wisdom (Perception) checks. On their first action, they raise the alarm if it has not been done already. If they do so, **two more orcs** join the combat from deeper within the room.

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

- **Very Weak or Weak:** There are no reinforcements within the room
- **Strong or Very Strong:** Replace the **orc** reinforcements with two **orogs**

B. Barracks (Optional Encounter)

Within this chamber, various pallets and piles of furs litter the floor haphazardly.

This encounter is optional, and you can use it if you have extra time. It is a difficult encounter, so make sure the characters have time for a short rest after. A *potion of healing* has been added to the treasure to help the characters recover and prepare for the remainder of the adventure. If you do not run this encounter, the bedding is here, but the occupants are out recruiting, and there is no treasure of worth in the furs.

Unless the alarm has been sounded, the occupants are either lounging about or sleeping. Discipline is lax, and none of them are really paying attention. If it has been raised, they are ready for combat.

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

- **Very Weak:** Four **orcs**
- **Weak:** One **half-ogre** and three **orcs**
- **Average:** One **orog**, two **half-ogres**, and three **orcs**
- **Strong:** Two **orogs**, three **half-ogres**, and **four orcs**
- **Very Strong:** Three **orogs**, four **half-ogres**, and four **orcs**

Treasure
Among the baubles in the furs, the characters find a *potion of healing*.

C. Pit Traps

This 10-foot-wide corridor has shallow pit traps (T) lined with sharpened sticks alternating every 15 or so feet. A Medium creature can safely navigate by taking a zig-zag path. A Large creature can safely step over the pits. The pits can be detected with a successful DC 14 Wisdom (Perception) or Intelligence (Investigation) check. This check is made with advantage if the characters are moving at half speed. Any creature that falls into any of the pits takes 3 (1d6) piercing damage from the sharp sticks.
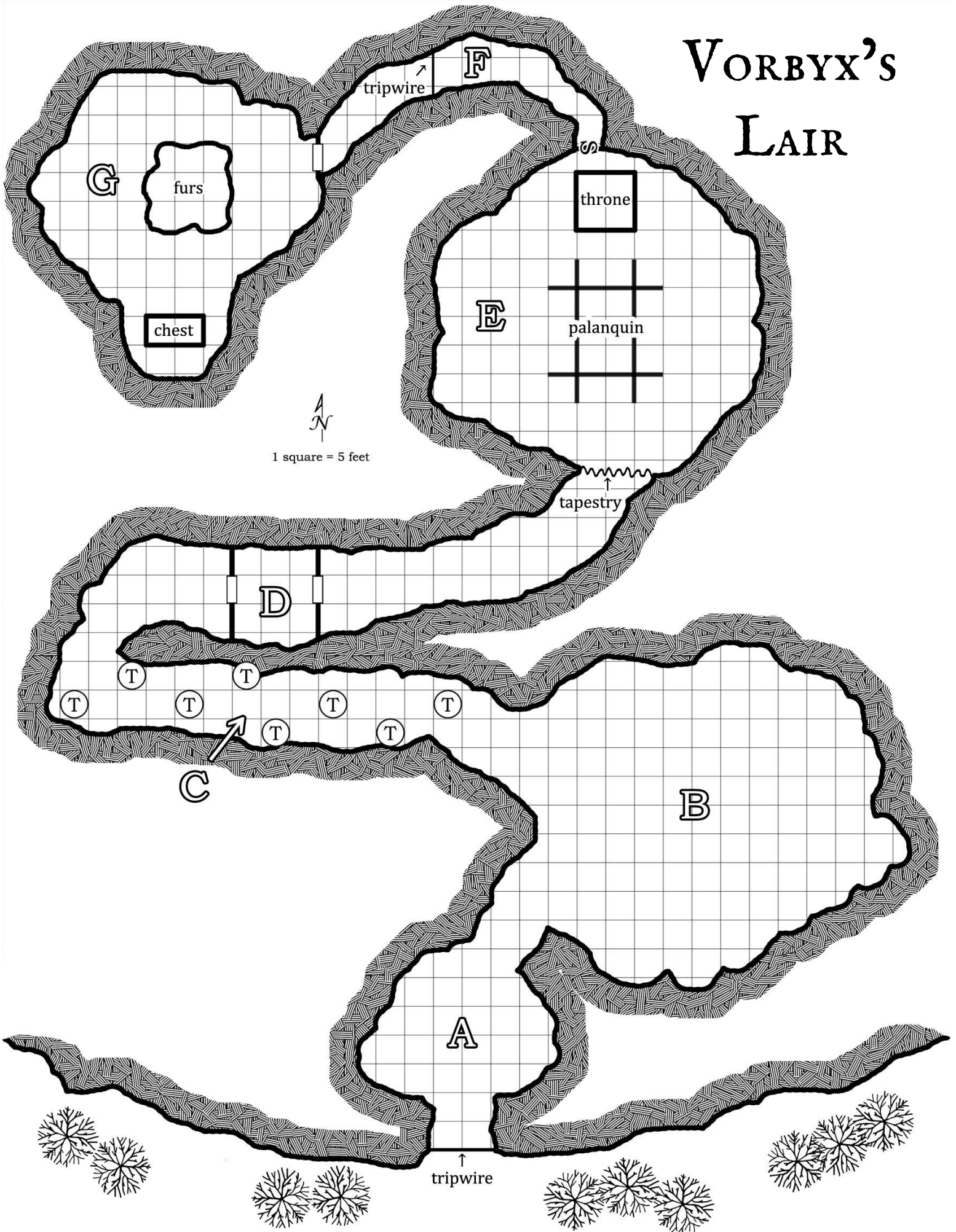
D. Jester's Trap

This roughly 15-by-15-foot chamber has a ceiling that is about 15 feet high. The north, south, and west walls have an ogre skull set at a height of 10 feet, each flanked by a pair of lit torches. A large door is set in the east wall. A smaller door is set inside the larger door. Next to the door is a plaque that reads: "What is a Pirate's favorite letter?" Next to the plaque is a dial with 4 choices and a window that shows 1 choice at a time. See **Appendix 3: Player Handout B**.

As the dial clicks through the four numbers, a *magic mouth* next to the dial announces the following choices in Common:

1) Pirates do love the Deep Blue "C"
2) Aye, Matey, it surely be "I"
3) Pirates can't read, silly!
4) Arrrr, of course it be "R"

If the characters put any choice but "3" in the window and try to open the door, a *magic mouth* appears next to the plaque as soon as a character touches the knob and shouts, "B was not a choice!" A trap-door then opens in the ceiling, dropping a beehive, which releases **two swarms of insects** with half hit points into the room to attack the characters.

Vorbyx's Lair

G

furs

chest

F

tripwire

throne

E

palanquin

S

N

1 square = 5 feet

tapestry

D

T T

T T T T

T T T

C

B

A

tripwire

E. Throne Room

When the party parts the tapestry leading into this are, they see a chamber beyond that is draped with various tapestries, with overlapping furs and rugs covering the floor. The room is decorated in a mishmash of gaudy styles, with bric-a-brac strewn about in disarray. In the back of the chamber is a stack of stones forming a rough, raised throne, its seat 10 feet in the air.

Dominating the center of the room is a richly appointed, tattered palanquin held aloft by hulking brutes, two ogres and two half-ogres. Atop it is what appears to be a goblin in colorful robes, an overlarge crown upon his head, and a scepter with a golden head in his hand. He points the scepter at the party and intones in a voice, attempting to be grave, "*Ah, more supplicants. Bow down before the glory and might of King Vorbyx the 13th, oh lesser creatures!*"

Development

A grand raised throne of stacked rocks lies at one end of this chamber. In front of the throne is a palanquin held by **two ogres** and **two half-ogres**. Upon the palanquin is "Vorbyx," a **nilbog**.

King Vorbyx initially asks the party to bow before him. If the characters are anything other than deferential to him, he points his scepter at them again and screams, "*Kill them! Kill them all! Blood for Vorbyx!*" He then jumps from the litter onto the throne and disappears behind it, his crown clattering to the floor. Once he departs, the brutes set the litter down and draw weapons, advancing on the party.

Adjusting the Encounter

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

- **Very Weak:** Replace the **ogres** and **half-ogres** with **orcs**
- **Weak:** Replace the **ogres** with **half-ogres**
- **Strong:** Replace the **half-ogres** with **ogres**
- **Very Strong:** Add two **ogres**

F. Corridor of the Small

The tunnel leading away from the throne room is much smaller than the rest of the passages in the complex, being only 5 feet wide on average. Characters taller than this must crouch or crawl, giving them disadvantage on any checks in the tunnel. About halfway through the corridor is a tripwire located about 4 feet above the floor. The tripwire can be detected with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check, and then disabled with a successful DC 14 Dexterity (Thieves' Tools) check. Remember that characters taller than 5 feet tall make these checks with disadvantage. If the trap is tripped, a blade comes down from the ceiling right behind the tripwire, causing 4 (1d8) points of slashing damage to whoever tripped it.

The fitted oak door at the end of the corridor swings outward into the room beyond. Vorbyx has placed his *immovable rod* in front of the door. Because of this, the only way to open the door is to physically break through the door around the rod. The door has AC 14 and 18 Hit Points, and can also be broken down with a DC 20 Strength (Athletics) check. These attack rolls and checks are still at disadvantage if the characters are over 5 feet tall.

G. The King's Chambers

Beyond, the chamber opens into a large room with a 15-foot ceiling. Standing atop a huge mound of furs, surrounded by **six goblins** of both sexes, is the **nilbog**, Vorbyx, holding the detached head of his scepter in one hand. Goblins in various states of dress and undress lay scattered throughout the room and in the furs, despite the racket of the party's entry.

Vorbyx exclaims, "*How dare you interrupt me in my private chambers!*" He gestures towards the pile of furs with a wink. "*Or would you like to join me?*"

The goblins draw various weapons as they await an answer. If the characters refuse to join Vorbyx, he screams, "*Then perish!*" and throws the golden bauble at them. It cracks as it strikes the floor.

Adjusting the Encounter

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

- **Very Weak:** Remove four **goblins**
- **Weak:** Remove two **goblins**
- **Strong:** Add two **goblins** and two **goblin bosses**
- **Very Strong:** Add four **goblins** and two **goblin bosses**

Tactics

Be especially aware of the Nilbog's ability to possess another goblin after he is "killed" (see the Nilbogism sidebar for additional information). The goblins present will not try to resist being possessed. Whenever a new goblin is possessed, they confidently announce, "I am Vorbyx the Xth!" with the number being 1 higher than the last Vorbyx.

Development

A large, locked chest is located along the wall opposite the "bed." The key is hidden in the pile of furs, and can be found with a successful DC 14 Intelligence (Investigation) check. Otherwise, the lock can be picked with a successful DC 14 Dexterity (Thieves' Tools) check, or broken open with a successful DC 14 Strength (Athletics) check. A successful DC 16 Wisdom (Perception) check reveals that something is moving within.

Inside is another **goblin**, which will be the last one possessed. He begs for his life, but if granted clemency, will ultimately betray the characters and try to escape. The chest also contains coins painted gold and worthless costume jewelry.

NILBOGISM

A nilbog is an invisible spirit that possesses only goblins. Bereft of a host, the spirit has a flying speed of 30 feet and can't speak or be attacked. The only action it can take is to attempt to possess a goblin within 5 feet of it.

A goblin targeted by the spirit must succeed on a DC 15 Charisma saving throw or become possessed. While possessed by the spirit, the goblin's alignment becomes chaotic evil, its Charisma becomes 15 (unless it was already higher), and it gains the nilbog's Innate Spellcasting and Nilbogism traits, as well as its Reversal of Fortune reaction. If the save succeeds, the spirit can't possess that goblin for 24 hours. If its host is killed or the possession is ended by a spell such as *hallow*, *magic circle*, or *protection from evil and good*, the spirit searches for another goblin to possess. The spirit can leave its host at any time, but it won't do so willingly unless it knows there's another potential host nearby. A goblin stripped of its nilbog spirit reverts to its normal statistics and loses the traits it gained while possessed.

Part 4:
The Humorous Truth

Expected Duration: 15 minutes

The journey back to Melvaunt is uneventful. When the characters present themselves at the Purple Portals, they are shown in immediately and asked to wait in a small waiting room. Abrogast arrives soon after, as he has been anxious for their return. He seats himself and asks what they have found.

When the characters describe what they encountered, Abrogast begins to chuckle, and they see him try to control his laughter, grabbing his ample belly. In spite of his efforts, his laughter only grows, until he is guffawing uproariously and slapping the table, as he lets out peal after peal of laughter. He eventually gets himself under control.

Struggling to catch his breath, he gasps, "*Pardon. Oh, many pardons. I do not mean to make light of your exploits or the danger you faced. But the so-called "King" you faced was none other than a nilbog, a prankster spirit of the goblin gods. And what mischief indeed! I have heard stories of them, but they are rare, and I do not know anyone who has actually come upon one. With your permission, I will set your story down to paper and keep it here at our library. I dare say even Candlekeep may be interested in your tale!*"

Treasure

If the characters used either the *potion of healing* or the *spell scroll of comprehend languages* during the adventure, Abrogast replaces the used item with another one.

Ending the Adventure

Proceed to **Adventure Rewards** to end the adventure.

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive <u>1 advancement checkpoint</u> and <u>1 treasure checkpoint</u> for completing each of the **story** objectives below:

- *Story Objective A:* Parlay with or defeat the hobgoblins.
- *Story Objective B:* Defeat Vorbyx, his goblins, and his ogre guards.

Magic Item Unlock

Characters completing the adventure's **Story Objective B** unlock this magic item.

    Immovable Rod. This flat metal rod has a button on one end. A full description of this item can be found under **Appendix 4: Player Rewards**.

DM Rewards

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

    However, this adventure may qualify for rewards earned by completing DM Quests. See the *Adventurers League Dungeon Master's Guide* for more information about DM Quests.

Appendix 1. Monsters/NPCs

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 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6) piercing damage.

Reactions

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

Half-Ogre

Large giant, chaotic evil

Armor Class 12 (hide armor)
Hit Points 30 (4d10 + 8)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 1 (200 XP)

Actions

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.
Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 11 (2d8 +28)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

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

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.
Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing

Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two greatsword attacks.

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

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

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

Nilbog

Small humanoid (goblinoid), chaotic evil

Armor Class 13 (leather armor)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	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*

Nilbogism. 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 nilbog can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Fool's 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.

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 2 (450 XP)

Actions

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

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

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

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

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

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

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.
Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Orog

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 42 (5d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 2 (450 XP)

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

Actions

Multiattack. The orog makes two greataxe attacks.
Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.
Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Swarm of Insects

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)
Hit Points 22 (5d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.
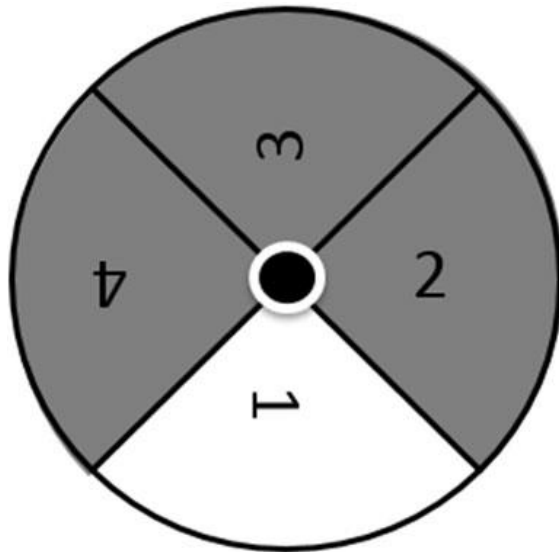
<u>Adventurers for Hire</u>

Adventurers needed to journey into the wilds of Thar in search of vital information.

Reward Commensurate with Risk.

Inquire with Abrogast the Sage at the Purple Portals at Noon

What is a Pirate's Favorite Letter?

Appendix 4: 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 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 Unlock

Immovable Rod

Rod, uncommon, table B

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

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

Consumables

Potion of Healing

Potion, common

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

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

Spell Scroll of Comprehend Languages

Scroll, common

This scroll contains a single *comprehend languages* spell.

A description of spell scrolls can be found in the *Dungeon Master's Guide*.

Appendix 5: Dungeon Master Tips

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.

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. 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 one if they're outside its level range.

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 Wisdom (Perception), and anything specified as notable by the adventure (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). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

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

When combat is a possibility, the adventure provides a sidebar to help you to determine the best mix/number of opponents to provide characters with to create an appropriate challenge. You are not bound to these adjustments. They are presented for your convenience and consideration.

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